

# COLONIAL RULES FOR HEROSCAPE™ TERRAIN

by Bob Cordery

## INTRODUCTION

The following colonial wargames rules were written for my own personal use and reflect my philosophy that the simpler the basic rules are, the better the game is. The rules were designed to be used in solo wargames or face-to-face wargames with one or two players on each side.

They were also designed to be used with my recently acquired Heroscape™ terrain. This has a system of different-sized, interlocking terrain pieces that can be stacked so as to form hills etc. The hexes have 4 cm-long sides and measure approximately 5 cm from face to face.

## THE PRIMARY RULE OF WARGAMING

*‘Nothing may be done contrary to what could or would be done in actual war.’*

Revised Rules for the NAVAL WAR GAME (1905)  
Fred T. Jane

## THE SPIRIT OF THE WARGAME

Wargames are played, for the most part, without the supervision of an umpire. The game relies on the integrity of the individual players to show consideration for other players and to abide by the rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be. This is the spirit of the wargame.

Adapted from THE RULES OF GOLF  
© R&A Rules Limited

## ORGANISING UNITS

Troops are organised into standard-sized units. These are as follows:

- Infantry unit: 8 foot figures;
- Cavalry unit: 6 mounted figures;
- Machine gun unit: 1 machine-gun + 2 crew figures;
- Artillery unit: 1 artillery piece + 2 crew figures;
- General/Native leader: 1 foot or mounted figure.

For aesthetic reasons one of the figures within each unit may be represented by an officer or Native command figure.

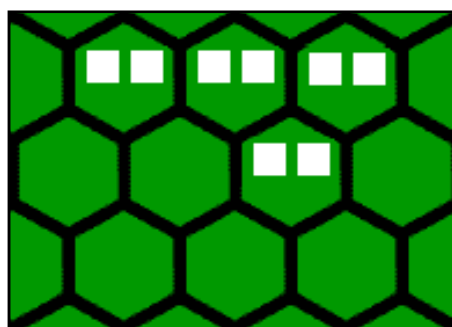
These standard-sized units can be grouped together to form larger formations. These are commanded by a General or Native leader. There should be one General or Native leader for each player. They represent the player’s *alter ego* on the battlefield.

All figures are mounted singly on 1.5 cm wide bases; foot figures are mounted on 1.5 cm deep bases, and mounted figures are mounted on 3 cm deep bases. Machine guns and artillery pieces are mounted on suitably sized bases.

## CONTIGUOUS UNITS

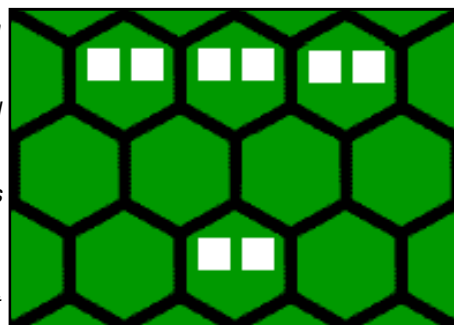
The figures bases that make up a unit should be kept in a state of contiguity at all times. In other words, figure bases belonging to a unit that become separated from their parent unit (i.e. there is a hex or more between them and the rest of their unit) become, for the purposes of these rules, separate units. They remain separate units until such time as they are reunited with their parent unit.

This has implications during morale checks as small infantry and cavalry units are more likely to fail a morale check than full-strength units.



*In this diagram the unit is contiguous (i.e. there are no gaps between the hexes containing the figure bases).*

*In the this diagram two of the figure bases have become separated from their parent unit (i.e. the gap between the hexes containing the two figure bases and the hexes containing the rest of the unit is a hex). They will remain a separate unit until they are reunited with - and contiguous with - their parent unit.*



## UNIT STACKING

The maximum number of figures that can fit into a hex are:

- 4 foot figures;
- 2 mounted figures;
- 2 foot figures + 1 mounted figure;
- 1 machine gun + 2 crew figures;
- 1 gun + 2 crew figures.

## PLAYING EQUIPMENT

The following equipment is needed to play a game using these rules:

- Two suitably organised model armies;
- Terrain (in this case Heroscape™ terrain that is made up of 4 cm hexes);
- A scenario;
- A standard pack of playing cards;
- At least twenty D6 dice;
- Two dice shakers.

