

COLONIAL ADVENTURES: SUPPLEMENTAL LISTS

SUPPLEMENTAL ARMY LISTS

Here's a list of additional armies for Colonial Adventures. In many cases these are pretty obscure armies with little info readily available. But that are great for "cool little battles" that are off the beaten path. Because they are obscure armies (in general) it encourages you to use whatever troops you have instead of being limited by "official" lists. ***This is a "bare bones" list that doesn't have Recruiting Rolls or army descriptions. Anyone that is knowledgeable enough to add to these lists feel free to contact me and I will add the info as it appears.*** Thanks and enjoy!

BTW – "Where are the American Indian lists? They will be appearing in a future release called Comancheria.

EUROPEAN TRAINED ARMIES

These are armies that subscribed to contemporary European drill and training.

Austria-Hungary

Type	RR	Class	Rep	Line	Col	Sq	Open	Notes
German Infantry		Infantry	4	4"	8"	2"	12"	
Hungarian Infantry		Infantry	4	4"	8"	2"	12"	Roll 1d6. 1 = Rep 5 unit
Cavalry		Cavalry	4	8"	16"	na	24"	Roll 1d6. 1 = Rep 5 unit
Artillery		Artillery	4	na	6"	1"	na	

Enemies
British Empire
Empire of China
France
Italy
Russia

Belgium and the Belgian Confederation of the Congo

Type	RR	Class	Rep	Line	Col	Sq	Open	Notes
Infantry		Infantry	4	4"	8"	2"	12"	
Askari Infantry		Infantry	4	4"	8"	2"	12"	
Cavalry		Cavalry	4	8"	16"	na	24"	
Artillery		Artillery	5	na	6"	1"	na	

Enemies
Equatorial Africa
German Empire

COLONIAL ADVENTURES: SUPPLEMENTAL LISTS

Bulgarians, Romanians, Serbians, and Greeks

Type	RR	Class	Rep	Line	Col	Sq	Open	Notes
Infantry		Infantry	4	4"	8"	2"	12"	Rep 5 if fighting Ottomans
Cavalry		Cavalry	4	8"	16"	na	24"	Rep 5 if fighting Ottomans
Artillery		Artillery	4	na	6"	1"	na	Rep 5 if fighting Ottomans

Enemies

Ottoman Empire

Egypt post 1882

Type	RR	Class	Rep	Mob	Open	Notes
Regular Infantry*		Infantry	3	12"	12"	Roll 1d6. 1 or 2 = Rep 4 unit
Sudanese Infantry		Infantry	5	12"	12"	
Sudanese Gendarmes		Infantry	3	12	12"	Basically a police unit
Regular Cavalry		Cavalry	4	24"	24"	
Camelry		Cavalry	4	24"	24"	
Irregular Cavalry		Cavalry	4	24"	24"	
Bashi-Bazoukes		Cavalry	3	24"	24"	
Artillery		Artillery	5	6"	1"	

* Will maneuver and act as Europeans with appropriate distances for column, line and square.

Enemies

Mahdists

Italy

Type	RR	Class	Rep	Line	Col	Sq	Open	Notes
Alpine Troops		Infantry	5	4"	8"	2"	12"	
Bersaglieri		Infantry	5	4"	8"	2"	12"	
Infantry		Infantry	4	4"	8"	2"	12"	Roll 1d6. 1 = Rep 5 unit
Askari		Infantry	4	6"	12"	na	18"	Roll 1d6. 1 = Rep 5 unit
Cavalry Troops		Cavalry	4	8"	16"	na	24"	
Askari Cavalry		Cavalry	4	8"	16"	na	24"	
Italian Artillery		Artillery	4	na	6"	1"	na	

Enemies

Austria-Hungary
 Empire of China
 Empire of Ethiopia
 German Empire
 Mahdists
 Ottoman Empire

COLONIAL ADVENTURES: SUPPLEMENTAL LISTS

Empire of Japan

Type	RR	Class	Rep	Line	Col	Sq	Open	Notes
Imperial Guard Infantry		Infantry	5	4"	8"	2"	12"	
Regular Infantry		Infantry	4	4"	8"	2"	12"	
Naval Troops		Infantry	4	4"	8"	2"	12"	
Imperial Guard Cavalry		Cavalry	5	8"	16"	na	24"	
Regular Cavalry		Cavalry	4	8"	16"	na	24"	
Regular Army Artillery		Artillery	5	na	6"	1"	na	
Naval Artillery		Artillery	4	na	6"	1"	na	

