



SECOND EDITION

Colonial Adventures Fortunes Won & Lost



SECOND EDITION

Colonial Adventures Fortunes Won & Lost



Written by Ed Teixeira
Cover Artwork by Paul Kime

Colonial Adventures 2nd Edition

TABLE OF CONTENTS

		Multiple Leaders	5
PROLOGUE	1	ARMY LISTS	6
INTRODUCTION	1	EUROPEAN ARMIES	6
Sites You Need To See	1	European Special Rules	6
Note	1	Back Against the Wall	6
Word of Advice	1	In the Field and Survive	6
		Passage of Lines	6
NEEDED TO PLAY	2	European Officer Reps	6
Dice	2	European Leaders Table	6
Passing Dice	2	European Units	6
Counting Successes	2	Infantry	6
Possibilities	2	Cavalry	6
Reading & Adding the Dice	2	Detachment	6
1/2D6	2	Dismounting Cavalry	7
How Many D6	2	Artillery	7
Figures and Terrain	2	Field Strength vs. Paper Strength	7
Basing Figures	3	Weapons	7
Defining Facings	3	European Weapons Table	7
What Scale?	3	Small Arms	7
Tables	3	Artillery	7
Why So Many?	3	Machine Guns and Maxims	7
		European Formations	8
DEFINING FIGURES	4	Formed Line	8
Class	4	Formed Column	8
Infantry	4	Formed Square	8
Cavalry	4	Open Order	8
Artillery	4	EUROPEAN ARMY LISTS	8
Training		Fielding Your Army	8
European	4	United Kingdom	9
Tribal	4	Boers	10
Reputation	4	Civilians	10
Rep 6	4	France	11
Rep 5	4	German Empire	12
Rep 4	4	Russia	13
Rep 3	4	TRIBAL ARMIES	14
Rep 2	4	Tribal Leader Reps	14
Weapons	4	Tribal Leaders Table	14
Special Characteristics	4	Tribal Bands	14
Mounted Infantry	4	Infantry	14
Ferocious	4	Cavalry	14
Shielded	4	Dismounting Cavalry	14
Lancer	4	Artillery	14
EUROPEAN OR TRIBAL	5	Varying Strength	14
Units or Bands	5	Weapons	15
Leaders	5	Tribal Weapons Table	15
Leader Die	5	Small Arms	15
		Artillery	15

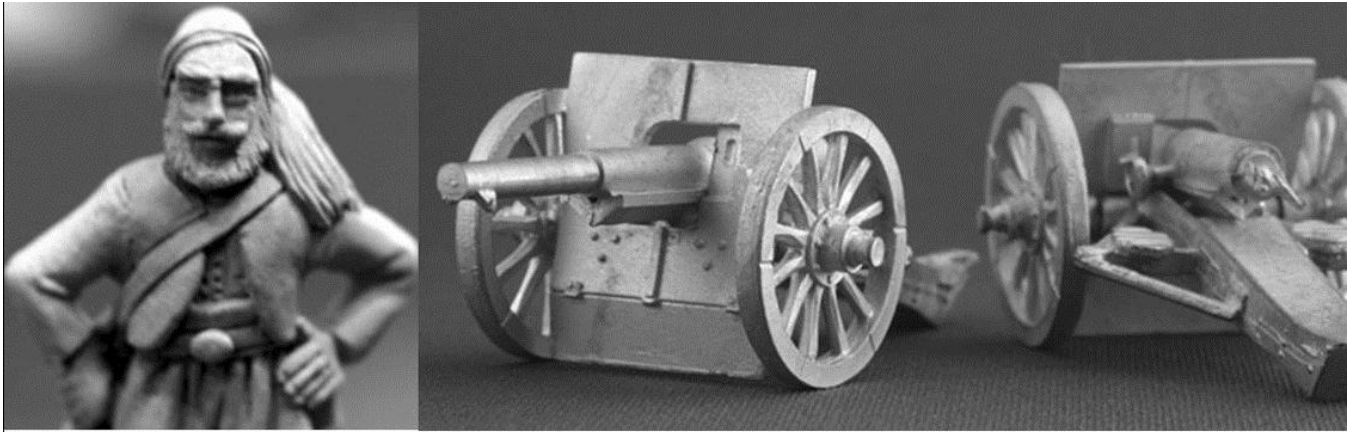
Colonial Adventures 2nd Edition

Machine Guns and Maxims	15	Wanting to Charge	24
Tribal Formations	15	Being Charged	24
Mob	15	Received a Casualty	25
Open Order	15	See Runaway	25
		Leader Lost	25
<i>TRIBAL ARMY LISTS</i>	<i>16</i>	Multiple Tests	25
Fielding Your Army	16	Reaction Test Results	25
African Armies	16	<i>RANGED COMBAT</i>	<i>25</i>
Berber Tribesmen	16	Line of Sight	25
Maasai	17	How to Fire	25
Mahdists	17	Ranged Combat Table	26
Other African Tribes	18	Volley Fire	26
Tuareg	18	Tight Ammo	27
Zulu	19	Firing Guns	27
Asia	19	<i>MELEE</i>	<i>28</i>
Afghans and Pathans	19	Melee	28
Central Asian Peoples	20	Melee Table	28
<i>RULES OF WAR</i>	<i>21</i>	Continuous Melee	29
		Breaking Off Melee	29
<i>HOW THE GAME PLAYS</i>	<i>21</i>	<i>CASUALTIES</i>	<i>29</i>
		Casualty Removal	29
<i>TURN SEQUENCE</i>	<i>21</i>	Leader Casualties	29
		Out of Fight and Return	30
<i>ACTIONS</i>	<i>22</i>	<i>AFTER THE BATTLE</i>	<i>30</i>
European Actions	22	After the Battle Recovery Table	30
Tribal Actions	22	<i>BUILDINGS</i>	<i>31</i>
<i>MOVEMENT</i>	<i>23</i>	Types of Buildings/Structures	31
Voluntary Movement	23	Light Organic Frame	31
Normal Movement	23	Wood Structure	31
Fast Movement	23	Reinforced Structures	31
Going Prone	23	Masonry	31
Involuntary Movement	23	Entering and Exiting Buildings	31
Carry On	23	Occupying Buildings	31
Charge	23	Combat In & Around Buildings	31
Countercharge	23	Moving Between Levels	31
Fire	23	Attacking Buildings	31
Halt in Place	23	Attacking with Artillery	31
Retire	23	Attacking with Fire	31
Run Away	23	Starting a Fire Table	32
Seek Cover	23	<i>TERRAIN</i>	<i>32</i>
<i>REACTION</i>	<i>24</i>	Setting Up the Table	32
How to Take a Reaction Test	24	Overall Terrain Type	32
Test of Wills	24	Clear	32
Received Fire	24		

Colonial Adventures 2nd Edition

Mountains	32	PATROL	40
Wooded	32		
Generating Terrain	33		
Terrain Generator Table	33		
Defining Terrain	33	RAID	40
Size	33		
Clear	33		
Hill	33	DEFEND	41
Impassable	33		
Road	33		
Settled Area	33		
Woods	34	STAND UP FIGHT	41
Optional Terrain	34		
Gullies	34		
Rocky Terrain	34		
PLAYING THE GAME	34	Q&E CAMPAIGNING	42
The Not so Good Old Days	34	Armies	42
Solo	34	Reason to Fight	42
Same Side	35	Major Morale	42
Head to Head	35	Next Battle Table	42
		Replacements	42
		New Arrivals	42
PEFs	35	LAST WORDS	43
PEF Rep	35		
PEF Movement	35	QUICK REFERENCE SHEETS	44
PEF Movement Table	36		
Resolving PEFs	36		
PEF Resolution Table	36		
Contact Table	36		
What Happens Now?	37		
NP ENEMY MOVEMENT	37	SPECIAL THANKS TO:	
What Are They Doing?	37	Paul Kime: For another great cover.	
What Are They Doing Table	37	Al Maurer: For suggesting we do some games at Strategicon back in the day.	
		Janice Sellers: For editing.	
NP FORCE TACTICS	37	Ken Hafer, Bob Minadeo and Ron "Baddawg" Strickland: For insisting that, "It's not just a gang warfare game."	
NP Force Basic Tactics	37	Steve Winter: For providing the army descriptions and having the knowledge of the period to help me smooth the concepts.	
NP Patrol Tactics	38	Allen Curtis, Howard Whitehouse, and Hugh Singh: For helping when it came to the army lists.	
NP Scout Reaction Table	38	The DFW Irregulars: For bringing CA back to the front of the list.	
NP Attack Tactics	38	The THW Yahoo Group: For continued support and ideas. 5400 members and still growing!	
NP Movement Attack Table	38	And Lil...	
NP Defend Tactics	38		
NP Movement Defend Table	39		
THE BATTLES	39		
What Kind of Game Is It?	39		
What Kind of Battle Is It?	39		

Colonial Adventures 2nd Edition



Askari Miniatures

Visit us on the web at <http://www.askari-minis.com>

Quality 28mm figures for skirmish, semi-historical, role playing and Colonial period games.

French and Italian Colonials, North Africans, artillery, animals and more.

Fine detail you can barely see with the naked



Colonial Adventures 2nd Edition

PROLOGUE

The scouts returned to the column with the news. The way forward was clear.

Captain Jones shifted his weight in the saddle as he leaned forward, squinting in the setting sun. Since they had left Brigana the column hadn't run into any opposition. Quite the opposite as a matter of fact, the Barylستاني were nowhere to be found. Three days on the march and no enemies had been seen. Now with the besieged fort just one day away Jones asked himself, "Where is the enemy?" Jones gave the word and the column headed out.

Wait a minute! Brigana? Barylستاني? I've never heard of these places. What is this? And more specifically, what is *Colonial Adventures*?

Colonial Adventures is a set of rules that allows the players to recreate the battles of the Age of Imperialism.* It lets you refight Rourke's Drift and Isandlwana during the Anglo-Zulu War of 1879. It lets you march with the French Foreign Legion in relief of their outpost that's surrounded by hostile Berber tribesmen. But why limit yourself to playing only historical games?

This is a great period to make up your own countries and reasons to fight. I use the fictional country of Barylستاني with the Afghan and Pathan army lists. I drew up a rough map and put in a few cities and villages. Toss in a fort or two and we're good. Next I gave England, Russia, France, and Germany a colony in Barylستاني and I was ready for hours of battles and campaigns. I recently had a battle where the Germans and their Barylستاني allies fought the Brits and their Barylستاني allies.

All I'm saying is that *Colonial Adventures* has lots to offer the serious historical player and the nonhistorical player as well.

So have a seat, grab a spot of tea, and get ready for hours of fun. Welcome to the world of ...

Colonial Adventures!

**The period between 1870 to 1914 that saw no less than eight European powers in conflict with each other and the native peoples that inhabited the lands of Africa and Asia to which these powers laid claim.*

INTRODUCTION

Colonial Adventures is a set of unit-based battle rules that can be played with any figures you may already have. Games are usually finished in two hours or less, hence the company name.

There are a variety of Reaction Tests in *Colonial Adventures*, but don't let that discourage you. You'll be using only two of them 95% of the time. After a few turns you'll have them memorized and will rarely refer to the rules. It's that simple.

SITES YOU NEED TO SEE

If you want inspiration to game in this time period visit these excellent sites.

The Colonial Angle

<http://home.comcast.net/~theangle/#new>

Colonial Wargames

<http://www.colonialwargaming.co.uk/>

The Amazing Adventures of the Red Shadow

<http://www.warflag.com/shadow/index.html>

NOTE

This is the second and final edition of *Colonial Adventures*. With the development in game mechanics within Two Hour Wargames over the last five years it became apparent that some of the older rules could be improved with an update. *Colonial Adventures* is one of those rules. The new mechanics provide a quicker and smoother game that retains the unique feel of the Colonial period. Let's get started!

WORD OF ADVICE

Be sure to read the rules one section at a time and follow the *Stop sign* at the end of each section. If you have a question about the rules keep reading, as the answer will be coming along shortly.

But if you can't find the answer check out the Two Hour Wargames Yahoo Group (link below) for free downloads and answers to questions.

<http://games.groups.yahoo.com/group/twohourwargames/>

With more than 5,400 members you can expect a response within 24 hours.

Now let's get started.

Colonial Adventures 2nd Edition

NEEDED TO PLAY

You will need a few things to play *Colonial Adventures*. They are:

- Six-sided dice, also called d6. It is best to have at least six of them, and the more you have, the more quickly games will play.
- One measuring device, ideally one per player.
- Any combination of metal, plastic, and paper figures in a consistent scale of your choice.
- Something to represent buildings and other terrain features.
- Something to represent ammo for a unit that needs to reload its weapon. Cotton balls work great for this.
- A flat surface at least 3'x3', but you can play with a larger one if desired.

DICE

During the game you will be required to roll dice (d6) in a variety of ways. They are:

- Passing Dice
- Counting Successes
- Possibilities
- Reading and Adding the Dice
- 1/2D6

PASSING DICE

To *pass dice* roll a number of d6 and compare each die score individually to the *Target Number*. The Target Number can be *Reputation* (page 5) or something entirely different.

- If the score is *equal to or lower than* the *Target Number* the d6 has *passed*.
- If the score is *higher than* the Target Number then the d6 has not passed.
- You can pass 2, 1, or 0d6 when the dice are rolled in this manner.
- Isn't passing 0d6 like failing 2d6? No, because we are counting the number of *passed* dice.

Example: The Wanting to Charge Test (page 24) is taken by rolling 2d6 versus the Rep of the unit. The Zulu unit has a Rep of 5. I roll 2d6 and score 6 and 2. The Zulu unit has passed 1d6, as only the 2 is equal to or lower than the Rep of 4.

COUNTING SUCCESSES

Another way to use d6 is to roll them and count *successes*.

- A score of 1, 2, or 3 is a success.
- A score of 4, 5, or 6 is a failure.

Example: A Zulu unit is in melee and rolls a total of 6d6. It scores 1, 2, 2, 3, 5, and 6. The unit has scored 4 successes (results of 1, 2, or 3).

POSSIBILITIES

Sometimes there are numbers in parentheses, such as (1-2). Immediately roll 1d6. If the number is scored then that event has happened.

Example: I roll for terrain and a road is called for. It will extend into adjacent sections, leaving the table at opposite ends either lengthwise (1-3) or widthwise (4-6). I roll 5. The road extends across the width of the table.

READING AND ADDING THE DICE

Sometimes you simply read the result as rolled. When rolling 2d6 in this way you add the scores together to get a total.

Example: On the Terrain Generator Table (page 33) I roll 3 and 6, for a total of 9.

1/2 D6

Occasionally you will be asked to roll 1/2d6. Here's how we do it:

- Roll 1d6.
- Divide the result by 2 and round up to the nearest whole number.

HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left corner of each table. A number there tells you how many d6 to roll. When a word appears that means 1d6 for each point of whatever word. When # appears in the Ranged Combat Table (page 14), this means roll 1d6 for each figure firing.

Example: I establish Line of Sight (page 25) to a PEF (page 35). I must immediately resolve it. I look on the PEF Resolution Table (page 36) and see a 2 in the upper left corner. I roll 2d6 versus the Rep of the PEF.

FIGURES AND TERRAIN

Literally hundreds of figures can be used with *Colonial Adventures*. There aren't any official figures, so play with whatever you have.

You can choose from metal figures, plastic figures, and even paper figures. Sizes range from 6 mm to 54 mm and everything in between. The best part is that you can use any of them and still play *Colonial Adventures*. If you don't have figures, you can find them in gaming stores, at conventions, or online.

Finding terrain can be handled the same way, or you can build it from scratch. Some very nice paper terrain is

Colonial Adventures 2nd Edition

available online that will work just fine. I use eBay as one source for terrain; it is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there.

<http://games.groups.yahoo.com/group/twohourwargames/>

Note that the rules are written for 28 mm. If using a different scale adjust accordingly.

BASING FIGURES

The easiest way to base figures for *Colonial Adventures* is one figure on a round or square base. A mounted figure's base should be as deep as needed. Whatever size bases you decide to use, be sure to use them consistently.

Wagons and artillery pieces do not need to be based but if they are use the smallest base necessary.

Figures previously mounted for other rule systems will also work.

You can even mount multiple figures on one base if you like. For a ten-figure unit try five bases: two bases with three figures mounted on it, one base with two figures, and two bases with one figure. This way, when casualties occur, you can *make change* and remove them.

DEFINING FACINGS

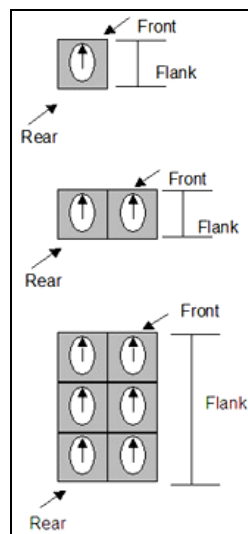
Charging on the flank or rear of an enemy or shooting to its flank or rear depends upon the actual physical location of the attacker.

- To qualify as a *rear attack* the attacker must begin its move behind the front facing of the target. The front facing is defined as the edge that the unit or figure is facing.
- To qualify as a *flank attack* the attacker must begin its move in the area between the front and rear facing of the unit. The rear facing is defined as the edge opposite the front facing.

The following illustration helps define the front and rear facings.

WHAT SCALE?

The rules were written for 25/28 mm figures. If you use 15 mm we recommend reducing all distances and measurements by half except for the table size. But the rules will play well in 15 mm with the listed distances.



TABLES

Wherever possible all the tables that you will *usually* use during the game have been grouped together in the back of the book on the *Quick Reference Sheets*, also called the QRS. When reading a section it is recommended that you review the table in question.

WHY SO MANY?

Your *Colonial Adventures* games can be as simple or as detailed as you like. For those who want a quick pick-up game, use just the basic Reaction Tables. If you want a realistic campaign, use the additional tables that are provided. *Colonial Adventures* is like a toolbox. You may not need all the tools, but they are there when you do!

STOP!

Colonial Adventures is played with six-sided dice called d6. There are five ways to roll these dice. They are:

Passing Dice: Read individually and compare to a Target Number.