## BEFORE THE GAME STARTS

Before the game starts each side is allocated one of the two suit colours (i.e. Black or Red) in the pack of playing cards. If more than one player is on a side, each player on that side is allocated one of the suits within that side's suit colour (i.e. Black = Clubs or Spades; Red = Hearts or Diamonds).

The pack of playing cards is then shuffled and placed face down somewhere where all the players can see it.

## MOVEMENT SEQUENCE

The top card of the pack of playing cards is turned over, and the suit and colour is exposed for all to see. The player whose side has been allocated that suit and/or colour may now choose one of their units to activate.

They must first check the unit's morale, and then they can carry out any permitted actions. When this has been completed, the next playing card is turned over, and the sequence is repeated.

Once all the playing cards in the pack have been turned over, the pack is shuffled again and reused. This continues until the game is concluded.

## MORALE CHECKS

Once an infantry or cavalry unit has been activated, it must take a morale check before it can do anything else.

Generals, Native leaders, machine gun units, and artillery units do not need to take morale checks. This reflects their higher level of training and/or morale.

Whether or not a unit passes or fails a morale check is determined by throwing dice. Each unit throws a D6 dice, and the score achieved is compared with the unit's current figure strength. If it has more figures than the dice score, the unit passes its morale check.

The only alterations to the D6 scores are:

- Units that are in hex-to-hex contact with their General or Native leader reduce their D6 score by 1;
- Cavalry units reduce their D6 score by 1;
- Experienced units reduce their D6 score by 1;
- Inexperienced and Militia units increase their D6 score by 1;
- Units in fortifications reduce their D6 score by 1.

## PERMITTED ACTIONS

If a unit passes its morale check it may:

- Remain stationary, and fire twice;
- Move "at the double" (i.e. make a double length move);
- Fire, and then move or move, and then fire;
- Change formation, and then fire or fire, and then change formation;
- Change formation, and then move or move, and then change formation;
- Charge home on an enemy unit, and then engage in close combat;
- Engage in two rounds of close combat.

If a unit fails its morale check it may:

- Remain stationary, and fire twice;
- Move "at the double" (i.e. make a double length move) away from the enemy;
- Fire, and then move away from the enemy or move away from the enemy, and then fire;

Change formation, and then fire or fire, and then change formation;

Change formation, and then move away from the enemy or move away from the enemy, and then change formation;

Engage in two rounds of close combat.

## MOVEMENT

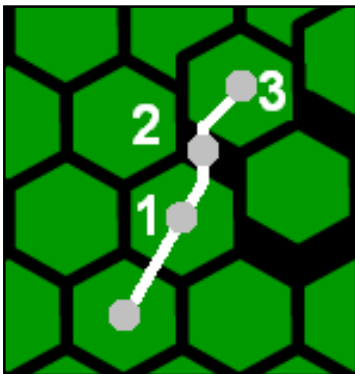
Unit Type	Max. Movement
European infantry unit:	3 hexes
Native infantry unit:	4 hexes
Cavalry unit:	4 hexes
Machine gun unit:	3 hexes
Artillery unit:	3 hexes
General or Native leader:	4 hexes

All obstacles cost 1 hex of movement to cross. These include:

A hill contour;

A wall (or similar vertical barrier) that is climbable without the use of a ladder;

A ford in a stream or river.



*This diagram shows a European infantry unit crossing a hill contour during movement. The unit moves 1 hex forward (1), then climbs up 1 hill contour (2), and then moves forward 1 hex (3).*