Enemies

Empire of China

Mexico

Type	RR	Class	Rep	Line	Col	Sq	Open	Notes
Regular Army Infantry		Infantry	4	4"	8"	2"	12"	Roll 1d6. 1 = Rep 5 unit
Militia Troops		Infantry	4	4"	8"	2"	12"	
Irregular Troops		Infantry	4	4"	8"	2"	12"	
Regular Army Cavalry		Cavalry	4	8"	16"	na	24"	
Militia Cavalry		Cavalry	4	8"	16"	na	24"	
Regular Army Artillery		Artillery	4	na	6"	1"	na	
Fortress Artillery		Artillery	4	na	6"	1"	na	
Militia Artillery		Artillery	4	na	6"	1"	na	

Enemies

Mexican Rebels and Bandits

Netherlands and the Netherlands East Indies

Type	RR	Class	Rep	Line	Col	Sq	Open	Notes
Home Guard Infantry		Infantry	4	4"	8"	2"	12"	
Infantry on Colonial duty		Infantry	5	4"	8"	2"	12"	
Sailors		Infantry	4	4"	8"	2"	12"	
Colonial Askaris		Infantry	4	4"	8"	2"	12"	
Cavalry		Cavalry	4	8"	16"	na	24"	
Artillery		Artillery	4	na	6"	1"	na	Roll 1d6. 1 = Rep 5 unit

Enemies

Malaysia and the Spice Islands

COLONIAL ADVENTURES: SUPPLEMENTAL LISTS

Ottoman Empire

Type	RR	Class	Rep	Line	Col	Sq	Open	Notes
Infantry		Infantry	4	4"	8"	2"	12"	Roll 1d6. 1 = Rep 5 unit
Auxiliaries		Infantry	4	4"	8"	2"	12"	
Cavalry		Cavalry	4	8"	16"	na	24"	Roll 1d6. 1 = Rep 5 unit
Field Artillery		Artillery	4	na	6"	1"	na	Roll 1d6. 1 = Rep 5 unit
Fortress Artillery		Artillery	5	na	na	1"	na	

Enemies
Arab Tribesmen
British Empire
Russia

Portugal

Type	RR	Class	Rep	Line	Col	Sq	Open	Notes
Infantry		Infantry	4	4"	8"	2"	12"	Roll 1d6. 1 = Rep 5 unit
Cavalry		Cavalry	4	8"	16"	na	24"	
Artillery		Artillery	5	na	6"	1"	na	

Enemies
German Empire
Other African Tribes

Spain

Type	RR	Class	Rep	Line	Col	Sq	Open	Notes
Foreign Legion		Infantry	5	4"	8"	2"	12"	
Infantry		Infantry	4	4"	8"	2"	12"	Roll 1d6. 1 = Rep 5 unit
Cavalry		Cavalry	4	8"	16"	na	24"	
Artillery		Artillery	5	na	6"	1"	na	

Enemies
Moro and the Sulu Seas
United States of America

COLONIAL ADVENTURES: SUPPLEMENTAL LISTS

United States Of America

Type	RR	Class	Rep	Line	Col	Sq	Open	Notes
Army Infantry		Infantry	4	4"	8"	2"	12"	Roll 1d6. 1 = Rep 5 unit
Marines		Infantry	5	4"	8"	2"	12"	
Naval units		Infantry	4	4"	8"	2"	12"	
State Militia and Volunteers		Infantry	4	4"	8"	2"	12"	
Army Cavalry*		Infantry	4	8"	16"	na	24"	Roll 1d6. 1 = Rep 5 unit
State Militia Cavalry*		Infantry	4	8"	16"	na	24"	
Artillery		Artillery	5	na	6"	1"	na	

* US Cavalry are treated as mounted infantry.

Enemies
Central American Rebels
Empire of China
Mexican Rebels and Bandits
Moro and Sulu Seas
Spain

NON-EUROPEAN TRAINED ARMIES (TRIBAL TROOPS)

Where two infantry entries occur with different Repts the lower Rep is used for rifle armed troops and the higher for melee armed troops. Where there are two infantry entries with the same Rep and one has the note Ferocious it may only be armed with melee weapons.

AFRICA

ARAB TRIBESMEN

Type	RR	Class	Rep	Mob	Open	Notes
Infantry		Infantry	4	12"	12"	
Cavalry		Cavalry	5	24"	24"	
Camelry		Cavalry	5	24"	24"	

Enemies
Ottoman Empire

Equatorial Africa

Type	RR	Class	Rep	Mob	Open	Notes
Infantry		Infantry	4	12"	12"	
Infantry		Infantry	5	12"	12"	Ferocious.
Guard Infantry		Infantry	5	12"	12"	Ferocious. One per nation.