Counting Successes: Any score of 1, 2, or 3.

Possibilities: Numbers in parentheses that when rolled cause an event to occur.

Reading and Adding the Dice: Read each die individually as rolled and add them together when rolled two at a time.

1/2D6: Divide the result by two and round up.

Roll the dice in each manner. When finished move on to Defining Figures.

Colonial Adventures 2nd Edition

DEFINING FIGURES

In *Colonial Adventures* each player has one or more *groups* called units or bands. These groups will range in size from a small gun crew of four figures to a large infantry unit of twenty plus figures. Regardless of how many figures are in a group, they all share some common traits that define how they behave during the game.

Five things define each figure in your group:

- Class
- Training
- Reputation
- Weapon
- Special Characteristics

CLASS

There are three classes of troops. They are:

- *Infantry*: Soldiers who fight on foot with ranged weapons, melee weapons, or a combination of both. Those armed only with melee weapons are referred to as Melee Troops. Tribal warriors armed only with ranged weapons are considered to be Ranged Troops.
- *Cavalry*: True cavalry have been trained to fight from their mounts and gain a bonus when in melee. Those armed only with melee weapons are considered to be Melee Troops as well as Cavalry.
- *Artillery*: Soldiers who are a part of a crew that fires any type of cannon, field gun, maxim, or machine gun.

TRAINING

In *Colonial Adventures* troops have been divided into two types based on the military training they have received. These types are:

- *European*: Troops trained in standard European drill and separated into definite units. Often referred to as *regulars*; can fire volleys by all or part of the unit.

Example: British, French, or "native" forces (sometimes called Askaris) trained to fight using European doctrine and tactics.

- *Tribal*: Irregular troops fighting with a non-European doctrine usually based upon tradition. These warriors were grouped in mobs and bands based on tribe or family. Usually armed with ranged weapons or melee weapons but rarely both.

Example: Pathan, Berbers, and other "natives."

REPUTATION

Reputation (Rep) represents a combination of training, experience, morale, and motivation and is an expression of a figure's overall fighting quality. Below are brief descriptions of Reputation levels used in the game.

- *Rep 6*: Troops of exceptional quality; they are often elite guards or tribal bodyguards.
- *Rep 5*: Veterans with long and successful service. These are professional soldiers or fearless warriors who have answered the call to battle many times.
- *Rep 4*: Reliable soldiers and warriors of some experience; the bulk of most armies.
- *Rep 3*: Green or poor-quality people with little motivation or desire for combat. Often levies, civilians, or militia.
- *Rep 2*: Usually reserved for the extremely old or young or those who are sick or infirm. Used only in specific scenarios.

WEAPONS

Weapons used in *Colonial Adventures* range from swords to field guns and are explained in the Armies Section.

SPECIAL CHARACTERISTICS

The following *Special Characteristics* further define the figures you may use in your armies.

- *Mounted Infantry*: Mounted infantry may ride horses or camels but always dismount and fight on foot as infantry. When mounted they move at 18". See *Dismounting* (page 7).
- *Ferocious*: These are troops that historically demonstrated an above average desire to close with the enemy.
- *Shielded*: Tribal troops that were equipped with a melee weapon and shield, providing them an advantage when in melee.
- *Lancer*: Cavalry armed with a long spearlike melee weapon, giving them an advantage in melee when charging.

Colonial Adventures 2nd Edition

EUROPEAN OR TRIBAL

In *Colonial Adventures* armies are defined as either European or Tribal. In the following sections we will discuss each army in detail, but first let's cover some rules that both European and Tribal armies have in common.

UNITS OR BANDS

Figures in base-to-base contact form a European *unit* or a Tribal *band*. The figures in a unit or a band move, fire, melee, and test morale together. Figures may choose to leave a unit or band either voluntarily (*Detachments*, page 6) or be forced to leave due to a Reaction Test.

LEADERS

Before the game starts each player must designate one figure as his Commander in Chief, or C-in-C. This figure represents the commander of the whole army. This is the only leader who can join and leave any unit or band as the player desires.

In addition, each unit or band has one or more figures designated as leaders as well. These leaders are always with the unit or band and always in the front.

- *European units* have two leaders, one officer in command of the unit and a noncommissioned officer (NCO) who can command a detachment (page 6) or assume command of the unit if the leader is incapacitated.
- A *Tribal band* has only one leader. When the leader is incapacitated the band is considered to be leaderless.

Leaders provide the following benefits:

- Determine when the unit or band activates based on his Rep, regardless of the Rep of the unit.
- Allows the unit or band to roll a Leader Die when taking a Reaction Test.

LEADER DIE

Whenever a unit or band with a leader is required to take a Reaction Test it can roll a Leader Die. This is noted on the Reaction Table with the letters LD. Here's how we do it:

- When a unit or band takes a Reaction Test it rolls 2d6 of the same color.
- If the leader is with the unit it adds a third d6 of a different color.
- All the dice are rolled at the same time.
- Compare the 2d6 to the Rep of the unit or band. This will result in the unit or band passing 2, 1, or 0d6.

- Compare the 1d6 of the odd color to the Rep of the leader. This will result in the leader passing 1 or 0d6. This result is added to the number of d6 passed by the unit or band. A unit or band may never pass more than 2d6.

Example: A Rep 4 Askari unit with a Rep 5 leader must take a Reaction Test. I roll two white dice for the unit and one red die for the leader. I roll white 3 and 5 for the unit so pass 1d6. I roll a red 2 for the Leader Die and pass 1d6. The unit has passed 2d6.

MULTIPLE LEADERS

If more than one leader is with the group, as is the case with European units, or if the C-in-C is added to a unit or band, only the Leader Die of the highest-ranking leader is used.

Example: A unit of Russian infantry is forced to take a Reaction Test to charge. They are Rep 4 and have a Rep 5 leader. The Rep 3 C-in-C is also with the unit. The player must use the Leader Die of the C-in-C.

STOP!

Figures in base-to-base contact are called groups and function together during the game.

How many Classes of troops are there? What are they?

There are two types of training, European and Tribal. Troops will be one or the other.

Reputation or Rep of figures will range from 2 to 6. The higher the Rep of the figure the better it will perform in battle.

What benefits does a group have if it is Ferocious?

European groups are called units, while Tribal groups are called bands.

I have a Rep 4 unit with a Rep 3 leader. I roll 3 and 5 for the unit and 4 for the Leader Die. How many d6 does the unit pass?

Colonial Adventures 2nd Edition

ARMY LISTS

As mentioned previously, we divide the armies in *Colonial Adventures* into European and Tribal. The Army Lists describe the types of troops found in each army.

EUROPEAN ARMIES

Europeans use the following special rules:

- *Back against the wall:* If a European unit is surrounded with no way to escape or it is the last unit on the table, its Rep increases by 1 and it will fight to the death until it leaves the field. After the game it returns to its normal Rep, keeping all glory.
- *In the field and survive:* If a Rep 3 unit fires at or melees the enemy in three separate battles and does not Run Away (*page 23*) it is promoted to Rep 4.
- *Passage of lines:* Infantry units in Formed Line may “fall back” through other European infantry to their rear. They literally pass through and around these formed European units and reform up to their full movement behind the unit passed through. *This does not affect the troops passed through in any negative manner.*

EUROPEAN OFFICER REPS

Each leader has a personal Rep. Often that Rep will be different than the Rep of the unit he commands. Unit Reps are determined by using the Army Lists, while officer Reps are rolled individually.

Players should roll for *all* of their officers after they have rolled for their units. They can then assign the officers to the units as desired. Here’s how we do it:

- Roll 2d6 and add the scores together.
- Add 1 to the score if rolling for a Noncommissioned Officer (NCO).
- Consult the European Leaders Table to determine the Rep.

2

EUROPEAN LEADERS

(Add the scores together)

CIRCUMSTANCES	MODIFIER
NCO	+1

#	LEADER REP
2	3
3	3
4	3
5	4
6	4
7	4
8	4
9	4
10	5
11	5
12+	5

EUROPEAN UNITS

Each European unit consists of a specific number of figures based upon the type.

INFANTRY

A standard European infantry unit is twenty figures. This is broken down into one lieutenant, one noncommissioned officer (NCO), and eighteen rank and file figures. For gaming purposes we refer to this as a *platoon*.

Two platoons can combine to form one *company* with an additional officer or captain. If the two platoons are in base-to-base contact they can activate (*page 21*) as one group based on the Rep of the captain.

CAVALRY

A standard European cavalry unit consists of fifteen figures. This is broken down into one lieutenant, one NCO, and thirteen rank and file figures. For gaming purposes we refer to this as a *troop*.

Two troops can combine to form one *squadron* with an additional captain to command the unit. If the two troops are in base-to-base contact they can activate (*page 21*) as one group based on the Rep of the Captain.

DETACHMENT

Up to half (rounded down) of European trained troops can be detached under an NCO and function as a separate unit. Until they rejoin the platoon that they were detached from the figures are subject to all Reaction Tests as a separate unit.

Colonial Adventures 2nd Edition

DISMOUNTING CAVALRY

European cavalry units can choose to dismount when desired. Here's how we do it:

- The unit activates and dismounts in lieu of moving. Replace the mounted figures with foot figures, facing them as desired.
- Place one fifth of the figures 3" behind the unit with the horses. They cannot do anything except hold the horses and if charged cannot fire.

ARTILLERY

A European artillery unit consists of one gun and four crew figures. For gaming purposes we refer to this as a *gun*.

Three guns can combine to form a *battery*. If the three guns are in base-to-base contact they can activate (page 21) as one group based on the gun crew member with the highest Rep.

FIELD VS. PAPER STRENGTH

The number of figures quoted for each unit in the Army List is called the *paper strength* of the unit. This is the official number of men in each unit at the start of a campaign.

In the field quite often these strengths are not reached, and occasionally they are exceeded. Here's how we do it:

- Roll 1d6 versus the Rep of the unit.
- If the score is equal to or greater than the Rep of the unit, it is at full strength.
- If the score is less than the Rep of the unit, it is short the difference in rank and file figures.

Example: A Rep 5 infantry unit rolls a 3. The difference is 2, so it is short two figures.

WEAPONS

Each figure is armed with a weapon that should be represented on the figure. Artillery and machine/maxim gun crew figures are assumed to have the appropriate weapons as infantry. The following table describes each weapon type.

EUROPEAN WEAPONS TABLE

<i>WEAPON</i>	<i>RANGE</i>	<i>FIRE DICE</i>
Pistol	6	1
Rifle	24	2 (4) ¹
Carbine	20	2 (4)
Grenade	3.5" circle	5
Field Gun	6/36	5/2
Maxim or Machine Gun	24	5
Fortress Gun	10/60	5/2

1. After 1895 British infantry units have their Fire Dice increase from 2 to 4, but Askari Fire Dice remain at 2.

EXPLAINING EUROPEAN WEAPONS

- *Weapon*: What the weapon type is.
- *Range*: The range listed for each weapon is its *effective range*, or the range in inches that the firer is deemed to have a *reasonable chance* of hitting the target. When two ranges appear for artillery the first number is its short range and the second its maximum range.
- *Fire Dice*: How much firepower the weapon can deliver expressed as a number of d6. The higher the number of d6, the more lethal the weapon. When two values appear for artillery the first value is the number of d6 used at short range and the second the number of d6 used past short range up to the maximum.

SMALL ARMS

Each figure is armed with either a rifle (infantry) or a carbine (cavalry). All rifles are considered to have bayonets attached. Each officer is armed with a sword and a pistol.

ARTILLERY

Artillery, also known as guns, function under the following rules:

- Each turn a gun may be manhandled 1" per two crew members or rotated up to 90 degrees.
- Fortress artillery can't move; it may fire only once per turn.
- Pack guns are carried disassembled on mules, camels, or elephants and were often used in India. While packed, they move as infantry in column and take an activation to pack or unpack. Once unpacked, they follow the same rules as regular artillery.

MACHINE GUNS AND MAXIMS

These include all crew-served weapons known as machine guns, including the Maxim gun:

- Use a crew of two, instead of four like artillery.
- Each turn they may be manhandled 1" per two crew members or rotated up to 90 degrees.
- All machine and Maxim guns have a chance to jam or run out of ammo while firing. If two or more 6s are rolled, the crew must spend one turn of activation clearing the jam or reloading.

Colonial Adventures 2nd Edition

EUROPEAN FORMATIONS

Units will always be in one of the following formations.

FORMED LINE

The figures in this formation are in base-to-base contact, with the front of the formation wider than it is deep. Here's how we do it:

- There may be up to three ranks, but only the first two ranks may fire.
- All figures in the unit are counted for melee, whether they are in contact with enemy figures or not.
- Infantry movement is up to 4".
- Cavalry movement is up to 8".
- All cannot move into or through wooded or rough terrain.

FORMED COLUMN

The figures in this formation are in base-to-base contact with fewer figures in the front of the formation than it is deep. Here's how we do it:

- The formation is always three or more ranks deep, but the front rank may fire.
- All figures in the unit are counted for melee, whether they are in contact with enemy figures or not.
- Infantry movement is up to 8".
- Cavalry movement is up to 16".
- All cannot move into or through wooded or rough terrain.

FORMED SQUARE

The figures in this formation are in base-to-base contact and facing in all directions. Here's how we do it:

- This formation can be one or two ranks deep. Up to two ranks may fire, but only if they have LOS to the target.
- All figures in the unit are counted for melee, whether they are in contact with enemy figures or not.
- Infantry movement is up to 2".
- All cannot move into or through wooded or rough terrain.

OPEN ORDER

Troops in this formation must have a gap of one base width between figures. Here's how we do it:

- There may be up to three ranks, but only the first two ranks may fire.
- Artillery crews are always considered to be in Open Order.

- All figures in the unit are counted for melee, whether they are in contact with enemy figures or not.
- Infantry movement is up to 12".
- Cavalry movement is up to 24".
- All *can* move into or through wooded or rough terrain at half speed.

STOP!

Go to the Army Lists (page 8) and choose three units at random.

Roll for the Reputations of all the leaders. Did you roll for two for each unit?

How many figures are needed to hold the horses when a cavalry unit dismounts? Where are they placed?

Place one unit each in Formed Line, Formed Column, and Open Order. Review the movement for each and how many figures in each may fire.

When you have finished move on to the European Army Lists.

EUROPEAN ARMY LISTS

Colonial wargaming isn't only about the British and the Zulus. Almost every European nation at the time had colonies and unique opponents to fight. We've tried to provide a varied list of those that subscribed to contemporary European drill and training.

FIELDING YOUR ARMY

There are two ways to field your army. The first is to play what you want with what you have. The second is by using Recruiting Rolls. Here's how we do it:

- *European armies* should have four infantry units to one cavalry unit.
- Add up to one gun for every five units. Feel free to substitute a machine or Maxim gun for an artillery gun as desired.
- Roll 2d6, add the results, and consult the appropriate list. In some cases you may require a second roll.
- Continue to roll until you have fielded your army.
- The result it gives you is the unit type, Class, Rep, and Movement Rates by formation.
- At the end of each description there is a list of possible enemies.
- If playing with *Imaginations* (nonhistorical countries and peoples) just pick a list that, in

Colonial Adventures 2nd Edition

your mind, best represents that army. Feel free to pick and choose from other lists, as it really is your game!

All of these forces fought wars large and small, conducted punitive missions against defiant warlords and bandits, and maintained order in the Empire's furthest outposts. There was never any shortage of fighting along Britain's far-flung frontiers.

UNITED KINGDOM – THE BRITISH EMPIRE

Thanks to its pre-eminent navy, the UK was the leading colonial power of the 18th, 19th, and early 20th centuries. By 1920 it would become the largest empire in history, with colonies and dominions in the eastern, western, northern, and southern hemispheres. The British Army was renowned for stolidly soldiering on while outnumbered, surrounded, and far from home. Queen Victoria's redcoats and bluejackets fought countless wars and engagements against irregular "native" forces around the world and carried the Union Jack to every corner of the globe.

No less important were the local forces and armies brought under the British Army's wing. In particular, the Indian Army (four armies, really—the Madras, Bengal, and Bombay Armies and the Punjab Frontier Force) and the reformed Egyptian Army were long-service, battle-hardened militaries that fought with distinction under both British and native officers. Smaller companies and

battalions were raised from indigenous troops ("Askari") and colonists ("Constabularies") under the command of British officers.

<i>ENEMIES</i>
Afghans and Pathans
Boers
German Empire
Mahdists
Maasai
Other African Tribes
Zulu

#	TYPE	CLASS	REP	LINE	COL	SQ	OPEN
2	Infantry ¹	Infantry	5	4"	8"	2"	12"
3	Infantry ¹	Infantry	5	4"	8"	2"	12"
4	Infantry ¹	Infantry	5	4"	8"	2"	12"
5	Infantry ¹	Infantry	5	4"	8"	2"	12"
6	Infantry ¹	Infantry	4	4"	8"	2"	12"
7	Infantry ¹	Infantry	4	4"	8"	2"	12"
8 (1–2)	Askari Infantry	Infantry	5	4"	8"	2"	12"
8 (3–6)	Askari Infantry	Infantry	4	4"	8"	2"	12"
9 (1–3)	Mounted Infantry	Infantry	4	6"	12"	n/a	18"
9 (4–6)	British Naval Brigade	Infantry	5	4"	8"	2"	12"
10 (1)	Camel Corps ²	Cavalry	4	6"	12"	n/a	18"
10 (2–5)	British Cavalry	Cavalry	4	8"	16"	n/a	24"
10 (6)	British Cavalry	Cavalry	5	8"	16"	n/a	24"
11	Irregular Cavalry ³	Cavalry	4	8"	16"	n/a	24"
12	Irregular Cavalry ³	Cavalry	4	8"	16"	n/a	24"
*	Artillery ¹	Artillery	5	n/a	6"	1"	n/a

1. Includes British, Australian, Indian, and New Zealanders.

2. Treat as Mounted Infantry.

3. Native Cavalry. If Indian count as Rep 5. After 1895 British infantry units increase their Fire Dice from 2 to 4, but Askari Fire Dice remain at 2.