## UNITS MOVING THROUGH OTHER UNITS

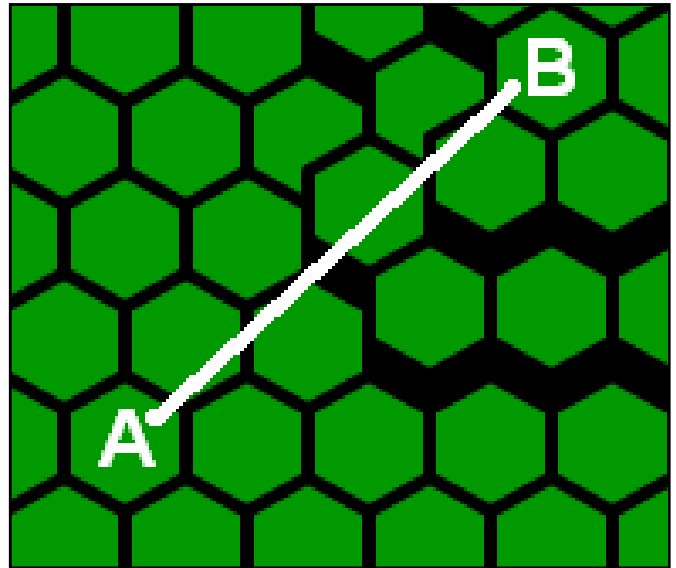
A unit may move through a friendly unit as long as it does not violate the unit stacking rule at the end of its movement.

A unit may not move through an enemy unit.

## WEAPON RANGES

Weapon	Short	Long
Muskets	1 hexes	4 hexes
Rifles	2 hexes	6 hexes
Machine guns	2 hexes	6 hexes
Smooth bore artillery	3 hexes	8 hexes
Rifled artillery	4 hexes	12 hexes

Firing at targets that are at a higher level reduces the range of weapons by 1 hex for each hill contour the target is above the firing unit.



*This diagram shows two units firing at each other. Because Unit A is firing at a target that is at a higher level (2 hill contours higher), the range from Unit A to Unit B is 7 hexes. The difference in levels does not affect Unit B when it fires at Unit A; in this case the range from Unit B to Unit A is 5 hexes.*

## FIRING RULES

1. Only the front ranks of units may fire.
2. If a unit is firing twice, both volleys must be adjudicated separately; players may not double the number of D6s thrown and adjudicate both volleys together.
3. Generals and Native leaders may add their firepower (i.e. be counted as being a member of a unit) to any unit with which they are in hex-to-hex contact.
4. Only artillery may fire over the heads of friendly troops, and then only if:
  - The artillery is on a higher level than the troops they are firing over and
  - The target unit is more than 6 hexes from the troops that are being fired over.

## LONG RANGE FIRE

Infantry and cavalry:

A D6 is thrown for each figure in an infantry unit or a cavalry unit that is armed with a weapon that can fire at long range. A casualty is removed immediately from the target unit for every pair of 6s thrown.

Machine guns and artillery:

Three D6s are thrown for each figure in a machine gun unit or an artillery unit. A casualty is removed immediately from the target unit for every pair of 6s thrown.

## SHORT RANGE FIRE

Infantry and cavalry:

A D6 is thrown for each figure in an infantry unit or a cavalry unit that is armed with a weapon that can fire at long range. A casualty is removed immediately from the target unit for every 6 thrown.

Machine guns and artillery:

Three D6s are thrown for each figure in a machine gun unit or an artillery unit. A casualty is removed immediately from the target unit for every 6 thrown.

## UNITS IN FORTIFICATIONS

Units that are in fortifications only suffer half the number of casualties caused by Fire. At long range one casualty is removed for every four 6s thrown; at short range one casualty is removed for every pair of 6s thrown.

## CLOSE COMBAT RULES

1. Only figures that are in base-to-base contact with an enemy figure may take part in close combat.
2. If a unit is fighting two rounds of close combat, both rounds must be adjudicated separately; players may not double the number of D6s thrown and adjudicate both rounds of close combat together
3. The dice thrown by both sides to resolve close combat must be thrown separately and simultaneously.

## RESOLVING CLOSE COMBATS

Activated foot unit:

A D6 is thrown for each foot figure from the activated unit who is taking part in the close combat. A casualty is removed immediately from the enemy unit for every 6 thrown.

Activated mounted unit:

Two D6s are thrown for each mounted figure from the activated unit who is taking part in the close combat. A casualty is removed

immediately from the enemy unit for every 6 thrown.

Enemy foot unit:

A D6 is thrown for each figure from the enemy unit who is taking part in the close combat. A casualty is removed immediately from the activated unit for every 6 thrown.

Enemy mounted unit:

Two D6s are thrown for each mounted figure from the enemy unit who is taking part in the close combat. A casualty is removed immediately from the activated unit for every 6 thrown.