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

Enemies
Belgium and the Belgian Confederation of the Congo
British Empire
Equatorial Africa
France

COLONIAL ADVENTURES: SUPPLEMENTAL LISTS

Empire of Ethiopia

Type	RR	Class	Rep	Mob	Open	Notes
Household Infantry		Infantry	5	12"	12"	When fighting Mahdists +1 to Rep.
Infantry		Infantry	4	12"	12"	When fighting Mahdists +1 to Rep..
Infantry		Infantry	4	12"	12"	Ferocious
Tribal auxiliaries		Infantry	4	12"	12"	
Tribal Infantry		Infantry	4	12"	12"	Ferocious
Cavalry		Cavalry	4	24"	24"	When fighting Mahdists +1 to Rep
Tribal Camelry		Cavalry	4	24"	24"	
Artillery		Artillery	4	6"	1"	When fighting Mahdists +1 to Rep

Note – Those armed with rifle must remain in Open Order and may not be Ferocious.

Enemies
Egypt
Italy
Mahdists

ASIA

Burmese

Type	RR	Class	Rep	Mob	Open	Notes
Infantry		Infantry	4	12"	12"	
Infantry		Infantry	5	12"	12"	Ferocious
Tribal Guard. One per army		Infantry	5	12"	12"	Ferocious
Artillery		Artillery	4	6"	na	Roll 1d6. 1 = Rep 5 unit sailors

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

Enemies
British Empire

Cambodia, Laos, Cochin and Annam

Type	RR	Class	Rep	Mob	Open	Notes
Infantry		Infantry	4	12"	12"	
Infantry		Infantry	4	12"	12"	Ferocious. Roll 1d6. 1 = Rep 5
Pirates		Infantry	4	12"	12"	
Pirates		Infantry	5	12"	12"	Ferocious
Cavalry		Cavalry	4	24"	24"	
Elephant		Cavalry	4	4"	8"	
Artillery		Artillery	5	6"	na	

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

Mounted troops will NOT charge elephants and if charged will retire away.

Enemies
France

COLONIAL ADVENTURES: SUPPLEMENTAL LISTS

Central American Rebels

Type	RR	Class	Rep	Mob	Open	Notes
Infantry		Infantry	5	12"	12"	
Cavalry		Cavalry	4	24"	24"	
Artillery		Artillery	4	6"	1"	

Enemies
United States of America

The Empire of China

Type	RR	Class	Rep	Mob	Open	Notes
Infantry		Infantry	4	12"	12"	
Infantry		Infantry	4	12"	12"	Ferocious. Roll 1d6. 1 = Rep 5
Tigermen		Infantry	5	12"	12"	Ferocious
Western trained Infantry		Infantry	4	12"	12"	
Cavalry		Cavalry	4	24"	24"	
Artillery		Artillery	4	6"	na	Roll 1d6. 1 = Rep 5

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

Enemies
Austria-Hungary
British Empire
Central Asian Peoples
Empire of Japan
France
Italy
United States of America

Malaysia and the Spice Islands

Type	RR	Class	Rep	Mob	Open	Notes
Infantry		Infantry	4	12"	12"	
Infantry		Infantry	4	12"	12"	Ferocious
Pirates		Infantry	4	12"	12"	
Pirates		Infantry	5	12"	12"	Ferocious
Cavalry		Cavalry	4	24"	24"	Roll 1d6. 1 = Rep 5 camelry.
Artillery		Artillery	4	6"	na	

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

Enemies
Netherlands & Netherlands East Indies

COLONIAL ADVENTURES: SUPPLEMENTAL LISTS

Mexican Rebels and Bandits

<i>Type</i>	<i>RR</i>	<i>Class</i>	<i>Rep</i>	<i>Mob</i>	<i>Open</i>	<i>Notes</i>
Infantry		Infantry	4	12"	12"	Roll 1d6. 1 = Rep 5
Cavalry		Cavalry	4	24"	24"	.
Artillery		Artillery	4	6"	1"	

<i>Enemies</i>
Mexico
United States of America

Moro and Sulu Seas

<i>Type</i>	<i>RR</i>	<i>Class</i>	<i>Rep</i>	<i>Mob</i>	<i>Open</i>	<i>Notes</i>
Infantry		Infantry	4	12"	12"	
Infantry		Infantry	5	12"	12"	Ferocious
Cavalry		Cavalry	4	24"	24"	
Artillery		Artillery	4	6"	na	

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

<i>Enemies</i>
Spain
United States of America