COLONIAL
ADVENTURE

UNITS

- Each unit consists of 5 to 20 figures. Additionally units may contain leaders (maximum 2 per unit), musicians (maximum 1 per unit) and color bearers (maximum 1 per unit).
- Each unit has a status, which represent the quality of the men. A is the highest status, D the lowest.
- All figures of one unit must be equipped with the same weapons, must have the same movement capabilities and the same characteristics.
- The figures of a unit must always be in direct base contact. Between different units must be always kept a small distance (except in close combat). All miniatures of a unit must always align into a same direction /line of sight.
- Each artillery piece needs a certain minimum number of gun crew. The number, which is needed, is specified in the army list.

Hidden Units

If a unit is not placed in the open area, the player of this unit can place it also hidden. The player receives two unit markers. One marker shows the real position of the hidden unit; the other marker is only a mockup.

The unit marker and the mockup marker can be moved with 2W6 each. They may be uncovered at any time, at the beginning of the movement phase. In addition a marker is uncovered immediately, if it is pulled into open area or a hostile unit stays within 6 Inch distance. Markers neither shoot nor may be fired at.

Formed Units

Units with the status *Formed* receive a + 1 bonus on their shooting die roll. Formed units must contain a leader or commander. If the leader is killed, the unit loses the status. As soon as the unit has more shock points than figures, the unit loses the „Formed "- status.

Fighter

Units with the status *Fighter* receive a +1 bonus on their close combat die roll. Fighter units must contain a leader or commander. If the leader is killed, the unit loses the status. As soon as the unit holds more shock points than figures the unit will lose the "Fighter "- status.

Commander

Each player in a game may receive one or more commanders. A commander represents an own unit, which receives likewise 2 points of *Action*. The commander however can be attached to any own unit. Attaching to a unit takes place via base contact between commander and any figure of the unit. Maximally one commander may be attached a unit. If a commander is attached to a unit, he may use his points of *Action* for an attack order or for removing shock points. A movement *Action* becomes necessary only if he wants to change the unit or if he moves alone. If the commander is attached to a unit, he moves automatically with this unit. A commander, who is not attached to a unit, can be attacked in close combat or fired at in the shooting phase.

TURN SEQUENCE

1. **Artillery may move and may use both Actions**
2. **Die roll for initiative**
3. **The winner of initiative moves his units and may use 1. Action (Commander first)**
4. **The loser of initiative moves his units and may use 1. Action (Commander first)**
5. **The loser of initiative may use 2. Action (Commander first)**
6. **The winner of initiative may use 2. Action (Commander first)**
7. **All close combats are resolved**
8. **All units with too many Shock Points are having to retreat or flee**

Artillery-Phase

At the beginning of each round all artillery units may move and use their Actions. Artillery consists of all kind of cannons, all repeating guns, and machine guns. All artillery units are shooting simultaneously. Each unit, which has shot, gets 1 (repeating guns) or 2 (light and heavy cannons) smoke markers.

Initiative-Phase

In this phase the initiative die roll (1D6) is accomplished. If one Player has more active leader than the other, he gets a +1 on the die roll. The player with the higher result receives the initiative.

1. Action-Phase

The winner, thus that, which rolled the higher result, moves now all of his units and may use his first Action (commanders always first). Subsequently, the loser of the initiative die roll moves his units and may use his first Action (commanders always first).

2. Action-Phase

The loser of the initiative die roll may now use his second Action. Afterwards the winner of the initiative die roll may use his second Action

Close Combat-Phase

Now all close combats are executed. All units, in the contact with an opponent are fight against each other.

Moral-Phase

For the conclusion of the round the *Shock Points* of all units are examined. All units with more *Shock Points* than figures must retreat or flee.

ACTIONS

Each unit may perform 2 Actions per turn. Also an Action can be accomplished twice per turn. Here are the different possibilities and the sequence, in which the Action must be accomplished:

Artillery-Phase

• Reload Artillery	2 Actions
• Reload Repeating gun	1 Action
• Repair jammed gun	2 Actions
• Unlimber / limber	1 Action

1. and 2. Action-Phase

• Attack order (only Commander)	1 Action
• Movement	1 Action
• Overcome an obstacle	1 Action
• Overcome an big obstacle	2 Actions
• Enter a building	1 Action
• Dismount / mount	1 Action
• Shooting / Throwing	1 Action
• Reload Rifle / Carbine	1 Action
• Reload Musket	2 Actions
• Discard 1 Shock Point (only Commander)	1 Action

MOVEMENT

Each unit has a basic movement value, which can be used in the *1. Action-Phase*. Beyond that, *Actions* can also be used for an additional movement.

