

The Men Who Would Be Kings

Colonial Wargaming Rules by Dan Mersey

Actions and Abilities

Unit type	Free actions	Non-free actions (2xD6 modified by Discipline, versus Leadership)	Spd	Fir	Fgt	Dis	Pts
Regular Infantry	Fire (& Volley), Stand To	Move, At The Double [twice only], Skirmish, Close Order, 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

Terrain	Effect	Examples
Obstacle	Move up to obstacle and halt; then next turn move with no delay.	Linear: ditches, walls, dry dongas
Difficult	Half movement, except Tribal Infantry.	Areas: marshes, jungles, rivers, rocky scree, steep uphill
Impassable	Cannot be crossed.	Distinct areas: cliffs, deep/wide rivers, ravines

Firing

Weapons & Arms	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. 	Unit suffers casualties, roll 2xD6 – double 1 means leader killed.
Obsolete Rifle / Modern Carbine	0-9"	9-18"			
Antiquated Musket/Obsolete Carbine/Bows	0-6"	6-12"			
Ragtag Muskets, Spears & Horse bows	0-6"	None			
Field Gun	0-16"	16-36"	2xD6 per crewman.	Cover counts 1 point less.	Nil
Machine Gun	0-12"	12-24"	3xD6 per crewman. May jam.		
Rocket	None	16-36"	1 Pin test per crewman. No Hits.	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 own 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 <u>Follow-Up</u> 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 own 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
<u>Must</u> choose Rally action for any Pinned units.	Roll 2xD6 modified by own 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"> Routes and is removed from game. Test friendly units with 12".