Colonial Adventures 2nd Edition

BOERS

The Boers were descended from Dutch and German settlers who immigrated to South Africa in the 17th and 18th centuries, both for economic reasons and to escape religious persecution. They were independent-minded and resentful of outside rule, especially by the British, who took control of the Cape Colonies in the early 1800s. Their migrations into the Transvaal and Natal brought them into conflict with the tribes already occupying those areas, most notably the Xhosa and Zulu.

The Boer military was a loose, all-volunteer, ad-hoc affair. When called up, the men of a region would arrive at the muster point with whatever weapons, equipment, and horses they needed for the coming campaign. Because the Boers were, for the most part, excellent shots and excellent riders, they formed an outstanding guerrilla force. Their mounted columns moved faster than the British and their marksmanship inflicted heavy casualties. Open warfare broke out between the Boers and British in 1880 and again in 1899. Although the British could claim

to have won both wars, they did so at great cost and humiliation. Outside of these wars, Boer detachments sometimes joined forces with the British against native tribes.

<i>ENEMIES</i>	
British Empire	
Other African Tribes	
Zulu	

#	TYPE	CLASS	REP	OPEN
2-12	Mounted Infantry ¹	Infantry	4	12" on foot/24" when mounted

1. Boers count a +1d6 when firing.

CIVILIANS

Wherever there were colonies, there were colonists. Sometimes they were rugged individualists proficient with firearms and ready to defend their holdings to the death. More often, they were merchants, missionaries, miners, and plantation owners who expected the home government to leave them alone when times were good and send the army to their defense when danger loomed.

If they were around during military operations, it was usually because they needed protection, needed rescuing, or were interfering politically. Occasionally, they formed volunteer militias and constabularies to fight alongside the regular troops or act as scouts. The value of these auxiliaries was wildly variable and usually low.

#	TYPE	CLASS	REP	OPEN
2-12	Noncombatants	Infantry	3	12"

Colonial Adventures 2nd Edition

FRANCE

France surrendered its first colonial empire to Britain at the end of the Napoleonic Wars. By the time of the Third Republic in the late 1800s, it had amassed a second empire surpassed only by Britain's, with holdings concentrated mostly in North and West Africa, Southeast Asia, and the South Pacific. Its most famous fighting force was, of course, the legendary Foreign Legion. No less colorful, however, were the array of "metropolitan" (from France) and locally raised forces. Spahis, zouaves, turcos, goumiers, tirailleurs senegalais, tirailleurs indochinois, and many others fought under the Tricolor in some of the harshest terrain and most grueling conditions imaginable.

<i>ENEMIES</i>	
	Berbers
	German Empire
	Other African Tribes
	Tuareg

#	TYPE	CLASS	REP	LINE	COL	SQ	OPEN
2	Foreign Legion ¹	Infantry	5	4"	8"	2"	12"
3	Foreign Legion ¹	Infantry	5	4"	8"	2"	12"
4	Foreign Legion ¹	Infantry	5	4"	8"	2"	12"
5	Foreign Legion ¹	Infantry	5	4"	8"	2"	12"
6 (1-4)	Algerian Troops	Infantry	4	4"	8"	2"	12"
6 (5-6)	Algerian Troops	Infantry	5	4"	8"	2"	12"
7	Algerian Troops	Infantry	5	4"	8"	2"	12"
8 (1)	French Metropolitan	Infantry	5	4"	8"	2"	12"
8 (2)	French Metropolitan	Infantry	4	4"	8"	2"	12"
8 (3-4)	Senegalese/Soudanais	Infantry	5	4"	8"	2"	12"
8 (5-6)	Senegalese/Soudanais	Infantry	4	4"	8"	2"	12"
9 (1-5)	French Colonial Troops ⁽²⁾	Infantry	3	4"	8"	2"	12"
9 (6)	Bat' D'Africa	Infantry	4	4"	8"	2"	12"
10 (1-2)	French Spahis	Cavalry	5	8"	16"	n/a	24"
10 (3-6)	French Spahis	Cavalry	4	8"	16"	n/a	24"
11	French Cavalry	Cavalry	5	8"	16"	n/a	24"
12	French Cavalry	Cavalry	5	8"	16"	n/a	24"
*	French Artillery	Artillery	5	n/a	6"	1"	n/a

1. Ferocious. 2. African punishment battalions.

Colonial Adventures 2nd Edition

GERMAN EMPIRE

The German Empire was still a newborn country during the Victorian colonial period, having become unified only in 1871 under the “Iron Chancellor,” Otto von Bismarck. It was Emperor William II, however, who threw Germany headlong into the European race for colonies, famously seeking Germany’s “place in the sun.” By that time, much of the world had already been sliced up by the British and French, leaving East and Southwest Africa, Togoland, and Cameroon for the Germans, along with a few small, unprofitable portions of the Pacific. That didn’t stop the German Army from becoming embroiled in vicious wars against the Khoikhoi (more commonly known by the condescending term Hottentots) and Hereros of Southwestern Africa and numerous native kingdoms in the complex tribal structure of Tanzania. The most notable of Germany’s native forces was the East African Schutztruppe under General-Major von Lettow-Vorbeck. Through four years of World War 1, this tiny army waged one of the most brilliant guerrilla campaigns ever fought, tying down a British force many times its size without losing a single battle.

<i>ENEMIES</i>
British Empire
Maasai
Other African Tribes
Russia

#	TYPE	CLASS	REP	LINE	COL	SQ	OPEN
2	German Infantry	Infantry	4	4"	8"	2"	12"
3	German Infantry	Infantry	4	4"	8"	2"	12"
4	German Infantry	Infantry	5	4"	8"	2"	12"
5	German Infantry	Infantry	4	4"	8"	2"	12"
6	German Infantry	Infantry	4	4"	8"	2"	12"
7 (1)	German Marines	Infantry	5	4"	8"	2"	12"
7 (2-6)	German Marines	Infantry	4	4"	8"	2"	12"
8 (1-2)	Schutztruppe	Infantry	5	4"	8"	2"	12"
8 (3-6)	Mounted Infantry	Infantry	4	6"	12"	n/a	18"
9	German Askari	Infantry	4	4"	8"	2"	12"
10	German Askari	Infantry	5	4"	8"	2"	12"
11	German Cavalry	Cavalry	5	8"	16"	n/a	24"
12	German Cavalry	Cavalry	5	8"	16"	n/a	24"
*	German Artillery ¹	Artillery	4	n/a	6"	1"	n/a
*	German Askari Artillery	Artillery	5	n/a	6"	1"	n/a
*	Naval Gunners ²	Artillery	5	n/a	6"	1"	n/a

1. Roll 1d6. On a score of 1 the unit is Rep 5. 2. Rep 4 when used as infantry.

Colonial Adventures 2nd Edition

RUSSIA

With most of a continent to expand into, Russia had less need for overseas colonies than land-bound European nations. During the Victorian period, the Tsar's attention was focused first on Russia's long conflict with the Ottoman Empire. From there, however, it turned toward Russian Turkistan, the Transcaspian region, Tashkent, Samarkand ... and Afghanistan, which was squeezed between Russia and British India. This region, unstable and incendiary under the best of conditions, was further inflamed by the tug-of-war between these two empires. Russia also held conceded territory in China: Kwantung, Tientsin, and the Chinese Eastern Railway Zone. Russian generals had a habit of launching wars against orders, then begging forgiveness as they handed their newly conquered territories to Moscow.

<i>ENEMIES</i>
Afghans and Pathans
Central Asian Tribes
German Empire

#	TYPE	CLASS	REP	LINE	COL	SQ	OPEN
2	Infantry	Infantry	5	4"	8"	2"	12"
3	Infantry	Infantry	4	4"	8"	2"	12"
4	Infantry	Infantry	4	4"	8"	2"	12"
5	Infantry	Infantry	4	4"	8"	2"	12"
6	Infantry	Infantry	4	4"	8"	2"	12"
7	Infantry	Infantry	5	4"	8"	2"	12"
8	Infantry	Infantry	4	4"	8"	2"	12"
9	Seamen	Infantry	4	4"	8"	2"	12"
10	Mounted Infantry	Infantry	4	6"	12"	n/a	18"
11 (1)	Russian Cavalry	Cavalry	5	8"	16"	n/a	24"
11 (2-6)	Russian Cavalry	Cavalry	4	8"	16"	n/a	24"
12	Cossacks Cavalry	Cavalry	4	8"	16"	n/a	24"
*	Russian Regular Artillery	Artillery	5	n/a	6"	1"	n/a
*	Colonial Artillery	Artillery	4	n/a	6"	1"	n/a

Colonial Adventures 2nd Edition

TRIBAL ARMIES

Tribal armies are irregular troops fighting with a traditional non-European doctrine. They can be armed with ranged weapons or melee weapons but rarely with both. Tribal bands use the following special rules.

- *Ferocious* : Troops armed only with melee weapons and sometimes a shield. Ferocious troops receive benefits in melee and when taking some Reaction Tests. Examples would be Beja, Zulu, Maasai, and Moro tribesmen. The only European exception to this is the French Foreign Legionnaires, who also count as Ferocious.
- *Shield*: Troops specializing in melee sometimes also use shields. Using a shield counts as a bonus in melee. If a figure has both a shield and ranged weapon, it can use one or the other but not both at the same time and for the complete turn.

TRIBAL LEADER REPS

Each leader has a personal Rep. Often that Rep will be different than the Rep of the band he commands. Band Reps are determined by using the Army Lists, while Tribal leader Reps are rolled individually.

Players should roll for *all* of their leaders after they have rolled for their bands. They can then assign the leaders to the bands as desired. Here's how we do it:

- Roll 2d6 and add the scores together.
- Consult the Tribal Leaders Table to determine the Rep.

2

TRIBAL LEADERS

(Add the scores together)

#	LEADER REP
2	3
3	3
4	3
5	4
6	4
7	4
8	4
9	4
10	5
11	5
12	5

TRIBAL BANDS

Each Tribal band consists of a specific number of figures based upon the type.

INFANTRY

A standard Tribal infantry band is twenty figures. This is broken down into one leader and nineteen warriors. For gaming purposes we refer to this as a *band*.

Three bands combine to form a *clan* with an additional leader or *Warlord*. If the three bands are in base-to-base contact they can activate (*page 21*) as one group based on the Rep of the Warlord.

CAVALRY

A standard Tribal mounted band is ten figures. This is broken down into one leader and nine mounted warriors. For gaming purposes we refer to this as a *band of horsemen*.

Three bands combine to form a *clan* with an additional leader or *Warlord*. If the three bands are in base-to-base contact they can activate (*page 21*) as one group based on the Rep of the Warlord.

DISMOUNTING CAVALRY

Tribal cavalry dismount as outlined in the European army section (*page 6*).

ARTILLERY

Any artillery in Tribal hands is very rare. If you do have Tribal artillery it would consist of one gun and four crew figures. Tribals may substitute a machine or Maxim gun if desired.

Artillery may be in base-to-base contact but are not allowed to activate (*page 21*) at the same time.

VARYING STRENGTH

The figures quoted for each band is the hoped-for number. How many fighters actually show up can be more or less than this. Here's how we do it:

- Roll 1d6 versus the Rep of the band.
- If the score is equal to or greater than the Rep of the band it is at full strength.
- If the score is less than the Rep of the band it is short the difference in non-leader figures.

Example: A Rep 5 Tribal band rolls a 3. The difference is 2, so it is short two figures.

Colonial Adventures 2nd Edition

WEAPONS

Each figure is armed with a weapon that should be represented on the figure. Artillery and machine/Maxim gun crew figures are assumed to have the appropriate weapons as infantry. The following table describes each weapon type.

TRIBAL WEAPONS TABLE

WEAPON	RANGE	FIRE DICE
Pistol	6	1
Musket	20	1
Bow	12	1
Spear	3	1
Field Artillery	4/24	5/2
Fortress Gun	6/36	5/2
Maxim or Machine Gun	24	5

EXPLAINING TRIBAL WEAPONS

- *Weapon*: What the weapon type is.
- *Range*: The range listed for every weapon is its *effective range*, or the range in inches that the firer is deemed to have a *reasonable chance* of hitting the target. When two numbers appear for artillery the first range is considered its short range and the second its maximum range.
- *Fire Dice*: How much firepower the weapon can deliver expressed as a number of d6. The higher the number of d6, the more lethal the weapon. When two values appear for artillery the first value is the number of d6 used at short range and the second the number of d6 used past short range up to the maximum.

SMALL ARMS

Tribal figures use bows, muskets, spears, and pistols. Those armed only with melee weapons may have a shield as well.

ARTILLERY

Artillery, also known as guns, function under the following rules.

- Each turn a gun may be manhandled 1" per two crew members or rotated up to 90 degrees.
- Fortress artillery can't move; it may fire only once per turn.
- Field artillery may move or fire.
- Fortress artillery may fire only once every other turn.

MACHINE GUNS AND MAXIMS

These include all crew-served weapons known as machine guns, including the Maxim gun.

- Use a crew of two, instead of four like artillery.
- Each turn they may be manhandled 1" per two crew members or rotated up to 90 degrees.
- All machine and Maxim guns have a chance to jam or run out of ammo while firing. If two or more 6s are rolled, the crew must spend one turn of activation clearing the jam or reloading.

TRIBAL FORMATIONS

Tribal bands will always be in one of the following formations.

MOB

The figures in this formation are in base-to base contact and at least three ranks deep. Here's how we do it:

- Mobs do not have to have fewer figures in the front rank of the formation than it is deep.
- All of the riflemen in a Mob may fire regardless of where they are in the band.
- All figures in the band are counted for melee, whether they are in contact with enemy figures or not.
- Infantry movement is up to 12".
- Cavalry movement is up to 24".
- All *can* move through wooded and rough terrain at half speed.

OPEN ORDER

Troops in this formation must have a gap of one base width between figures. Here's how we do it:

- There may be up to three ranks but only the first two ranks may fire.
- All figures in the unit are counted for melee, whether they are in contact with enemy figures or not.
- Infantry movement is up to 12".
- Cavalry movement is up to 24".
- All *can* move into or through wooded or rough terrain at half speed.

STOP!

Go to the Army Lists (*page 8*) and choose two bands at random.

Roll for the Reputations of all the leaders. Did you roll for two for each unit? Sorry, but Tribal bands get only one leader!

Colonial Adventures 2nd Edition

How many figures are needed to hold the horses when a cavalry unit dismounts? Where are they placed? If you need to review go back and look at the section (page 7).

Place one band in Mob and the other in Open Order. Review the movement for each and how many figures in each may fire.

When you have finished move on to the next section, Tribal Army Lists.

TRIBAL ARMY LISTS

These armies are perhaps influenced by Western ideas but do not accept them as better than their own systems. Tribal troops are armies that are purpose-built for their own countries and terrain, and indeed usually worked much better as guerrilla troops than as field armies against the European armies they met.

FIELDING YOUR ARMY

There are two ways to field your army. The first is to play what you want with what you have. The second is by using Recruiting Rolls. Here's how we do it:

- *Tribal armies* should have two infantry bands to one cavalry band.
- Add up to one gun for every ten units. Feel free to substitute a machine or Maxim gun for an artillery gun as desired.
- Roll 2d6, add the results, and consult the appropriate list. In some cases you may require a second roll.
- Continue to roll until you have fielded your army.
- The result it gives you is the unit type, Class, Rep, Movement Rates by formation, and notes that apply.
- At the end of each description is a list of possible enemies.
- If playing with *Imaginations* (nonhistorical countries and peoples) just pick a list that, in your mind, best represents that army. Feel free to pick and choose from other lists, as it really is your game!

AFRICAN ARMIES

BERBER TRIBESMEN

The Berbers are non-Arabic people of Northwest Africa, living chiefly in Morocco and Algeria but spread across the Maghreb and down the west coast of Africa. Unlike the nomadic Tuareg (who are a subgroup of Berbers with their own army listing), the Berbers covered here were chiefly farmers and herders with settled villages between the Mediterranean coast and the great, rocky Sahara. That doesn't mean that they were pacifistic, subservient, or welcoming to the French colonizers who claimed their land. Fiercely independent, bound to their honor, and excellent swordsmen, marksmen, and horsemen, the Berbers made ferocious fighters and skillful guerrilla warriors. Morocco and Algeria were among the last African regions to be subdued, if that word can even apply.

ENEMIES

France
Tuareg

#	TYPE	CLASS	REP	MOB	OPEN
2	Infantry	Infantry	4	12"	12"
3	Infantry	Infantry	5	12"	12"
4	Infantry	Infantry	5	12"	12"
5	Infantry	Infantry	5	12"	12"
6	Infantry	Infantry	5	12"	12"
7	Infantry	Infantry	5	12"	12"
8	Infantry	Infantry	5	12"	12"
9	Cavalry	Cavalry	5	24"	24"
10	Cavalry	Cavalry	5	24"	24"
11	Cavalry	Cavalry	5	24"	24"
12	Camelry	Cavalry	4	24"	24"

Colonial Adventures 2nd Edition

MAASAI

The Maasai are a collection of East African tribes concentrated in inland Tanzania and Kenya. Their seminomadic society is built around cattle herding. In the late 1800s, they were renowned for their fearlessness, towering height, bright crimson and blue togas, and zest for hunting lions armed only with spears, shields, and primitive bows. They were so feared as warriors that Arab slavers routed their heavily armed caravans around Maasai territory rather than risk a run-in with them. Their territorial spread led the Maasai into clashes against both the Germans in Tanzania and the British in Kenya.

<i>ENEMIES</i>	
Boers	
British Empire	
German Empire	
Other African Tribes	

#	TYPE	CLASS	REP	MOB	OPEN
2	Infantry ¹	Infantry	6	12"	12"
3	Infantry ¹	Infantry	6	12"	12"
4	Infantry ¹	Infantry	6	12"	12"
5	Infantry ¹	Infantry	6	12"	12"
6	Infantry ¹	Infantry	5	12"	12"
7	Infantry ¹	Infantry	5	12"	12"
8	Infantry ¹	Infantry	5	12"	12"
9	Infantry ¹	Infantry	5	12"	12"
10	Infantry ¹	Infantry	5	12"	12"
11	Infantry ¹	Infantry	5	12"	12"
12	Infantry ¹	Infantry	5	12"	12"

1. Ferocious. Note: Those armed with rifles must remain in Open Order, may not be Ferocious, and may be no higher than Rep 4.