Basic movement value:

Infantry:	6 Inch
Mounted Infantry	8 Inch
Cavalry:	12 Inch
Limbered artillery:	8 Inch
Unlimbered artillery:	4 Inch

The movement is always measured by the foremost figure (in line of sight of the unit). The individual figure will become now moved and all remaining figures are placed beside or behind this leading figure. The adjustment of the unit can be freely determined at the end of the movement. Artillery can only be turned instead of movement. It is not allowed to interpenetrate own or enemy units. For each unit, which would like to use an *Action* for a further movement, one movement dice is rolled. The unit may or must now move 1 inch for every number rolled.

Optional rule:
Formed units may determine their movement, not formed units must always move the full distance rolled (until they reach an obstacle, an edge of game board or another unit).

Number of Movement dice per Action:

- Infantry: 1W6
- Mounted Infantry: 2W6
- Cavalry: 3W6
- Artillery unlimbered: 1W3
- Artillery limbered: 2W6

Terrain

There is no movement penalty for Infantry in any kind of terrain. Terrain offers only covering and advantages in close combat. Mounted and artillery units are not able to enter Dense Vegetation or Brocken Ground

Type of terrain:

- Open terrain
- Brocken Terrain (soft cover / no mounted and artillery units)
- Village or City (block line of sight)
- Dense vegetation (soft cover / block line of sight / no mounted and artillery units)
- Vegetation (soft cover)
- Fortified position (hard cover)

If a unit in hard cover is shoot at by artillery, the hard cover counts as soft cover and a unit in soft cover gets no cover if shoot at by artillery.

Buildings

An artillery piece, which was placed on a building, is not permitted to abandon the building roof (only the artillerymen are permitted to do so).

Each building can be entered with 1 *Action*. A unit may enter the building only by a door and will then be placed in the center of the roof. A building, which is attacked, counts as a fortified position. In each case only 1 unit can be in a building at the same time.

Zone of Control

Around every unit is a *Zone of Control* of 2 Inch. A unit may not pass an enemy unit within this distance. A unit may only move in the *Zone of Control* of an enemy unit, if they want to attack this unit or to support an own unit. If a unit is within a building or behind an obstacle there is no *Zone of Control*.

SHOOTING

Field of Fire

All units have a 180 degree field of fire to the front. Each hostile unit, which is at least partial in the field of fire, can be fired at. The shooting of a unit always meets 1 individual hostile unit, it may not be divided. Riders cannot shot with firearms; they have to dismount for shooting. Units, which are in close combat and/or in contact with an enemy or are supporter of a close combat, cannot shoot and can also not be shot at.

Number of Dice

For each figure (exceptionally are musicians and colour bearers) of the unit a die is used for shooting and the following modifications are made (in this order):

Status of unit
- A: +1 die per 4 figures (round up)
- B: +1 die per 5 figures (round up)
- C : no modification
- D: - 1 die per 5 figures (round up)

For artillery the following number of dice is used:
- Light cannon: 8 dice
- Heavy cannon: 12 dice
- Repeating gun: 14 dice
- Machine gun   16 dice

Further modifications
- For every officer / leader in the unit: +1 die
- For a commander in a unit: + 3 dice
- For every 2 shock points of the shooting unit: discard 1 die
- The target unit is in soft cover: discard 1/4 of the dice.
- The target unit is in hard cover: discard 1/2 of the dice.

- Formed units get a + 1 on their die roll!

Necessary result / Range

Infantry	0-9"	9-18"	18-27"	27-36"
Musket	6	6	-	-
Rifle	5-6	5-6	6	-
Carbine	5-6	6	-	-
Throwing Weapon	6	-	-	-

Artillery	0-9"	9-18"	18-27"	27-36"	36"+
Light Cannon	4-6	4-6	5-6	6	6
Heavy Cannon	3-6	4-6	4-6	5-6	5-6
Repeating gun	4-6	5-6	6	6	-

Repeating Gun jammed! –If there are more 1's than 6's then the repeating gun is jammed.

Hits
For each hit a die is rolled again:
1-2   No effect
3-4   Shock Point
5-6   Dead
- Hits on mounted

Roll 1W6: 1 - 3 the riding animal has been hit / 4 - 6 the rider has been hit.
- Hits on Artillerymen
  - For every 2 artillerymen under minimum: 1 further Action for loading
  - For every 2 Shock Points: 1 shooting die less
- Hit on Officer / Leader or Commander

If a unit receives losses, a W10 is rolled for every Officier / Leader or Commander. If the result is alike or lower to the number of killed men, instead of a simple figure an officer/leader and/or commander has been killed.

CLOSE COMBAT

If two opposing units are brought in contact by a movement, it comes to close combat. You may never get in contact with an enemy unit which is already in contact with one of your units.

You may support this close combat with one other own unit. To support a close combat, you have to move the supporting unit within 1 inch to the enemy unit.

