

THE MEN WHO WOULD BE KINGS

Colonial Wargaming Rules by Dan Mersey
QUICKER QUICK REFERENCE SHEET

ACTIONS & ABILITIES

Unit type	Free actions	Non-free actions (2xD6 modified by Discipline, versus Leadership)	Spd	Fir	Fgt	Dis	Pts
Regular infantry	Fire, Stand To	Move, At The Double (twice only), Skirmish, Close Order, Volley Fire, Attack, Rally	6"	5+	5+	+1	6
Irregular infantry	Fire, Stand To	Move, At The Double (twice only), Skirmish, Attack, Rally	6"	5+	6	0	4
Tribal infantry	Move, Stand To	At The Double (and then Attack), Go To Ground, Skirmish, Fire, Attack, Rally	8"	6	5+	0	3
Regular Mounted Infantry	Move, Stand To	At The Double, Skirmish, Fire (as modern rifles on foot), Attack, Rally	8"	5+	5+	+1	6
Irregular Mounted Infantry	Move, Stand To	At The Double, Skirmish, Fire (as obsolete rifles on foot), Attack, Rally	8"	5+	6	0	4
Regular Cavalry	Attack, Stand To	Move, At The Double (and then may Attack), Skirmish, Fire, Rally	10"	5+	4+	+1	6
Irregular Cavalry	Attack, Stand To	Move, At The Double (and then may Attack), Skirmish, Fire, Rally	12"	5+	5+	0	4
Tribal Cavalry	Attack, Stand To	Move, At The Double (and then may Attack), Skirmish, Fire, Rally	12"	6	5+	0	3
Well Drilled Crewed Weapons	Stand To	Limber, Unlimber, Move, Fire, Rally	4"	4+	6	0	6
Poorly Drilled Crewed Weapons	Stand To	Limber, Unlimber, Move, Fire, Rally	4"	5+	6	-1	4
All Pinned Units	Rally (compulsory)						

MOVEMENT EFFECTS

Terrain	Effect
Obstacle	Move up to obstacle and halt; then next turn move with no delay.
Difficult	Half movement, except Tribal infantry.
Impassable	Cannot be crossed.

FIRING

	Short Range 1 Hit = 1 fig	Long Range 2 Hits = 1 fig	Method	Target	Leaders
Modern Rifle	0-12"	12-24"	<ul style="list-style-type: none"> 1xD6 per figure (half if Skirmishing). Equal or beat own Fire value (+1 if Volley Fire) = 1 Hit. 	<ul style="list-style-type: none"> In soft cover, add 1 to Hits required. In hard cover, add 2 to Hits required. In Close Order, +1 to Fire value Gone To Ground hit short range only. 	If unit suffers casualties, roll 2xD6 – a double 1 means leader killed.
Obsolete Rifle / Modern Carbine	0-9"	9-18"			
Antiquated Musket / Obsolete Carbine	0-6"	6-12"			
Ragtag Muskets and Spears	0-6"	None			
Field Gun	0-16"	16-36"	2xD6 per crewman.	Cover counts 1 point less.	
Rocket	None	16-36"	1 Pin test per crewman. No Hits.	Nil	Nil

ATTACKING

Method	Hits	Defenders	Loser	Winner	Draw	Leaders
<ul style="list-style-type: none"> Both sides throw 1xD6 per figure (half if Gone To Ground). Equal or beat Fight value (+1 if in Close Order) = 1 Hit. 	<ul style="list-style-type: none"> 1 Hit = 1 figure removed. 2 Hits from infantry/crewed weapon = 1 cavalry figure removed (except Mounted Infantry). 	<ul style="list-style-type: none"> Infantry and crewed weapons defending hard cover, obstacles or being uphill add 1 to number of Hits required to remove figure. Soft cover and difficult terrain have no effect. 	<ul style="list-style-type: none"> Retreats a half move. Tests for Pinning. 	Remains in current position, except: <ul style="list-style-type: none"> Attacking Cavalry (except Mounted Infantry) may follow up by attacking same defending unit again, or another within half a move if original defending unit removed from play. Attacking unit may occupy an obstacle or building previously held by defending unit. 	<ul style="list-style-type: none"> Attacking unit retreats a half move. Neither takes a Pin test. 	Any unit suffering casualties rolls 2xD6 – a double 1 means leader is killed.

PINNING

When	Method	Pass	Fail
<ul style="list-style-type: none"> if suffering casualties from Firing. if beaten in an Attack. if witnessing friendly unit removed within 12". 	Roll 2xD6 modified by Discipline -1 per casualty from this round of fire, vs Leadership.	Don't add more Pinned markers (retain any existing Pinned markers).	Add a Pinned marker (retain any existing Pinned markers).

RALLYING

When	Method	Pass	Fail, total above 2	Fail, total 2 or less
Must rally Pinned units.	Roll 2xD6 modified by Discipline -1 per Pinned marker, vs Leadership.	Remove all Pinned markers (can be activated next turn).	<ul style="list-style-type: none"> Remains Pinned. Retreats a half move. 	<ul style="list-style-type: none"> Routs and is removed from game. Test friendly units with 12".