MAHDISTS

The Mahdists arose in a massive, powerful revolt against corrupt rule in the Egyptian Sudan. They were led by the prophet Muhammed Ahmed, the Mahdi ("guided one"). This revolt gathered steam over several years, bringing together fishermen and farmers from the banks of the Nile, nomads from Darfur, and herding tribes from the Red Sea to its banners. The Mahdi defeated larger and larger Egyptian forces, captured weapons and towns, and finally besieged and stormed Khartoum to complete his conquest. A British army sent to relieve Khartoum and rescue its romantic, popular governor, Charles Gordon, arrived just days too late and withdrew in disgrace. The Sudan then simmered for more than a decade before a second Anglo-Egyptian expeditionary force worked its way methodically up the Nile and eventually "liberated" the region.

In the early years, the Mahdists were fanatical warriors armed with heavy swords or with spears and shields. British survivors of those battles described them as fearless, skillful at using terrain, and seemingly mindless of wounds that would have crippled lesser men. As their victories grew, their armies were supplemented with captured artillery, rifles, and even deserters from the Egyptian Army who fought as trained regulars rather than as tribal mobs. By the late 1890s, when the Egyptians and British returned to the Sudan, this ferocious army was weakened by years of famine, epidemics, idleness, and internal conflict.

<i>ENEMIES</i>	
British Empire	
France	
Other African Tribes	

#	TYPE	CLASS	REP	MOB	OPEN
2	Ansar Infantry ¹	Infantry	5	12"	12"
3	Ansar Infantry ¹	Infantry	5	12"	12"
4	Ansar Infantry ¹	Infantry	5	12"	12"
5	Ansar Infantry ¹	Infantry	5	12"	12"
6	Ansar Infantry ¹	Infantry	5	12"	12"
7	Ansar Infantry ¹	Infantry	4	12"	12"
8	Ansar Infantry ¹	Infantry	4	12"	12"
9 (1-3)	Beja Infantry ¹	Infantry	5	12"	12"
9 (4-6)	Jehadia Infantry ²	Infantry	4	12"	12"
10	Kalifa's Guard or similar ¹	Infantry	5	12"	12"
11	Cavalry	Cavalry	5	24"	24"
12	Camelry	Cavalry	5	24"	24"
•	Artillery	Artillery	4	6"	n/a

1. Ferocious.

2. Armed with European rifles. Note: Those armed with rifles must remain in Open Order, may not be Ferocious, and may be no higher than Rep 4.

Colonial Adventures 2nd Edition

OTHER AFRICAN TRIBES

Sub-Saharan Africa was a patchwork of native kingdoms and tribal groups held together by traditions, loose affiliations, and family bonds. Most able-bodied men could be called upon to defend the village or the king when needed, but few other than the king's bodyguard had training as warriors beyond their daily needs. Those near the coast, who had contact with European traders and faced more danger from Arab slavers, had the highest numbers of warriors armed with muskets. Further inland, where the tribes were more isolated both from European merchants and slave raids, the tribes tended to be larger, healthier, and more reliant on their traditional weapons of spears, shields, throwing axes, and bows.

ENEMIES	
	British Empire
	France
	German Empire
	Maasai
	Other African Tribes
	Zulu

#	TYPE	CLASS	REP	MOB	OPEN
2	Infantry	Infantry	3	12"	12"
3	Infantry	Infantry	3	12"	12"
4	Infantry	Infantry	3	12"	12"
5	Infantry	Infantry	3	12"	12"
6	Infantry	Infantry	3	12"	12"
7	Infantry	Infantry	3	12"	12"
8	Infantry ⁽¹⁾	Infantry	4	12"	12"
9	Infantry ⁽¹⁾	Infantry	4	12"	12"
10	Infantry ⁽¹⁾	Infantry	5	12"	12"
11	Guard Infantry ⁽¹⁾⁽²⁾	Infantry	5	12"	12"
12	Guard Infantry ⁽¹⁾⁽²⁾	Infantry	5	12"	12"

(1) Ferocious. (2) Only one Guard Infantry per nation. Note – Those armed with rifle must remain in Open Order, may not be Ferocious, and no higher than Rep 4.

TUAREG

The Tuareg are a subgroup of the Berbers who dwelled in the Central Sahara, especially the rocky, mountainous Ahaggar. They were camel nomads who both operated and raided trans-Saharan caravans in their distinctive, indigo-dyed veils. They fiercely resisted French efforts to subdue their region and fought many legendary clashes, including a few massacres, with the Foreign Legion and tirailleurs.

ENEMIES	
	Berbers
	France

#	TYPE	CLASS	REP	MOB	OPEN
2	Infantry	Infantry	4	12"	12"
3	Infantry	Infantry	4	12"	12"
4	Infantry	Infantry	4	12"	12"
5	Infantry	Infantry	4	12"	12"
6	Infantry	Infantry	4	12"	12"
7	Infantry	Infantry	5	12"	12"
8	Infantry	Infantry	5	12"	12"
9	Cavalry	Cavalry	5	24"	24"
10	Cavalry	Cavalry	5	24"	24"
11	Camelry	Cavalry	4	24"	24"
12	Camelry	Cavalry	4	24"	24"

Colonial Adventures 2nd Edition

ZULU

The Zulu were a powerful, well established kingdom by the time British territory bumped against Zululand in Natal. This was not the typical, irregular native force. Theirs was a warrior society, with all men organized by age into regiments and trained intensively to fight with their distinctive short, stabbing spears and cowhide shields. The Zulu conducted their campaigns with purpose and precision. The Zulu War stands out in colonial history for including both the most devastating defeat ever suffered by the British at the hands of a native army—Isandlwana—and one of its most celebrated victories, at Rourke’s Drift.

<i>ENEMIES</i>					
Boers					
British Empire					
Other African Tribes					

#	TYPE	CLASS	REP	MOB	OPEN
2	Infantry ¹	Infantry	6	12"	12"
3	Infantry ¹	Infantry	6	12"	12"
4	Infantry ¹	Infantry	6	12"	12"
5	Infantry ¹	Infantry	6	12"	12"
6	Infantry ¹	Infantry	5	12"	12"
7	Infantry ¹	Infantry	5	12"	12"
8	Infantry ¹	Infantry	5	12"	12"
9	Infantry ¹	Infantry	5	12"	12"
10	Infantry ¹	Infantry	5	12"	12"
11	Infantry ¹	Infantry	5	12"	12"
12	Infantry ¹	Infantry	5	12"	12"

1. Ferocious. Note: Those armed with rifles must remain in Open Order, may not be Ferocious, and may be no higher than Rep 5.

ASIA

AFGHANS AND PATHANS

The Hindu Kush mountains of Afghanistan are home to tribes and clans of Pathans (rhymes with “batons”). Their territory sat strategically between the Northwest Frontier Province of British India and Russian-controlled Central Asia. Over the course of many decades, England tried to bring the Pathans to heel as a reliable buffer state against Russian expansion, and decade after decade, the Pathans resisted them every step of the way. Armed with curving Khyber knives and long-barreled jezails, secure in their hilltop forts, these fierce fighters exacted tolls from merchant caravans and ambushed military convoys with equal impunity. They would harry an army column for hours, then melt away into the hills when counterattacked, only to return and resume sniping on the following day.

<i>ENEMIES</i>					
British Empire					
Russians					
Central Asian Peoples					

#	TYPE	CLASS	REP	MOB	OPEN
2	Infantry ¹	Infantry	4	12"	12"
3	Infantry ¹	Infantry	4	12"	12"
4	Infantry ¹	Infantry	4	12"	12"
5	Infantry ¹	Infantry	4	12"	12"
6	Infantry ¹	Infantry	4	12"	12"
7	Infantry ¹	Infantry	4	12"	12"
8	Infantry ²	Infantry	4	12"	12"
9	Infantry ²	Infantry	4	12"	12"
10	Infantry ²	Infantry	4	12"	12"
11	Cavalry	Cavalry	5	24"	24"
12	Cavalry	Cavalry	5	24"	24"
*	Artillery	Artillery	4	6"	1"

1. Rep 5 if led by a Ghazi leader.

2. Ferocious. Rep 5 if led by a Ghazi leader. Note Those armed with rifles must remain in Open Order, may not be Ferocious, and may be no higher than Rep 4.

Colonial Adventures 2nd Edition

CENTRAL ASIAN PEOPLES

Central Asia (also called Turkistan) sits roughly between Afghanistan and the Caspian Sea from east to west, and between Russia and Persia from north to south. Although the region itself is poor, it had great strategic and economic importance as a crossroads. The Silk Road traversed it and made Samarkand one of the richest cities of the world—a tempting prize for any would-be emperor, whether Alexander the Great or Tsar Alexander II. It was home to a bewildering array of ethnic groups, most of whom were constantly at war against outsiders or with one another. The nomads of the region were notorious slavers, and numerous missions were launched to rescue captives.

<i>ENEMIES</i>	
Afghans and Pathans	
Russians	

#	TYPE	CLASS	REP	MOB	OPEN
2	Infantry ¹	Infantry	4	12"	12"
3	Infantry ¹	Infantry	4	12"	12"
4	Infantry ¹	Infantry	4	12"	12"
5	Infantry ¹	Infantry	4	12"	12"
6	Infantry ¹	Infantry	4	12"	12"
7	Infantry ¹	Infantry	4	12"	12"
8	Infantry ¹	Infantry	4	12"	12"
9	Infantry ¹	Infantry	4	12"	12"
10	Infantry ¹	Infantry	4	12"	12"
11	Cavalry ²	Cavalry	5	24"	24"
12	Cavalry ²	Cavalry	5	24"	24"
*	Artillery ³	Artillery	4	6"	1"

1. If Mountain People, then Rep 5.

2. If Mountain People, then Rep 4.

3. Roll 1d6. If 1 is rolled, then Rep 5. Note: Those armed with rifles must remain in Open Order and may be no higher than Rep 4.

Colonial Adventures 2nd Edition

RULES OF WAR

Now let's go over the rules as you will use them during the game.

HOW THE GAME PLAYS

Before we go more deeply into the rules let's give you a sample of what a typical turn looks like. Don't worry about any terms you may not understand, as we'll be explaining them in detail and *in the order they appear during the turn*.

In this example we'll use British versus Zulu.

The turn starts with the British and Zulu forces deployed on the table. Activation dice are rolled and the Zulu activate first.

The Zulu player moves his forces one band at a time (with the higher Rep bands going first) toward the enemy, forcing the British player to react to them by taking a Test of Wills Reaction Test.

Fire takes place between units, with those taking casualties taking a Received Casualty Reaction Test to see how they behave.

As the Zulu come within charge reach they take the Wanting to Charge Reaction Test. The British respond by taking the Being Charged Reaction Test.

The Zulu and British now enter hand-to-hand combat, also known as melee, until one side or the other breaks off the fight.

Those who have lost heart and run away are removed from the table, while those who regain heart return to their bands and units.

Eventually all the Zulu bands have moved, fired, and fought. The British then activate and their units do the same.

When the last British unit has moved, fired, and fought the turn ends. It then starts all over again with the Activation dice being rolled.

TURN SEQUENCE

Colonial Adventures is played in turns. Although battles can last an unlimited number of turns, each turn follows a strict sequence.

- Select 2d6 of different colors.
- Name one side as one color and the other side as the other color.
- Roll the two dice at the same time to start each turn. *This is called rolling for Activation.*
- Before either side may activate existing fires spread one inch.
- If the dice are the same (doubles) reroll them. Optionally, doubles may signal the possible arrival of reinforcements for one side or another. This can be either determined by the scenario or agreed to beforehand by the players.
- If the dice are not doubles then read each die individually. The higher score determines which side activates its groups first.
- The side that goes first may activate only groups that have a Rep equal or higher to their activation score.

Example: A blue 4 and a yellow 3 are rolled. The blue side scored higher so activates first. Blue may activate only groups that are Rep 4 or higher, or those with a Rep 4 or higher leader.

- Groups are activated from the highest to lowest Rep.
- After one group has finished its actions and any reactions it may have caused are finished the side is allowed to activate its next group.
- After all of the first side's groups have been activated, the other side may activate one group at a time based on its activation die score.

Example: A blue 4 and a yellow 3 were rolled. The blue side has finished activating all the groups it wanted to. It is now the yellow side's turn. Yellow may activate only groups that are Rep 3 or higher, or with a Rep 3 or higher leader.

- The second side continues in order until all of its groups have activated.
- After both sides have activated all of their eligible groups the turn is over and Activation dice are rolled again.

Now that you know the turn sequence we will explain the rules in the order that they occur during the game turn. Let's start with Actions.

Colonial Adventures 2nd Edition

STOP!

Roll up three units from one of the European Army Lists. Do the same for one of the Tribal Army Lists. Be sure that each side has at least two different Reps.

Place the sides 12" apart and facing each other. Put the units in Formed Line, Formed Column, and Open Order. Put the bands in Mob and Open Order.

Roll Activation dice and move each group 3" when it is active. Did you activate them from highest to lowest Reps?

Continue the turns until all groups have contacted each other.

When you have finished move on to the next section, Actions.

You will notice that lower Rep troops activate less often than higher Rep troops. Don't worry, as they can still react.

ACTIONS

During a turn active groups may perform one or more *actions*. This can be fire, move, charge, etc. The types and number of actions that they may do is limited by the training they have. This is explained in the following sections covering European and Tribal armies.

EUROPEAN ACTIONS

When a European infantry or cavalry unit is active it may do *two* of the following actions, in any order, but may not do any one action twice:

- Move up to its full allowable move distance up to 45 degrees to the left or right of its front. This is measured from where the center figure in the unit starts its move.
- If in Formed Line it may fall straight back its full allowable move distance and end facing the same direction as it was prior to falling back.
- Change the direction the unit is facing. To do this pivot the unit with the center figure remaining in place.
- Change the formation the unit is in, with the center figure remaining in place.
- Attempt to charge.
- Fire.

When a European artillery or machine/Maxim gun unit is active it may do *one* of the following actions:

- Move the gun and crew up to their full allowable move distance in any direction and end facing as desired.
- Remain stationary and change the way the weapon and crew are facing up to 90 degrees and fire.
- Fire.

TRIBAL ACTIONS

When a Tribal band is active it may do *one* of the following actions.

- Move up to its full allowable move distance up to 45 degrees to the left or right of its front and fire with half of its eligible figures (rounded down).¹ This is measured from where the center figure in the band starts its move.
- Change the way the band is facing. To do this pivot the band with the center figure remaining in place.
- Change the formation the band is in, with the center figure remaining in place.
- Attempt to charge.
- Fire.

1. This means if the band would normally fire with 10 figures it calculates its firing starting with only 5 figures instead of 10.

When a Tribal artillery or machine/Maxim gun unit is active it may do *one* of the following actions:

- Move the gun and crew up to their full allowable move distance in any direction and end facing as desired.
- Remain stationary and change the way the weapon and crew are facing up to 45 degrees and fire.
- Fire.

Colonial Adventures 2nd Edition

MOVEMENT

There are two types of movement: Voluntary (when the group is active) and Involuntary (when caused by a Reaction Test). Let's cover voluntary movement.

VOLUNTARY MOVEMENT

There are three types of voluntary movement.

NORMAL MOVEMENT

Normal movement depends on the type of troop, the terrain it is crossing, and the formation it is in. This information is found in the army lists and in the section covering terrain.

FAST MOVEMENT

If desired an infantry or cavalry unit or band may attempt to move faster than normal. Here's how we do it:

- Roll 2d6 versus the Rep of the unit or band and take the Fast Move Reaction Test.
- Fast moving units and bands may not move closer than within 12" of any enemy.

GOING PRONE

Active infantry units or bands may choose to go prone. Here's how we do it:

- A group may go prone at any time during its turn.
- Going prone costs one Action.
- Regaining their feet costs one Action.
- Moving while prone is at half of the allowable move distance.

INVOLUNTARY MOVEMENT

Units and bands may be forced into involuntary actions and movement due to the results of a Reaction Test.

CARRY ON

Group is ready to act and react as the player desires.

CHARGE

Group must take the Wanting to Charge Reaction Test. The target of the charge must still take the Being Charged Reaction Test. This can also be a voluntary move when active.

COUNTERCHARGE

Group moves forward 3" into contact with the chargers without having to take the Wanting to Charge Reaction Test. The original chargers do not take a Being Charged Reaction Test.

FIRE

Group must fire at the group that caused the Reaction Test.

HALT IN PLACE

The group stops its movement and cannot fire until next active but can fire in reaction.

RETIRE

Group moves one full move directly away from the cause of the Reaction Test. The group ends its move facing the cause of the Reaction Test.

RUN AWAY

Group is immediately removed from the table.

SEEK COVER

The group retires and seeks cover. Here's how we do it:

- A Cavalry group moves its full allowable move distance directly away, ending its move facing the enemy and in Open Order.
- An Infantry group moves its full allowable move distance away. It stops if it can get out of range. If not it moves toward and occupies the nearest cover. If it cannot reach the cover in its current formation it changes into Open Order. Once occupying cover the figures can still see and be seen, which does not limit their ability to move or fire when active or in reaction. If the group still cannot reach cover they go prone in place.
- Artillerists leave their guns and move their full allowable move distance away. They stop if they can get out of range. If not they move toward and occupy the nearest cover or move behind the closest infantry group. Once occupying cover the figures can still see and be seen. If they still cannot reach cover or an infantry group they go prone in place. Artillerists will attempt to return to their guns if possible.

Colonial Adventures 2nd Edition

STOP!

What are the three different types of Voluntary Movement? When can they occur?

What Involuntary Movement is caused by a Reaction Test resulting in a group being removed from the table?

Is Charging Voluntary or Involuntary Movement?

Review the previous section if needed, then move on to the next section, Reaction.