Roll for each figure (musicians and color bearers are exceptional) 1W6 and modify the number of dice as follows (in this order):

- + 3W6 for every Commander.
- + 1W6 for every "Attack order".
- + 1W6 for every Officer / Leader.
- + 2W6 for every Status higher than the enemy.
- + 3W6 for a supporting unit.
- ./. 1W6 for every 2 Shock Points.
- + 1/3 if a fortified position (hard cover) is defended.
- ./. 1/2 if the unit was attacked in the flank or rear.
- ./. 1/2 if mounted Infantry was attacked.
- + 100 % if cavalry attacks Infantry (not formed) in open terrain.
- ./. 2/3 if cavalry attacks a fortified position.

- Fighter are getting a + 1 on their die roll!

Now both sides roll their dice. Each 6 kills an enemy and each 5 causes one Shock Point.

Hits on Officer / Leader or Commander
If a unit receives losses, a W10 is thrown. If the result is alike or lower to the number of killed men, instead of a simple figure officer/leader and/or commander were killed.

Result of close combat
Compare both sides' losses of dead (not Shock points) and refer to the list below:

- **Draw**: Fight again immediately. This occurs for a maximum of 2 rounds, after which both sides retire 2"
- **Defeated by 1**: Thrown back 4" (8" for cavalry) facing your enemy
- **Defeated by 2**: Thrown back 6" (12" for cavalry) facing enemy, + 2 Shock points.
- **Defeated by 3**: Thrown back 8" (16" for cavalry) facing enemy, + 2 Shock points per Group. No Movement next turn.
- **Defeated by 4 or more**: Thrown back 10" (20" for cavalry), double the number of Shock points taken. May only remove shock-points next turn

MORALE / SHOCK POINTS

If a unit has more Shock points than men remaining (also musicians and color bearers are counted!), it has to retire at the end of the turn. If the unit is not able to retire the full distance (terrain, other units) it loses a further figure:

- 1" for every Shock point / A Status
- 2" for every Shock point / B Status
- 3" for every Shock point / C Status
- 4" for every Shock point / D Status

If a unit suffers twice the number of Shock points as men, they are broken (remove from table).

MUSICIANS
With a musician in the unit, this unit may do a further action once in play. If the action was accomplished, the musician is removed from the unit and taken of the game board.

COLOR BEARER
With a color bearer in the unit, this unit may remove 3 Shock Points at any time. Ones the Shock Points are eliminated; the color bearer is removed from the unit and taken of the game board.

ARMYLISTS

British

Unit name	Status	Weapon	Movement	Characteristics
Naval Brigade	B	Rifle	1W6	Formed
Camel Corps	A	Rifle	1W6 / 2W6	Mount- dismount / Formed
Mounted Infantry	B	Carbine	1W6 / 2W6	Mount- dismount / Formed
Infantry	B	Rifle	1W6	Formed
Cavalry	B	Carbine	1W6 / 3W6	Mount- dismount / Fighter
Artillerymen	B	Carbine	1W6 / 2W6	Mount- dismount
Gatling (4)	B	Repeating gun	1W3 / 2W6	Limber – unlimber
Screw Gun (4)	B	Light cannon	1W3 / 2W6	Limber – unlimber
7/ 9-pdr Gun (5)	B	Heavy cannon	1W3 / 2W6	Limber – unlimber

Note to the movement: The second values refer to mounted

Egyptians

Unit name	Status	Weapon	Movement	Characteristics
Sudanese infantry	C	Rifle	1W6	Formed
Egyptian infantry	D	Rifle	1W6	Formed
Cavalry	C	Carbine	1W6 / 3W6	Mount - dismount / Fighter
Camel Corps	C	Carbine	1W6 / 2W6	Mount - dismount
Bazinger	D	Rifle	1W6	
Bashi Bazouk	D	Musket	1W6	
Bashi Bazouk, mounted	D	Musket	1W6 / 3W6	Mount - dismount
Artillerymen	C	Carbine	1W6 / 2W6	Mount - dismount
Krupp Gun (5)	C	Heavy cannon	1W3 / 2W6	Limber – unlimber

Note to the movement: The second values refer to mounted

Ansari

Unit name	Status	Weapon	Movement	Characteristics
Beja	C	Throwing weapon	1W6	Fighter
Beja Rifleman	D	Rifle	1W6	
Baggara	D	Throwing weapon	1W6	
Baggara Rifleman	C	Rifle	1W6	
Beja Camel Rider	C		1W6 / 3W6	Mount - dismount / Fighter
Baggara Cavalry	B		1W6 / 3W6	Mount - dismount / Fighter
Krupp Gun (5)	D	Heavy cannon	1W3	Limber – unlimber

Note to the movement: The second values refer to mounted