REACTION

This section covers the heart of the Two Hour Wargames system. It is called the *Reaction System*. Groups take Reaction Tests during the game when called upon when circumstances arise. Reaction Tests measure how a unit performs when under physical, mental, or emotional stress during the fight. Here's a list of the Reaction Tests in *Colonial Adventures*:

- Test of Wills
- Received Fire
- Wanting to Charge
- Being Charged
- Received Casualty
- See Runaways.
- Leader Lost
- Fast Move

All the Reaction Tests are combined on the Quick Reference Sheet (QRS) in the rear of the book.

HOW TO TAKE A REACTION TEST

Here's how a Reaction Test is taken.

- Determine which group must test Reaction.
- Determine which test or tests apply.
- Start with 2d6.
- Modify this number by any applicable circumstances, such as being in cover (+1d6), using a Leader Die (+1d6), or being at half strength or less (-1d6).
- Roll the modified number of d6 versus the Rep of the unit.
- Determine how many d6 were passed.
- Refer to the appropriate Reaction Tests based on the type of troop taking the test.
- Immediately carry out the result.

TEST OF WILLS

This test is taken when an enemy moves to within a certain distance. Here's how we do it:

- An enemy starts farther than 12" away from my group.
- The enemy moves to within 12" of my group.
- My group takes the Test of Wills Reaction Test as soon as the enemy is finished moving.
- The test is taken only if my group has LOS to the enemy. If the enemy moves to the rear facing of my group I do not take the test.
- If the enemy declares a charge when it is farther than 12" away from my group it takes a Wanting to Charge Test and my group takes the Being Charged Test.

Example: A band of Zulu warriors is 16" from a unit of British infantry. The Zulu activate and move in Mob formation 12" toward the British. After the move is complete the British take the Test of Wills.

RECEIVED FIRE

Whenever a unit or band receives fire and a casualty did not occur it takes the Received Fire Reaction Test.

WANTING TO CHARGE

Whenever a unit or band has LOS and enough move distance to come into contact with an enemy it can attempt to charge and must take the Wanting to Charge Reaction Test. If successful the charging group moves to 3" from the target and the target immediately takes the Being Charged Reaction Test.

Example: A band of Maasai warriors in Mob formation is 12" from the enemy and has enough move distance to contact the enemy. It has LOS and wishes to charge. It immediately takes the Wanting to Charge Test, passes 2d6, and charges down the hill. It stops 3" from the enemy, who must now take the Being Charged Test.

BEING CHARGED

Whenever a unit or band is being charged it must take the Being Charged Reaction Test. This test is taken when the enemy has moved to 3" from the tester.

Example: A band of Berbers is being charged by a band of Tuareg. The Tuareg take the Wanting to Charge Test, pass 2d6, and move 3" from the Berber band. The Berbers pass 2d6 and countercharge 3" into melee.

Colonial Adventures 2nd Edition

RECEIVED A CASUALTY

Each time a unit or band takes one or more casualties at the same time, regardless of reason, it must take the Received Casualty Reaction Test. Runaways count as casualties. There is one exception:

- If a group takes casualties due to a failed Reaction Test, it does not have to take the Received Casualty Reaction Test.

Example: A Russian cavalry unit in melee receives a casualty and takes the Received Casualty Reaction Test. It passes 1d6 and two figures run away. The figures are removed, but the unit does not have to take an additional test.

SEE RUNAWAY

Whenever the last figure in a friendly group runs away, any unit or band within 6" that can see it must take this Reaction Test. There is one exception to the rule:

- If the testing group has a higher Rep than the group running away, the See Runaway Test need not be taken.

Example: A Rep 6 Zulu band sees a Rep 5 Zulu band run away. It does not take the test.

LEADER LOST

Whenever the leader of a unit or band is incapacitated or goes out of the fight, the unit must take the Leader Lost Reaction Test. If the C-in-C is lost the entire army immediately takes the test.

MULTIPLE TESTS

There may be times when a unit or band qualifies for more than one Reaction Test. In these cases one set of d6 are rolled and the results applied to *all* the tests, with the *worst* result being counted.

Example: A unit of British Regulars fires at a band of Pathans. The British score two kills on the band, with one being its leader. The Pathans now roll 2d6 versus their Rep and apply the results to the Leader Lost and Received Casualty Tests. The Pathans must take the worse result.

REACTION TEST RESULTS

Here are the Reaction Test results from best to worst:

- Charge (page 23).
- Carry On (page 23).

- Halt in Place (page 23)
- Seek Cover (page 23).
- Retire (page 23).
- Run Away (page 23).

STOP!

A unit in cover is fired at and takes three casualties, one being the leader. This drops the unit down to half strength. What tests must it take and do they roll once and apply the dice or twice, once for each test? How many d6 must they roll?

When you are finished proceed to the Ranged Combat section.

RANGED COMBAT

This section explains how to shoot during the game.

LINE OF SIGHT

To shoot something you must see it. A straight line from the firing figure to the target figure is called a Line of Sight. Here's how we do it:

- Figures may fire up to 45 degrees to the left or right of their front.
- Line of Sight extends across the whole table and is blocked only by terrain, buildings, intervening figures, and inclement weather.¹
- At night LOS is reduced to 12". However, targets in a well lit area count LOS as normal for those firing at them.
- LOS can be affected by terrain (page 33).

1. If players agree, they may choose to use inclement weather. This can be fog, heavy rain, snow, or whatever the players decide. Using inclement weather affects LOS and reduces movement by half. If playing in a campaign there is a chance (1) that the battle will be fought in inclement weather.

HOW TO FIRE

Here's how you fire during the battle.

- Establish LOS from the group shooting to a target group that is in range. Only count the figures with LOS for determining number modifiers when shooting.
- Start with d6 equal to the Rep of the firing group.

Colonial Adventures 2nd Edition

Example: I am firing with a Rep 4 infantry unit so will start with 4d6.

- Modify this total by any applicable circumstances found on the Ranged Combat Table. This will be the number of Fire Dice that the group *could* roll.
- Consult the bottom of the Ranged Combat Table to determine how many Fire Dice are rolled.
- Roll the modified number of Fire Dice and read the results as rolled. Any score of 1 is a hit.
- Targets in cover have their hits reduced by half, rounding up to the nearest whole number.

REP RANGED COMBAT

(Read the result as rolled)

Each score of 1 is a hit.

CIRCUMSTANCE	MODIFIER
Each Fire Die	+1d6
Firing at Mob or any Formed unit	+2d6
Firing with 2x as many figures as targets	+2d6
Firing with 3x as many figures as targets	+3d6
Firing while mounted	-2d6
Firing at a target in cover	-1/2 hits ¹
Firing at a target in Open Order or prone	-2d6
Firing into the flank of the target	2x the hits
Tight ammo	-1d6
Firer is a Boer	+1d6

1. Number of hits scored reduced to half, rounding up. Examples: 1 hit = 1 hit, 6 hits = 3 hits, 7 hits = 4 hits.

IF THE NUMBER OF FIRE DICE IS ...	THEN FIRE WITH ...
Greater than 1/2 the number of firing figures.	Half the number of firing figures. ¹
Equal to or less than 1/2 the number of firing figures. ¹	The number of Fire Dice

1. Rounded down.

EXPLAINING THE RANGED COMBAT TABLE

- *Firing:* Figures capable of shooting at a target in range and with clear LOS.
- *Rep:* The Reputation of the shooter and the number of d6 that the shooter starts with when firing.

- *Hit:* Each score of 1 results in a figure being removed and going out of the fight.
- *Fire Dice:* The number of d6 of the weapon to be fired.
- *Mob or Formed Unit:* The target is in Mob, Formed Line, Formed Column, or Formed Square.
- *2X as many:* There are double the number of figures firing than being fired at.
- *3X as many:* There are triple the number of figures firing than being fired at.
- *Mounted:* The firers are mounted.
- *Target in Cover:* The target is in wooded terrain, rough terrain, on the opposite slope of a hill and within 1" of the crest, or in a building.
- *Open Order or prone:* The target is in Open Order or prone.
- *Tight ammo:* If the firer is suffering the effects of tight ammo.
- *Boer:* Firer is a Boer unit, whether mounted or not.

Example: A unit of 20 Rep 5 German Infantry is firing at a Mob formation. It starts with 5d6 for Rep. It then adds 2d6 Fire Dice for the rifles. Then add another 2d6 for firing at a Mob. This gives a total of 9 Fire Dice. As this is less than one half the number of figures firing (10), roll 9d6 Fire Dice.

Later in the battle the unit has dwindled down to 12 figures and is again firing at a Mob. It starts with 5d6 for Rep, then adds 2d6 Fire Dice for the rifles. Then add another 2d6 for firing at a Mob. This gives a total of 9 Fire Dice. As this is more than half the number of figures firing (6), roll 6d6, one half the number of figures firing.

VOLLEY FIRE

European trained troops are capable of volley fire as well as normal fire. Volley fire is when a unit fires all its weapons on command of the officer. Normal fire is "fire when ready", where the shooter aims and fires on his own. A well timed volley can be devastating when properly delivered, due not necessarily to the casualties inflicted but to the effect it has on the morale of the target. Here's how we do it:

- When a European Infantry unit is active and in Formed Line it can choose to Volley Fire.
- If a European Infantry unit is in Formed Line and passes 2d6 on the Being Charged Test (*page 24*) it will Volley Fire.
- Whenever a target is hit by Volley Fire it reduces its Rep by one point. The effects are cumulative. The target immediately takes the Received Casualty Test (*page 25*) at the reduced Rep.

Colonial Adventures 2nd Edition

After the target has taken the test its Reputation returns to normal.

Example: A unit of British infantry is active and fires at a band of Rep 6 Zulu, scoring 2 hits. The Zulu band takes the Received Casualty Reaction Test at a reduced Rep of 4. It suffers more runaways so must take the test again. It does so at the reduced Rep of 4 and scores a Carry On result. The Zulu band now returns to its original Rep of 6.

Later the British take a Test of Wills Test (page 24) and pass 1d6. They immediately fire but do not count as Volley Firing. They score 2 hits on a Zulu band, which must take the Received Casualty Test. It does so at its original Rep of 6.

TIGHT AMMO

Whenever a unit or band fires and two or more 6s are rolled it is experiencing *tight ammo*. Groups with tight ammo fire at -1d6 until they replenish their ammo. Here's how we do it:

- To replenish ammo one or more figures from the group must spend a full turn of activation stocking up at an armory, a designated spot where ammunition has been stockpiled, or the unit or band's pack animal. On the turn it rejoins the unit or band the ammo has been replenished.
- There is no limit to how many times a unit may replenish its ammo in this manner. We realize that ammunition comes in a variety of powder charges and calibers and have opted to keep resupply simple.

Groups cannot have more than a -1d6 penalty for tight ammo regardless of the number of 1s rolled.

Example: A French Legionnaire unit fires with 9d6 and scores three 1s. They experience tight ammo. One figure is sent to the rear to replenish ammo and reaches the pack animal. The turn after the figure reaches the pack animal is spent stocking up on ammo. While away the Legionnaire unit is firing with a -1d6 penalty. The following turn the figure activates and returns to the unit with the ammo. The -1d6 penalty is removed and the Legionnaire unit returns to firing normally.

FIRING GUNS

Artillery and machine/Maxim guns fire in a different way. Here's how we do it:

- Each crew member counts as five figures firing.

Example: A French Rep 5 artillery crew has a band of Tuareg horsemen in LOS at maximum range. The four-man crew counts as twenty figures. They declare that they are firing and start with 5d6 for Rep. They add 2d6 Fire Dice for the gun and 2d6 more for firing at a Mob, for a total of 9d6. As this is less than one half the number of figures firing (10), they roll 9d6 Fire Dice.

STOP!

It is 1897.

Take two groups, one a Rep 4 European unit with 18 figures and the other a Rep 4 Tribal band with 9 figures.

Place them 12" apart. The European unit should be in a Formed Line of two ranks with each figure in base-to-base contact.

The Tribal band should be in Open Order of two ranks with gaps equal to one base between figures.

How many Fire Dice should each group fire with?¹

What happens if the European unit is Volley Firing and scores two hits?

When you have worked it out go to the next section, Melee.

1. The Europeans fire 8d6 and the Tribal band fires 4d6.

Colonial Adventures 2nd Edition

MELEE

Whenever opposing groups come into base-to-base contact through a charge they must fight in hand-to-hand combat, which is also called melee. Here's how we do it:

- The charging group successfully passes a Wanting to Charge Test and moves to 3" from the target of the charge.
- The target of the charge successfully passes a Being Charged Test.
- If the charger is fired at it takes the Received Fire or Received Casualty Reaction Test. If it passes it moves into contact with the target of the charge.
- All figures in the group are counted for melee, whether they are in contact with enemy figures or not.
- On contact immediately remove one figure from each group for each group they are in melee with. If only one figure is involved on either side then neither side loses a figure at the start.

Example: A German unit is in melee with two Maasai bands. The German unit removes two figures and each Maasai band removes one.

- Each side starts with 1d6 for each point of Rep of the group and modifies that number by applicable circumstances on the Melee Table.

Example: A band of Zulu warriors with Rep 5 starts with 5d6 in the melee.

- Roll the number of modified d6.
- Each side now determines how many successes (score of 1, 2, or 3) it rolled.
- Subtract the lower number of successes from the higher number of successes.
- The difference is the number of additional figures that the lower side removes as casualties.
- When fighting more than one enemy group the outnumbered group divides its d6 to be rolled between all enemy groups and applies the results separately.

Example: A Ferocious Rep 5 Zulu band is in melee with a British Rep 4 unit. Both start the melee by removing one figure.

The Zulu band has shields. It rolls 5d6 for Rep, adds another 1d6 for being Ferocious, and another for being shielded. It scores 1, 2, 2, 5, 5, and 6, for three successes.

The British unit rolls 4d6. It scores 1, 2, 5, and 6, for two successes.

The Zulu band has scored three successes. The Brits have scored two successes. Subtracting the lower score from the higher score means that the British have received one additional casualty.

REP MELEE

(Looking for successes)

CIRCUMSTANCE	MODIFIER
Each figure more in melee than opponent	+1d6
Ferocious	+1d6
Shielded	+1d6
Lancer on first turn of melee	+1d6
Cavalry in melee	+1d6
Uphill of enemy	+1d6
Defending wall or fieldworks	+1d6
In melee with Open Order opponent	+2d6

EXPLAINING THE MELEE TABLE

- *Melee:* Group in base-to-base contact with an opponent
- *Rep:* The Reputation of the group and the number of d6 that the group starts off with in melee.
- *Successes:* A score of 1, 2, or 3 when rolling the d6 in melee.
- *Each figure in melee more:* Each additional figure more in melee than the opponent has.
- *Ferocious:* Groups that are Ferocious.
- *Shielded:* If the group is armed with a shield.
- *Lancer:* Cavalry armed with a lance in the first turn of melee.
- *Cavalry in melee:* Cavalry, as opposed to Mounted Infantry, each turn of melee.
- *Uphill:* Group on a level higher than opponent, such as being upstairs or uphill.
- *Fieldworks or wall:* Any group adjacent to and behind a wall or something similar being attacked by an enemy on the opposite side of the wall.
- *Melee with Open Order:* If the opponent is in Open Order, whether you are or not.

Colonial Adventures 2nd Edition

CONTINUOUS MELEE

Melee lasts for only one turn. When either side next activates it can choose to continue the melee or break off the melee.

BREAKING OFF FROM MELEE

Anytime a group begins its activation locked in melee it can choose to continue the melee or attempt to Break Off from Melee. Here's how we do it:

- If unable to move away, such as when having its back to impassable terrain, the unit cannot break off the melee.
- The group declares its intent to Break Off from Melee and rolls 1d6 versus the Rep of the Leader.
 - If pass 1d6 the group moves directly away from the opposing group 3+1/2d6". A European troop ends facing the opponent in Formed Line, while a Tribal band ends facing its opponent in Mob. The opponent now takes the Test of Wills.
 - If pass 0d6 the group moves directly away from the opposing group 3+1/2d6". All end facing the opponent in Open Order. The opponent now takes the Test of Wills.

Example: A British unit and a Zulu band find themselves in contact after a turn of melee. The British unit activates first and decides to break off the melee. It rolls 1d6 versus its leader's Rep of 5 and passes 1d6. It rolls 5 on a d6 roll and retreats 6" away. The unit ends facing the enemy in Formed Line. The Zulu now take the Test of Wills Reaction Test.

STOP!

Roll one European unit from a European Army List of your choice. Do the same with a Tribal Army List. Set them 12" apart and roll for Activation.

Carry out a charge. How many and what Reaction Tests were taken?

Now fight one turn of melee. Did you remember to remove one figure from each group before rolling for melee?

Now try to Break Off the Melee with the European unit. What happened? Did you remember to take the Test of Wills? If it results in a charge, then repeat the process. Continue until one group leaves the table.

When you are ready move on to the next section, Casualties.

CASUALTIES

Casualties can be lost and regained during the battle. Let's cover each aspect in detail.

CASUALTY REMOVAL

Casualties are removed in the following ways:

- Casualties are removed as they occur from the rear of the group if possible, as it is assumed that the rear ranks move forward as casualties fall.
- Runaways, also considered to be casualties, are taken from the rear ranks of the group, then from those not in contact, and finally from those that are in contact from the outside in.

LEADER CASUALTIES

Leaders lead from the front and are at risk of being a casualty like any other figure. Here's how we do it:

- Each time a group takes a casualty from fire or melee roll 1d6. If the score is a 6 a leader has been hit. It is possible for more than one leader in the same group to be hit at the same time!

Example: A French unit receives three casualties. The French player must roll 1d6 three times. He rolls 1, 6, and 6. Both his Lieutenant and NCO have been hit, and the unit is now leaderless!

Colonial Adventures 2nd Edition

OUT OF FIGHT AND RETURN

Figures that are hit by fire, lost in melee, or forced to run away during battle are considered to be casualties and *out of the fight*. Casualties are removed from play as they occur. Note that casualties represent wounded, those needed to carry them off, the dead, and sulkers that sneak off. But take heart, all is not lost, as some of the casualties may return to the fight. Here's how we do it:

- If a European unit can start its activation at least 12" from the nearest enemy and does not move closer it will recover half of its casualties, rounded down. This represents the return of those that were not casualties but were needed to remove the wounded to a safe spot.
- Because units may recover figures this way, each time they take casualties the player must set them aside as they occur until the recovery process has been resolved.
- Figures that have run away may not be recovered in this manner.

Example: A unit of German infantry takes four casualties in combat. The player sets them aside for possible recovery.

The same unit now loses one figure as a runaway. This figure is removed and is not eligible to return.

Next turn another figure is a casualty from fire and is placed with the original four to bring the total to five possible returns.

The following turn the Germans start their activation 12" away from any enemy groups and do not move any closer. At the end of their activation they can recover casualties. Half of the five casualties, rounded down, are two. These figures immediately rejoin the unit. The other three are added to the figure that has run away and may not be recovered until after the battle.

AFTER THE BATTLE

After the battle each unit and band must take the After the Battle Recovery Test. This is important if you are playing a campaign where losses from one battle can carry over to the next. Note that if you are playing solo you need not check for your enemy. Here's how we do it:

- Roll 1d6 versus the Rep of each unit or band that scored a result of Run Away. The whole unit or band counts as casualties.

- Roll 2d6 versus the Rep of each unit or band that suffered casualties but did not run away.
- Determine how many d6 each unit or band passed.
- Consult the After the Battle Recovery Test and immediately carry out the results.

2/1 AFTER THE BATTLE RECOVERY

(Taken vs. Rep)

# DICE PASSED	RESULT
2	All casualties return to the unit.
1	Half of the casualties, rounded up, return to the unit if the battle was won. None of the casualties returns to the unit if the battle was lost.
0	None of the casualties returns to the unit

Be sure to note the new strength of each unit.

Example: A unit of 20 German Regulars (Rep 4) suffered three casualties. After the battle I roll 2d6 versus Rep and score 2 and 5, passing 1d6. The Germans won the battle, so they recover half their casualties rounded up, or two figures. The German unit now has 18 figures in it.

A unit of 20 German Regulars (Rep 4) suffered two casualties during the battle but also scored a result of Run Away, so count the whole unit as casualties. They roll 1d6 versus their Rep and score 3, passing 1d6. They won the battle so recover 10 figures. The German unit now has 10 figures in it.

STOP!

How does a leader become a casualty? How does a European unit recover casualties during the game? How does a Tribal band? "They can't" is the correct answer.

After the battle all units or bands that suffered casualties or a Run Away result can recover casualties. How many casualties are recovered if 2d6 are passed? If you passed 1d6? Does it really matter if you were a runaway?

Congratulations, you're done. This is the last of the exercises you will be asked to do. What follows is informational and used during your games.

Colonial Adventures 2nd Edition

BUILDINGS

In this section we cover buildings, also called structures, and how they affect play in *Colonial Adventures*.

TYPES OF BUILDINGS/STRUCTURES

Buildings come in different shapes and sizes, from thatched huts to brick mansions. In *Colonial Adventures* we categorize them by Defensive Value (DV).

LIGHT ORGANIC FRAME

The structure is made from organic material. A temporary shelter or skin hut would be a light organic structure.

- These structures are DV 0.

WOOD STRUCTURE

The structure is made of wood. A house made of wood planks would be a wood structure.

- These structures are DV 1.

REINFORCED STRUCTURES

The structure is made of sandbags or reinforced earthen walls. A redoubt or fighting position would be a reinforced structure.

- These structures are DV 2.

MASONRY

The structure is made of stone or masonry. A brick house is a masonry structure.

- These structures are DV 3.

ENTERING AND EXITING BUILDINGS

Units or bands may enter or exit a building in the following way:

- Once the unit or band makes contact with the door the whole group is considered to be inside the building.
- Units or bands that exit a building do so through the door and are placed outside the building in Mob or Open Order.

OCCUPYING BUILDINGS

Any infantry, gunners, or dismounted unit or band may occupy a building.

COMBAT IN AND AROUND BUILDINGS

Units or bands occupying a building will count as being unformed and in cover. They count only half their figures for firing but all of them for melee.

MOVING BETWEEN LEVELS

Movement between levels, whether up or down, takes one full turn of movement.

ATTACKING BUILDINGS

Buildings may be attacked either by artillery fire or with fire.

ATTACKING WITH ARTILLERY

Artillery fire may be used to destroy buildings. The gun is fired as previously outlined depending on whether it is firing *canister* at short range (*page 7*) or firing a *cannon ball* outside of short range (*page 7*). Here's how we do it:

- A *cannon ball* has an Impact of 5.
- Subtract the DV of the structure from the Impact. The result is the size of the hole created in the structure.
- Any figure inside or within an inch of the hole that was created can be damaged.
- For each figure roll 1d6 for each inch of hole created.
- On a result of 1 or 2 the figure is hit.

Canister fire is handled a little differently.

- *Canister* has an Impact of 3.
- Subtract the DV of the structure from the Impact. If the result is 1 or more the canister travels this far into the structure in inches.
- Any figure within the canister cone up to this distance can be hit.
- For each figure roll 1d6, with a hit scored on a result of 1, 2, or 3.
- Canister is not effective in destroying buildings.

ATTACKING WITH FIRE

Lastly, buildings may be attacked by fire. Here's how we do it:

- The unit wishing to start a fire rolls 2d6 versus its Rep.

Colonial Adventures 2nd Edition

- Determine how many d6 are passed and consult the Starting a Fire Table.

2 STARTING A FIRE (Taken vs. Rep)

# D6 PASSED	RESULT
2	Fire started.
1	Fire starts to smolder and will light on next turn.
0	Argh! Can't get a spark. Try again when next active.

- *Fire* has an Impact of 3.
- When the fire starts subtract the DV of the structure from the Impact of the fire.
- It immediately creates a hole in inches equal to the difference.
- At the start of the following turn the fire spreads this many additional inches to the left and right of the initial hole.
- This continues until either the fire is extinguished or the structure burns to the ground. In effect the whole structure has been engulfed in flame.
- A structure that reaches the point where half of it is on fire *must* be abandoned.
- Fires may be extinguished only by one or more figures carrying water to the fire and pouring it on the fire. Each bucket of water eliminates 1" of fire. If the fire is not extinguished it will continue to burn the whole game.

TERRAIN

There are two ways to set up terrain in *Colonial Adventures*.

- The first way is that one side lays out the terrain as it wants and the other side decides which end of the table it will occupy or enter from.
- The other way is to use the following Terrain Generation system.

Either will work fine, and remember it's your game!

SETTING UP THE TABLE

Before we start the game terrain must be set on the table. Here's how we do it:

- Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section of terrain. In this case the table is square, but you may be using a rectangle. It doesn't matter, just be sure to divide the table into nine equal sections.

1	2	3
4	5	6
7	8	9

- Next determine the *overall terrain type* of the battlefield. This can either be chosen based on the actual areas that the armies historically fought in, or roll 1d6 and count a score of 1 or 2 as clear, 3 or 4 as mountainous, and 5 or 6 as wooded or jungle.

OVERALL TERRAIN TYPE

There are three overall terrain types. They are:

CLEAR

This terrain is primarily flat with no appreciable cover.

MOUNTAINOUS

These are legitimate large mountains that severely hinder movement through them.

WOODED

Although trees may be found almost everywhere, this represents dense wooded areas, such as jungles that slow travel and obscure vision.

Colonial Adventures 2nd Edition

GENERATING TERRAIN

After you have determined the *overall type of terrain* of the battlefield it's time to see what the table will look like. Here's how we do it:

- Start from section number 1 and work your way to section number 9.
- Roll 2d6 and add the results together for each section on the Terrain Generator Table. Consult the appropriate column for the overall terrain type. This tells you the type of terrain that occupies each section.
- When finished, keep section 5 as is. Group like terrain together into adjacent sections to form larger areas of the same terrain type.

TERRAIN GENERATOR TABLE

#	CLEAR/HILLY	MOUNTAINS	WOODS
2	Hill	Impassable	Woods
3	Clear	Woods	Woods
4	Hill	Road ²	Wooded Hill
5	Clear	Rough	Road ^{1,2}
6	Road ^{1,2}	Rough	Clear
7	Hill	Impassable	Woods
8	Clear	Rough	Woods
9	Woods	Rough	Wooded Hill
10	Clear	Clear	Clear
11	Road ²	Road ^{1,2}	Road
12	Hill	Impassable	Woods

1. There are also 1/2d6 buildings in this section, forming a Settled Area (page 33).

2. If a road is rolled immediately reroll to see what type of terrain the road runs over. If another road is rolled the terrain in that section is clear.

Example: I decide that the terrain of the battlefield will be clear. I roll 2d6 on the Terrain Generator Table for section 1 and score a 6. This means I have a road. I reroll and score a 7, meaning the road runs over a hill. I continue rolling until all sections are covered.

DEFINING TERRAIN

This section describes the terrain types and what effects they may have on your units. For ideas on terrain and buildings we suggest watching movies of the appropriate genre.

SIZE

Each terrain piece should be big enough to cover at least 75% of the section it occupies. The terrain feature can be represented by multiple pieces as long as when combined they cover at least 75% of the section.

CLEAR

Open areas that provide zero cover for figures moving over it.

HILL

A hill is a gentle elevation in the ground with a crest, ridgeline, or high point in the middle.

- Figures touching the crest can see and be seen by figures on the opposite side and will count as if in cover.
- Those farther back from the crest cannot see or be seen.
- Movement up or down a hill is unaffected.
- A hill may have woods on it or a road running over it.

IMPASSABLE

These are inaccessible mountains or sheer cliff sides. Movement is not allowed.

ROAD

A road is as wide as two figures or one artillery piece, whichever is greater. If a unit is completely on a road it can add 1d6 when taking the Fast Move Test, counting the best two results. Units must be unformed on the road to receive this bonus.

If a road is rolled it will extend into adjacent sections, leaving the table at opposite ends either lengthwise (1–3) or widthwise (4–6).

If additional roads are rolled they will intersect the first road somewhere in the middle, forming a crossroads.

SETTLED AREA

A settled area is one or more buildings. Here's how we do it:

- If more than one section has buildings move the buildings so all of them are in sections adjacent to another section with buildings.
- Buildings are placed 1/2d6" from each other.
- Buildings will always be within 1" of a road or clustered around a crossroads if one is present.

Colonial Adventures 2nd Edition

- Buildings can be DV 0 only if a camp and decided by the scenario. Otherwise they will be DV 1 (1–3), DV 2 (4–5), or DV 3 (6).
- Figures at the edge of rocky terrain can see or be seen from outside the terrain. Those more than 1" deep in the rocky terrain cannot see or be seen from outside.

WOODS

This is a densely wooded area that affects both movement and visibility in the following ways:

- Infantry and Cavalry units moving inside woods can do so only in Open Order.
- Artillery and wagons can move through woods only if they are on a road.
- Visibility inside woods is reduced to 12" during the day and 6" at night.
- Figures at the edge of the woods can see or be seen from outside the wood. Those more than 1" deep into the woods cannot see or be seen from outside.

OPTIONAL TERRAIN

If the players desire they may choose to substitute gullies or areas of rocky terrain in place of woods.

GULLIES

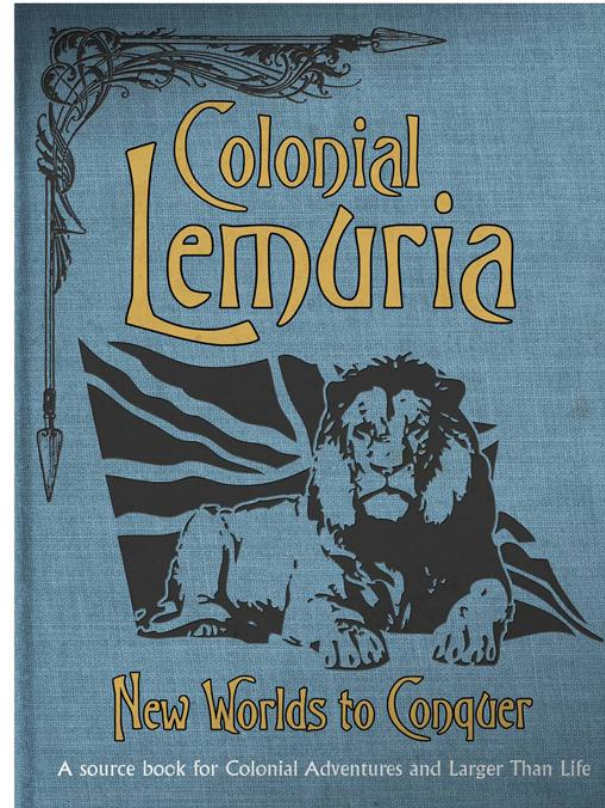
Gullies are depressions in the ground that have the following effects:

- Infantry and Cavalry units moving inside gullies can do so only in Open Order.
- Artillery and wagons can move through gullies only if they are on a road.
- Visibility between groups inside gullies is unlimited, as if clear terrain.
- Figures at the edge of a gully can see or be seen from outside the gully.
- Those more than 1" deep in the gully cannot see or be seen from outside unless the figures are on the edge and looking into the gully.

ROCKY TERRAIN

Densely rocky areas affect both movement and visibility in the following ways:

- Infantry and Cavalry units moving through rocky terrain can do so only in Open Order.
- Artillery and wagons can move through rocky terrain only if they are on a road.
- Visibility inside rocky terrain is reduced to 12" during the day and 6" at night.



A full blown campaign area to play in.

PLAYING THE GAME

As you may or may not know, all Two Hour Wargames can be played solo, same side (cooperatively), and head to head (competitively). Everyone knows the benefits and pitfalls of head to head, but let's discuss solo and same side.

THE NOT SO GOOD OLD DAYS

In the *not so good old days*, when you were forced to play a game solo it was pretty bleak. There weren't any good mechanics to recreate a live opponent. You were honor bound to make the best move for each side and surprise was out of the question. Not to mention the work of setting up a battle, let alone a campaign.

Colonial Adventures 2nd Edition

First you had to figure out what type of battle you were going to fight, then what type of terrain you would be fighting over and what each side had in the way of numbers and troop types. The list goes on and on. Once you were done and all set up to play you gave it a whirl, but it usually ended up as a boring game, if you finished it at all.

SOLO

Now it's not only possible to play solo, it's also a joy. Why? Because we've done all the work for you, and with the Reaction System and using PEFs we've added the element of surprise to your solo games.

From deciding the forces involved to the scenario you play, all you have to do is bring out the figures and generate everything by rolling some dice and consulting some tables. *And by doing this no two games will ever be alike.*

SAME SIDE

Play on the same side? You bet. We've explained how THW handles solo play, so now let's explain *same side* gaming. What's it good for?

Usually when you teach someone a game you go easy on them or beat the stuffing out of them. Neither option is too attractive.

But now you can play *with* them and beat the stuffing out of the game instead. Now you can sit around with a few of your buds and play *together* instead of against them. And it's a great way to get new players into the game, whether it's your friend, kids, wife, or girlfriend. Give it a try!

HEAD TO HEAD

So we've talked about solo and same side playing. That's where this section really comes into play for generating the battles for you to use.

But what about those times you want to play head to head? It's real simple. Just play a Stand Up Fight or have one side run the PEFs in the other battles (*page 39*).

Now that we've explained the ways to play the game, let's get started with the best part of *Colonial Adventures*. Let's talk about PEFs.

PEFs

PEF stands for *Possible Enemy Force*. This is what allows THW games to be played solo and same side. We use PEFs to limit the prebattle intelligence the player has. By using PEFs we create an uncertainty as to size of the enemy force and its composition and location. PEFs are used in every battle. Here's how we do it:

- Unless specified differently, after the table has been set, forces generated, and the player side has completed its first turn of activation, it's time to generate the PEFs.
- Roll 1d6. The score indicates which numbered section of the table (*page 32*) will contain a PEF.
- Place a marker or enemy figure of any type in this section to represent the PEF.
- If a terrain feature can block LOS from your force to the PEF be sure to place the PEF in a manner that does so.
- If no such feature is present then place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the table. It is possible to have more than one PEF in the same section.

PEF REP

Just as groups have Reputations, so do PEFs. Here's how we do it:

- Roll 2d6 for each PEF. The highest score is the Rep of the PEF.
- If doubles are rolled just use the score.
- PEFs activate (*page 21*) based on their Reps.

Once the PEF is resolved the group replacing it uses its own Rep.

PEF MOVEMENT

PEFs move just as though they were enemy groups. Here's how we do it:

- Determine which PEFs are active based on their Activation scores.
- PEFs move from highest to lowest Rep as other groups do.
- When it is a PEF's turn to activate roll 2d6 versus the Rep of the PEF.
- Determine how many d6 are passed.
- Consult the PEF Movement Table (*page 36*) and carry out the results.
- PEFs do not suffer any terrain movement penalties.

Colonial Adventures 2nd Edition

2 PEF MOVEMENT

(Taken vs. Rep)

#D6 PASSED	RESULT
2	<p>If other PEFs are on the table roll 1d6:</p> <ul style="list-style-type: none"> 1–2: PEF moves 16" directly toward nearest PEF and stops 4" away. 3–6: PEF moves 16" toward nearest enemy through cover at all times. <p>If no other PEFs are on the table roll 1d6:</p> <ul style="list-style-type: none"> 1–2: PEF splits into two separate PEFs. Determine PEF Reps and place marker on table 3–6: PEF moves 16" toward nearest enemy through cover at all times.
1	<p>If other PEFs are on the table roll 1d6:</p> <ul style="list-style-type: none"> 1–2: PEF moves 8" directly toward nearest PEF and stops 4" away. 3–6: PEF moves 8" toward nearest enemy through cover at all times. <p>If no other PEFs are on the table roll 1d6:</p> <ul style="list-style-type: none"> 1: PEF splits into two separate PEFs. Determine PEF Reps and place marker on table 2–6: PEF moves 8" toward nearest enemy through cover at all times.
0	PEF doesn't move.

RESOLVING PEF'S

When PEFs are resolved it could be enemy forces or maybe just a bad case of nerves. Here's how we resolve PEFs:

- The PEF is active and moves into LOS of a player group *or* an active player group moves into LOS of the PEF. In either case this triggers PEF Resolution.
- Roll 2d6 versus the Major Morale (*page 42*) of the enemy. At the start of the campaign or if playing a noncampaign battle the enemy Major Morale is 3.
- Determine how many d6 are passed and consult the PEF Resolution Table.
- Immediately carry out the result.

2 PEF RESOLUTION

(Taken versus the Enemy Major Morale)

#D6 PASSED	RESULT
2	Contact with the enemy. Roll 1d6 and add the score to the Major Morale of the enemy. Consult the Contact Table using the total score.
1	Possible contact. Roll 1d6 and consult the Contact Table using the result.
0	False alarm. Just a case of nerves! PEF is removed.

X CONTACT

(Use score from PEF Resolution Table)

#	RESULT
1	False alarm. Just a case of nerves! PEF is removed.
2	False alarm. Just a case of nerves! PEF is removed.
3	You have contacted one enemy group.
4	You have contacted one enemy group.
5	You have contacted two enemy groups.
6	You have contacted enemy groups equal to the number of contacting groups plus one more. If you have not met the enemy C-in-C he is with this force.
7	<i>If you are Tribal:</i> Count as if scored a 6. <i>If you are European:</i> You have contacted enemy groups equal to twice the number of contacting groups. If you have not met the enemy C-in-C he is with this force.
8	<i>If you are Tribal:</i> Count as if scored a 6. <i>If you are European:</i> You have contacted enemy groups equal to triple the number of contacting groups. If you have not met the enemy C-in-C he is with this force.
9	<i>If you are Tribal:</i> You have contacted enemy groups equal to twice the number of contacting groups. <i>If you are European:</i> You have contacted enemy groups equal to twice the number of groups you have on the table. If you have not met the enemy C-in-C he is with this force.
10 +	<i>If you are Tribal:</i> Count as if scored a 6. <i>If you are European:</i> You have contacted enemy groups equal to triple the number of groups you have on the table. If you have not met the enemy C-in-C he is with this force.

Colonial Adventures 2nd Edition

WHAT HAPPENS NOW?

If the PEF is resolved as enemy groups, deploy them on the table in the section and centered on the PEF marker, with all having LOS to one or more of your groups.

If within 12" a Test of Wills is taken by the inactive side.

Example: I move a unit of riflemen to the edge of a woods, giving me LOS to a PEF. This triggers a PEF Resolution. The enemy Major Morale is 3. I roll 2d6 and score 3 and 4, passing 1d6. The PEF Resolution Table says to roll 1d6 and consult the Contact Table. I score a 5. The Contact Table says that I have run into two groups of enemies. I now roll on the enemy Army List and see that I have run into two groups of enemy warriors. I place them on the table centered on the PEF marker, which I remove. They have LOS to my unit and are within 12" so immediately take the Test of Wills.

After all Reaction Tests are resolved play continues normally, picking up where it left off.

NP ENEMY MOVEMENT

Once a PEF has been resolved and replaced with actual enemy forces, these Nonplayer (NP) Enemy Forces are moved in the following way:

- When it is the NP Enemy force's turn to activate roll 2d6 versus the Leader's Rep.
- Determine how many d6 are passed.
- Consult the NP Enemy Movement Tables (page 38) and carry out the results. Be sure to use the appropriate table based on what the enemy was doing.

WHAT ARE THEY DOING?

Once you have contacted the first PEF and it is resolved as an enemy group you must determine what it is doing out there. Here's how we do it:

- Determine what type of Battle you are fighting: Patrol, Raiding, or Defending. If fighting a Stand Up Fight the Tribal army will always be the attacker and use the NP Enemy Movement: Attack Table.

- Roll 1d6 and consult the What Are They Doing Table. Be sure to use the column that corresponds to what *you* are doing.
- This tells you which NP Enemy Movement Table to use (page 38).

1 WHAT ARE THEY DOING

(Read the result as rolled)

#	PATROL	RAID	DEFEND
1	Patrol	Patrol	Patrol
2	Patrol	Defend	Attack
3	Patrol	Defend	Attack
4	Patrol	Defend	Attack
5	Attack	Defend	Attack
6	Attack	Defend	Attack

NP FORCE TACTICS

We've already explained how PEFs move using the PEF Movement Table. Now let's go into some detail on the basic tactics enemy figures use on the battlefield.

NP FORCE BASIC TACTICS

NP forces behave as follows:

- They group their units/bands into the largest formation consistent with their instructions on the NP Enemy Movement Table.
- They move in cover as long as the end point of the move meets the requirement listed in their NP Enemy Movement Table.
- If no cover is present they move in the open as long as the end point of the move meets the requirement listed in their NP Enemy Movement Table.
- If they are fired on and cannot return fire they move toward the enemy (you) unless outnumbered by 2:1 or more. If outnumbered they Seek Cover (page 23).

Colonial Adventures 2nd Edition

NP PATROL TACTICS

NP troops on Patrol and who contact enemy forces either go on the defensive hoping for reinforcements or withdraw from the table back the way they entered. Here's how we do it:

- When the NP unit runs into an opposing force roll 2d6 versus the Enemy Investment Level.
- Determine how many d6 are passed, consult the NP Scout Reaction Table, and carry out the results.

2 NP SCOUT REACTION

(Taken versus Enemy Major Morale)

CIRCUMSTANCE	MODIFIER
If Nonplayer side has twice as many figures on the table	+1d6

# D6 PASSED	RESULT
2	Patrol takes cover and converts into NP Defend Tactics. If beat away enemy reverts to Patrol.
1	Patrol takes cover and converts into NP Defend Tactics. If beat away enemy withdraws from the table back the way it entered.
0	Patrol converts into a fighting withdrawal, moving from cover to cover, until withdrawn from the table back the way it entered.

NP ATTACK TACTICS

A group following Attack Tactics rolls on the NP Movement: Attack Table when active and acts as follows:

- If beginning its move within charge reach it attempts to charge.
- Otherwise roll 2d6 versus the Leader's Rep.
- Determine how many d6 are passed.
- Consult the NP Enemy Movement: Attack Table and carry out the results.

2 NP ENEMY MOVEMENT: ATTACK

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
The NP side has 2x as many figures on the table	+1d6

# D6 PASSED	RESULT
2	Ranged Weapons move into small arms range. ¹ Melee troops move toward enemy. Cavalry attempt to encircle the flanks of the enemy. Artillery moves into range. ¹
1	Ranged Weapons halt in place but fire if in range. Melee troops move toward enemy unless outnumbered by 2:1 or more. If outnumbered will halt instead. Cavalry halt in place but fire if in range. Artillery halts in place but fires if in range.
0	Ranged Weapons and Melee troops Retire full move away and end facing the enemy. Cavalry Retire full move away and end facing the enemy. Artillery halts in place but cannot fire.

1. If already in range, fires at you instead.

NP DEFEND TACTICS

A group following Defend Tactics rolls on the NP Enemy Movement: Defend Table when active and act as follows:

- The group starts or moves to cover then stay put and fire.
- When additional NP groups arrive they deploy to the left (1-3) or right (4-6) of the group or groups already on the table. If the group cannot tie into a flank, then it takes up position behind the NP groups already on the table.
- NP groups in defensive positions (in cover or prone) stay in those positions and shoot unless another group loses a defensive position in sight and within move distance. In this case when active that group attacks to retake the position.

Colonial Adventures 2nd Edition

2 NP ENEMY MOVEMENT: DEFEND

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
If in defensive positions (cover or prone)	+1d6
If Nonplayer side has twice as many figures on the table	+1d6

# D6 PASSED	RESULT
2	<p>Infantry: <i>If have twice or more your number:</i> Move half of force, to cover, to fire at you.¹ Move other half, if cover available, encircle your left (1–3) or right (4–6) flank. Melee troops go to the NP Enemy Movement: Attack Table. <i>Otherwise:</i> Move to cover to fire at you. If not in cover stand and fire at you. Tribal drop prone and fire at you. Melee troops go to the NP Enemy Movement: Attack Table if fired on. Otherwise halt in place. Cavalry attempt to encircle the flanks and attack the enemy. Artillery moves into range.²</p>
1	<p>Ranged Weapons remain in cover to fire at you. If not in cover stand and fire at you. Tribal drop prone and fire at you. Melee troops go to the NP Enemy Movement: Attack Table if fired on. Otherwise halt in place. Cavalry halt in place but fire if in range. Artillery halts in place but fires if in range.</p>
0	<p>Ranged Weapons and Melee troops Retire full move away and end facing the enemy. Cavalry Retire full move away and end facing the enemy. Artillery Retires full move away and ends facing the enemy.</p>

1. If already in cover and in range, fires at you instead.

2. If already in range, fires at you instead.

THE BATTLES

Before you can play a game you must answer the following two questions:

- What kind of game is it?
- What kind of battle is it?

Let's cover each one in detail.

WHAT KIND OF GAME IS IT?

Will you be playing against other players, solo against the game, or everyone on the same side against the game?

- If you're playing head to head each player can either pick the troops he wishes to use or roll as many Recruiting Rolls as desired from his army list. Both opponent should do the same thing. If fighting European against European or Tribal against Tribal we recommend equal numbers. When fighting European against Tribal we recommend two to three times the number of Tribal as European.
- If playing solo or same side follow the guidelines in the sections describing each battle.

WHAT KIND OF BATTLE IS IT?

After you have decided the forces you will use you must choose the type of battle you will fight. Here are your options.

- European forces are patrolling the area.
- Tribal forces are patrolling the area.
- European forces are raiding a Tribal settlement.
- Tribal forces are raiding a European settlement.
- It is a stand up fight.

Let's go over each type of battle in detail, starting with Patrol.

Colonial Adventures 2nd Edition

PATROL

We recommend using this for your first battle. In this battle your force is entering enemy territory to scout out the area. If the patrol is successful this could lead to a Raid scenario, with the patrollers being the aggressors.

Both European or Tribal armies may go on patrol.

OBJECTIVE

- Your objective is to scout the table.
- To be successful *you* or one of your Leaders must spend *one turn* with LOS to the center of every section of the table. Once you have accomplished this you must report back by exiting the table from the edge that you entered.

FORCES

- Patrol with one or more groups.
- Decide who will be your *main opponent* (page 8). Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- The table is divided into nine sections and terrain generated normally (page 32).

DEPLOYMENT

- PEFs are generated and deployed as outlined in the PEF section (page 35).
- Your patrol enters from the table edge bordering sections 7, 8, and 9.

SPECIAL INSTRUCTIONS

- Establish the Major Morales (page 42).
- Move your force onto section 7, 8, 9, or any combination of those sections if you choose to split your force.
- Place the PEFs (page 35).
- Resolve PEFs as needed (page 36).
- Play continues normally until you have accomplished your objective, have been destroyed, or leave the table.

RAID

In this battle the attacker tries to burn the enemy's village or stores of supplies. This is best accomplished by driving the enemy from the field.

OBJECTIVE

- Your objective is to drive the enemy from the field and burn the enemy village or stores of supplies.

FORCES

- Your force can be as large or as small as you desire.
- Decide who will be your *main opponent* (page 8). Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- The table is divided into nine sections and terrain generated normally (page 32).
- Place 1/2d6 structures in section 2 as the objective that must be raided.

DEPLOYMENT

- PEFs are generated and deployed as outlined in the PEF section (page 35).
- Your force enters the table from the edge bordering sections 7, 8, and 9.

SPECIAL INSTRUCTIONS

- Establish the Major Morales (page 42).
- Move your force onto section 7, 8, 9, or any combination of those sections if you choose to split your force.
- Place the PEFs (page 35).
- Resolve PEFs as needed (page 36).
- When one or more player figures contact a building they can attempt to set it on fire (page 31).
- Once the first building has been set on fire there is a chance that the enemy will receive an additional PEF, placed normally. If the Activation dice come up 7 and the enemy score is higher, roll 1d6. If the result is equal to or less than the enemy Major Morale place a PEF on the table and determine its Rep. The PEF cannot activate on the turn it is placed but it can be resolved.

Colonial Adventures 2nd Edition

- Play continues normally until you have accomplished your objective, have been destroyed, or leave the table.

- Play continues normally until you have accomplished your objective, have been destroyed, or leave the table.

DEFEND

In this battle you are defending a settlement from enemy raiders.

OBJECTIVE

- Your objective is to prevent the enemy from driving you from the settlement and burning your stores.
- The battle is over when you have chased off or destroyed all enemy forces and PEFs on the table.

FORCES

- Your force can be as large or as small as you desire.
- Decide who will be your *main opponent* (page 8). Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- The table is divided into nine sections and terrain generated normally (page 32).

DEPLOYMENT

- You are allowed to choose which end of the table has sections 1, 2, and 3.
- PEFs are generated and deployed as outlined in the Special Instructions section below.

SPECIAL INSTRUCTIONS

- Establish the Major Morales (page 42).
- Once the terrain has been set, place one building in section 2 for each group that you are using. These are the targets of the raiding force. After they are placed set up your force in sections 1, 2, 3, or any combination of those sections if you choose to split your force.
- Generate and have the PEFs enter through sections 7, 8, or 9 at random.
- Resolve PEFs as needed.

STAND UP FIGHT

Use this when you desire to play a stand up battle such as Isandlwana or Omdurman. We recommend using this scenario when playing head to head.

OBJECTIVE

- If attacking you must drive the enemy off the table.
- If defending you must not be driven off the table.

FORCES

- Your force can be as large or as small as you desire.
- There should be three times as many Tribal forces as Europeans.
- Groups may be chosen as desired or rolled from the appropriate Army List.

TERRAIN

- Your force can be as large or as small as you desire.

DEPLOYMENT

- The defender is allowed to choose which table edge he will defend. Up to half of his force must start in the center section of his set-up zone.
- Who's the defender? Unless dictated by a campaign, that is for the players to decide.

Example: My opponent decides to defend sections 1 to 3. He must place at least half of his force in section 2 at the start.

- After the defender has set up his forces the attacker enters the table from the opposite table edge. At least half of his force must enter through the center section.

Example: I have to attack from the edge bordering sections 7 to 9. When I activate at least half of my force must enter through section 8.

SPECIAL INSTRUCTIONS

- Once the terrain has been set and the defenders placed, the battle begins with activation being rolled normally.

Colonial Adventures 2nd Edition

Q&E CAMPAIGNING

A campaign is a series of battles that are linked together where the results from one are carried over to the next. Playing a campaign is enjoyable, as it gives reasons behind the battles and ends in a definite winner and loser. Here's a *quick & easy* campaign that you can use with little or no bookkeeping.

ARMIES

Players choose what army they wish to use and the size of their force. Next choose an enemy. This can be a historical one or make up your own and call it what you will.

REASON TO FIGHT

In this campaign the European army has staked a claim to the Tribal land and must pacify the enemy. Fighting the enemy in a series of battles does this. If desired feel free to flip the campaign and fight from the Tribal point of view.

MAJOR MORALE

Major Morale is a number assigned to each side that represents how they are doing in the campaign. The higher the number, the better that side is doing. Conversely, the lower the number, the worse the side is doing. Here's how Major Morale works:

- Both sides start the Campaign with a Major Morale of 3.
- Each time a battle is fought the winner's Major Morale increases by 1.
- Each time a battle is fought the loser's Major Morale decreases by 1.
- Each time a battle is fought and neither side wins their Major Morales do not change.
- The first battle is a European Patrol.
- After the battle adjust the Major Morales up or down as outlined above and consult the Next Battle Table to determine what your next battle will be.
- Major Morale may never exceed 5.
- When a side has its Major Morale reduced to 0 the campaign is over. Either the land has been pacified or the Europeans expelled.

X NEXT BATTLE¹

PRIOR BATTLE RESULT	NEXT BATTLE
If won a Patrol	You will Raid
If won a Raid	You will Raid again
If won a Defend	You will Patrol
If lost a Patrol	You will Defend
If lost a Raid	You will Patrol
If lost a Defend	You will Defend again

1. *Stand Up Fight* does not appear in the campaign. It is used only if the players want to use it.

Example: I have just defeated the Barylistanni while on Patrol. My Major Morale rises by 1 and is now 5. The Barylistanni have their Major Morale reduced to 3. As I won the last battle (Patrol), my next battle will be a Raid.

REPLACEMENTS

In addition to recovering casualties as outlined in the After the Battle section (page 30) there is a chance to receive Replacements. Here's how we do it:

- Whenever the Europeans win a Raid or Defend battle roll 2d6 versus their current Major Morale.
- Determine how many d6 are passed and consult the New Arrivals Table.
- Adjust your forces accordingly.

2 NEW ARRIVALS

(Taken versus Major Morale)

# D6 PASSED	RESULT
2	<i>You are behaving brilliantly!</i> Roll 2d6 on your Army List to see what has arrived from home.
1	<i>No news is good news?</i> No new arrivals.
0	<i>We don't reward failure.</i> One of your units, rolled at random, is reassigned elsewhere.

Example: I have just beaten the Barylistanni in a Raid and my Major Morale is 3. My Major Morale now rises to 4 and I can roll 2d6 to see if there are any new arrivals. I roll 2d6 and score 3 and 4, so pass 2d6. I next roll 2d6 and score 7. Looking on the French army list I have received a unit of Algerian troops.

Colonial Adventures 2nd Edition

LAST WORDS

Colonial wargaming, or Colonials, can be a pretty intimidating period to get into for the average gamer. There are many troop types, nations involved, exotic locales, and so much information to learn that it can be overwhelming. Added to this is the fact that Colonial players are some of the most knowledgeable gamers that I've ever met. They all seem to know everything there is about everything, both well known and obscure. Frankly I was hesitant to get involved.

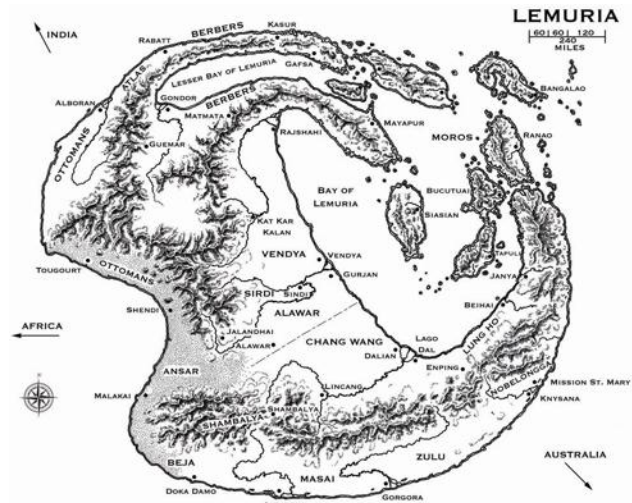
But unlike some other historical periods Colonial players are by and large a very welcoming bunch of folks. I think that's because they don't take themselves too seriously and really seem to love their Colonial gaming.

And what's not to love?

- It's ideal for short and interesting campaigns and for recreating battles that took place all over the world.
- The weapons used by both sides are not extensive and there's the contrast of soldiers with modern firepower versus warriors with melee weapons.
- Although normally historical the *romance* of the period makes it perfect for making up your own continent to game in with only your imagination holding you back. Recently this type of gaming has been dubbed *Imaginations*.
- The small scale of the battles lends itself to a bit of role-playing if desired. To this end CA is compatible with *Larger Than Life*, *Adventures in the Lost Lands*, and *Lemuria*, all three from Two Hour Wargames.
- It's fun, something that's not always true with other historical periods.

We hope that Colonial Adventures fills your needs and either rekindles your desire to play or inspires you to get started. Like the saying goes ... Just Game!

Captain Jones never made it back to Brigana. The way forward wasn't really clear, as the folds in the land had held large numbers of Barylistanni waiting in ambush. Captain Jones fought well but to no avail. The remnants of his command returned to Brigana, the fort fell, and the Colonel was sacked. But word has it that a new Colonel and new captains have arrived from home and that they will show the savages the what for. A toast to Captain Jones and to Colonial Adventures!



Lemuria, land of mystery and ready for your Imagi-nations.

Colonial Adventures 2nd Edition

2LD

TRIBAL

(Taken vs. Rep)

A score of 6 is always a failure

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
In cover	+1d6
At half strength or less	-1d6

<i>REASON</i>	<i>PASS 2D6</i>	<i>PASS 1D6</i>	<i>PASS 0D6</i>
TEST OF WILLS <i>Taken when enemy moves to within 12" and LOS</i>	<i>Ranged weapons and Artillery</i> Fire. Others test to Charge.	<i>Ranged weapons and Artillery</i> Fire. Ferocious and <i>Cavalry</i> test to Charge. Others Halt in Place.	<i>Ranged weapons and Artillery</i> Seek Cover. Ferocious test to Charge. Others Halt in Place.
WANTING TO CHARGE	<i>All</i> Charge.	Ferocious, Cavalry, and Melee Troops Charge. Others Halt in Place. Ranged Weapons Fire.	<i>Ranged Weapons</i> Seek Cover. Others Halt in Place.
BEING CHARGED	<i>Ranged weapons and Artillery</i> Fire. Melee Troops Countercharge and move into contact.	<i>All</i> Charged to flank or rear Run Away. Otherwise: Infantry charged by Cavalry Run Away. Melee troops charged by Infantry receive Charge. Others Seek Cover.	Ferocious receive Charge. Others Run Away.
RECEIVED FIRE	Melee troops test to Charge if in reach. Otherwise advance full move distance toward enemy. Others Carry On.	Ferocious and Cavalry test to Charge if in reach. Otherwise advance full move distance toward enemy. Others Halt in Place.	Ferocious test to Charge if in Charge reach. Otherwise Halt in Place. Others Run Away.
RECEIVED CASUALTY <i>Received Volley Fire counts -1 to Rep for each hit.</i>	<i>All</i> Carry On.	<i>All</i> in melee, 1 in 3 figures Run Away. Others not in melee, 1 in 5 figures Run Away.	<i>All</i> in melee Run Away. Half Strength or less Run Away. Others not in melee, 1 in 3 figures Run Away.
SEE RUNAWAYS <i>Ignore if tester is higher Rep than Runaway</i>	<i>All</i> Carry On.	Ferocious Carry On. Others Halt in Place. 1 in 3 figures Run Away.	<i>All</i> Run Away.
LEADER LOST	<i>All</i> Carry On.	Ferocious Carry On. Others Halt in Place. 1 in 3 figures Run Away.	<i>All</i> Run Away.
FAST MOVE	Move twice move distance and end in current formation.	Move twice move distance and end in Open Order.	Move one and a half move distance and end in Open Order.

COLONIAL ADVENTURES 2ND EDITION

2LD

EUROPEAN

(Taken vs. Rep)

A score of 6 is always a failure

CIRCUMSTANCE

MODIFIER

In cover

+1d6

At half strength or less

-1d6

REASON	PASS 2D6	PASS 1D6	PASS 0D6
TEST OF WILLS <i>Taken when enemy moves to within 12" and LOS</i>	<i>Artillery</i> Fire. <i>Cavalry</i> test to Charge. <i>Infantry</i> Volley Fire or fire normally.	<i>Artillery</i> Fire. <i>Cavalry</i> Halt in Place. <i>Infantry</i> Fire normally.	<i>Artillery</i> Fire. <i>Cavalry</i> Halt in Place. <i>Infantry</i> Fire normally.
WANTING TO CHARGE	<i>All</i> Charge.	<i>Ferocious and Cavalry</i> Charge. <i>Infantry</i> advance half move. If no contact fire normally.	<i>All</i> Halt in Place.
BEING CHARGED	<i>Artillery</i> Fire. <i>Cavalry</i> test to Countercharge. <i>Ferocious</i> fire normally with -2d6 penalty then Countercharge and move into contact. <i>Infantry</i> Volley Fire or fire normally.	<i>All</i> Charged to flank or rear Run Away. <i>Otherwise:</i> <i>Infantry</i> charged by Cavalry Run Away. <i>Infantry</i> not charged by cavalry Fire normally.	<i>Ferocious</i> receive Charge. <i>Cavalry and Artillery</i> Run Away. <i>Infantry</i> 1 in 3 figures Run Away.
RECEIVED FIRE	<i>Cavalry and Ferocious</i> test to Charge if in reach. Otherwise Carry On. <i>Others</i> Carry On.	<i>Ferocious and Cavalry</i> test to Charge if in reach. Otherwise Carry On. <i>Others</i> Halt in Place.	<i>Cavalry</i> Retire. <i>Artillery</i> Seek Cover. <i>Others</i> Halt in Place.
RECEIVED CASUALTY <i>Received Volley Fire counts -1 to Rep for each hit.</i>	<i>All</i> Carry On.	<i>All</i> in melee, 1 in 5 figures Run Away. <i>Others</i> Carry On.	<i>All</i> in melee Run Away. <i>Quarter Strength or less</i> Run Away. <i>Others</i> not in melee, 1 in 3 figures Run Away.
SEE RUNAWAYS <i>Ignore if tester is higher Rep than Runaway</i>	<i>All</i> Carry On.	<i>Ferocious</i> Carry On. <i>Others</i> Halt in Place. 1 in 6 figures Run Away.	<i>Artillery and Cavalry</i> Run Away. <i>Others</i> Retire.
LEADER LOST	<i>All</i> Carry On. If have a second leader he assumes command.	<i>Ferocious</i> Carry On. <i>Others</i> Halt in Place. If have a second leader he assumes command. If not then 1 in 6 figures Run Away.	<i>All</i> Halt in Place. If have a second leader he assumes command but 1 in 6 figures Run Away. If not then 1 in 3 figures Run Away.
FAST MOVE	Move twice move distance and stay in current formation.	Move one and a half move distance and stay in current formation.	Move one and a half move distance and end in Open Order.

COLONIAL ADVENTURES 2ND EDITION

EUROPEAN WEAPONS TABLE

WEAPON	RANGE	FIRE DICE
Pistol	6	1
Rifle	24	2 (4) ¹
Carbine	20	2 (4)
Grenade	3.5" circle	5
Field Gun	6/36	5/2
Maxim or Machine Gun	24	5
Fortress Gun	10/60	5/2

TRIBAL WEAPONS TABLE

WEAPON	RANGE	FIRE DICE
Pistol	6	1
Musket	20	1
Bow	12	1
Spear	3	1
Field Artillery	4/24	5/2
Fortress Gun	6/36	5/2
Maxim or Machine Gun	24	5

REP RANGED COMBAT

(Read the result as rolled)

Each score of 1 is a hit.

CIRCUMSTANCE	MODIFIER
Each Fire Die	+1d6
Firing at Mob or any Formed unit	+2d6
Firing with 2x as many figures as targets	+2d6
Firing with 3x as many figures as targets	+3d6
Firing while mounted	-2d6
Firing at a target in cover	-1/2 hits ¹
Firing at a target in Open Order or prone	-2d6
Firing into the flank of the target	2x the hits
Tight ammo	-1d6
Firer is a Boer	+1d6

1. Number of hits scored reduced to half, rounding up.

Examples: 1 hit = 1 hit, 6 hits = 3 hits, 7 hits = 4 hits.

IF THE NUMBER OF FIRE DICE IS ...	THEN FIRE WITH ...
Greater than 1/2 the number of firing figures.	Half the number of firing figures. ¹
Equal to or less than 1/2 the number of firing figures. ¹	The number of Fire Dice

1. Rounded down.

REP MELEE

(Looking for successes)

CIRCUMSTANCE	MODIFIER
Each figure more in melee than opponent	+1d6
Ferocious	+1d6
Shielded	+1d6
Lancer on first turn of melee	+1d6
Cavalry in melee	+1d6
Uphill of enemy	+1d6
Defending wall or fieldworks	+1d6
In melee with Open Order opponent	+2d6

2 STARTING A FIRE

(Taken vs. Rep)

# D6 PASSED	RESULT
2	Fire started.
1	Fire starts to smolder and will light on next turn.
0	Argh! Can't get a spark. Try again when next active.

2/1 AFTER THE BATTLE RECOVERY

(Taken vs. Rep)

# DICE PASSED	RESULT
2	All casualties return to the unit.
1	Half of the casualties, rounded up, return to the unit if the battle was won. None of the casualties returns to the unit if the battle was lost.
0	None of the casualties returns to the unit

COLONIAL ADVENTURES 2ND EDITION

2

PEF MOVEMENT

(Taken vs. Rep)

#D6 PASSED	RESULT
2	<p>If other PEFs are on the table roll 1d6:</p> <ul style="list-style-type: none"> 1–2: PEF moves 16" directly toward nearest PEF and stops 4" away. 3–6: PEF moves 16" toward nearest enemy through cover at all times. <p>If no other PEFs are on the table roll 1d6:</p> <ul style="list-style-type: none"> 1–2: PEF splits into two separate PEFs. Determine PEF Reps and place marker on table 3–6: PEF moves 16" toward nearest enemy through cover at all times.
1	<p>If other PEFs are on the table roll 1d6:</p> <ul style="list-style-type: none"> 1–2: PEF moves 8" directly toward nearest PEF and stops 4" away. 3–6: PEF moves 8" toward nearest enemy through cover at all times. <p>If no other PEFs are on the table roll 1d6:</p> <ul style="list-style-type: none"> 1: PEF splits into two separate PEFs. Determine PEF Reps and place marker on table 2–6: PEF moves 8" toward nearest enemy through cover at all times.
0	PEF doesn't move.

1

WHAT ARE THEY DOING

(Read the result as rolled)

#	PATROL	RAID	DEFEND
1	Patrol	Patrol	Patrol
2	Patrol	Defend	Attack
3	Patrol	Defend	Attack
4	Patrol	Defend	Attack
5	Attack	Defend	Attack
6	Attack	Defend	Attack

2

PEF RESOLUTION

(Taken versus the Enemy Major Morale)

#D6 PASSED	RESULT
2	Contact with the enemy. Roll 1d6 and add the score to the Major Morale of the enemy. Consult the Contact Table using the total score.
1	Possible contact. Roll 1d6 and consult the Contact Table using the result.
0	False alarm. Just a case of nerves! PEF is removed.

X

CONTACT

(Use score from PEF Resolution Table)

#	RESULT
1	False alarm. Just a case of nerves! PEF is removed.
2	False alarm. Just a case of nerves! PEF is removed.
3	You have contacted one enemy group.
4	You have contacted one enemy group.
5	You have contacted two enemy groups.
6	You have contacted enemy groups equal to the number of contacting groups plus one more. If you have not met the enemy C-in-C he is with this force.
7	<i>If you are Tribal:</i> Count as if scored a 6. <i>If you are European:</i> You have contacted enemy groups equal to twice the number of contacting groups. If you have not met the enemy C-in-C he is with this force.
8	<i>If you are Tribal:</i> Count as if scored a 6. <i>If you are European:</i> You have contacted enemy groups equal to triple the number of contacting groups. If you have not met the enemy C-in-C he is with this force.
9	<i>If you are Tribal:</i> You have contacted enemy groups equal to twice the number of contacting groups. <i>If you are European:</i> You have contacted enemy groups equal to twice the number of groups you have on the table. If you have not met the enemy C-in-C he is with this force.
10 +	<i>If you are Tribal:</i> Count as if scored a 6. <i>If you are European:</i> You have contacted enemy groups equal to triple the number of groups you have on the table. If you have not met the enemy C-in-C he is with this force.

COLONIAL ADVENTURES 2ND EDITION

2 NP SCOUT REACTION

(Taken versus Enemy Major Morale)

CIRCUMSTANCE	MODIFIER
If Non-player side has twice as many figures on the table	+1d6

# D6 PASSED	RESULT
2	Patrol takes cover and converts into NP Defend Tactics. If beat away enemy reverts to Patrol.
1	Patrol takes cover and converts into NP Defend Tactics. If beat away enemy withdraws from the table back the way it entered.
0	Patrol converts into a fighting withdrawal, moving from cover to cover, until withdrawn from the table back the way it entered.

2 NP ENEMY MOVEMENT: ATTACK

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
The NP side has 2x as many figures on the table	+1d6

# D6 PASSED	RESULT
2	Ranged Weapons move into small arms range. ¹ Melee troops move toward enemy. Cavalry attempt to encircle the flanks of the enemy. Artillery moves into range. ¹
1	Ranged Weapons halt in place but fire if in range. Melee troops move toward enemy unless outnumbered by 2:1 or more. If outnumbered will halt instead. Cavalry halt in place but fire if in range. Artillery halts in place but fires if in range.
0	Ranged Weapons and Melee troops Retire full move away and end facing the enemy. Cavalry Retire full move away and end facing the enemy. Artillery halts in place but cannot fire.

1. If already in range, fires at you instead.

2 NP ENEMY MOVEMENT: DEFEND

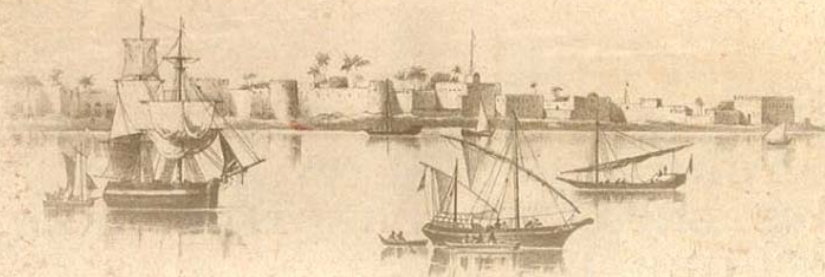
(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
If in defensive positions (cover or prone)	+1d6
If Non-player side has twice as many figures on the table	+1d6

# D6 PASSED	RESULT
2	Infantry: <i>If have twice or more your number:</i> Move half of force, to cover, to fire at you. ¹ Move other half, if cover available, encircle your left (1-3) or right (4-6) flank. Melee troops go to the NP Enemy Movement: Attack Table. <i>Otherwise:</i> Move to cover to fire at you. If not in cover stand and fire at you. Tribal drop prone and fire at you. Melee troops go to the NP Enemy Movement: Attack Table if fired on. Otherwise halt in place. Cavalry attempt to encircle the flanks and attack the enemy. Artillery moves into range. ²
1	Ranged Weapons remain in cover to fire at you. If not in cover stand and fire at you. Tribal drop prone and fire at you. Melee troops go to the NP Enemy Movement: Attack Table if fired on. Otherwise halt in place. Cavalry halt in place but fire if in range. Artillery halts in place but fires if in range.
0	Ranged Weapons and Melee troops Retire full move away and end facing the enemy. Cavalry Retire full move away and end facing the enemy. Artillery Retires full move away and ends facing the enemy.

1. If already in cover and in range, fires at you instead.

2. If already in range, fires at you instead.



Zanzibar!

Just saying the word makes you think of far off places and high adventure. Okay, maybe not so much if you're a Poor Bloody Infantryman but for an Officer and a Gentleman the "Age of Imperialism" (1850 – 1914) was the best of times.

A time where young men could garner fame and fortune in dark and dangerous lands. A time where heroes could be made in a day. And a time where death could come swiftly and from unexpected places.

Colonial Adventures allows you to recreate these "dirty little wars" of European expansion on the tabletop. Refight the heroic stand at Rourke's Drift or try and change the result at Isandhlwana. But it isn't just about the British and Zulus. It's also about the French Foreign Legion, Berber horsemen, Imperial German forces, Masai warriors, the Russian army, Pathan tribesmen, and much more.

Whether you're an experienced Colonials player or a novice just starting the period, Colonial Adventures is right for you. Here's just a few reasons why.

- ❖ In the book you'll find over a dozen armies to choose from and another twenty online.
- ❖ We've included "open ended" scenarios to fight new and unique battles every time you use them.
- ❖ You can play solo, all on the same side against the game, or head to head.
- ❖ We provide online support to answer any questions you may have as they come up and usually in less than 24 hours.

So have a seat, grab a spot of tea, and get ready for hours of fun.
Welcome to the world of ...

Colonial Adventures!

2HourWARGAMES
JUST PLAY THE GAME

2HW-1031
\$15.00