Colonial Warmaster Rules by Tony Barr?

1.1 Sequence Of Play

The game is played in alternate IGO-UGO fashion. One side completes all phases before the next side begins.

- Command Phase
- Leader movement
- Movement (opportunity Fire)
- Leader Movement
- Fire (Morale Check)
- Melee (Morale Check)

2 Command

Each unit belongs to a "command" whose leader is represented by a leader figure.

Each leader has a **Command Rating** which is important in getting his units to move during the game. The higher the Command Rating for a leader, the more likely his units will move during the movement phase.

A leader may only command his own units.

The entire side is also commanded by a **Army Commander** figure.

An army commander may command any unit in his side.

3 Movement

During movement phase a player will perform the following operations **in the order specified** for evey unit he wishes to move.

A unit requires a **successful activation attempt** to move.

3.1 Group move

Up to 4 touching **regular** unit may move as a group.

Use the lowest command value for the group and apply all the negative modifiers when making the roll.

3.2 Identify unit to move

3.3 Identify the activator for the unit

Each unit requires an activator in order to attempt to move. A unit's activator may be (in decreasing order of effectiveness):

- The Army Commander
- Its own leader

3.4 Activation Attempt

Player rolls 2D6 (after applying all relevant modifiers), and attempt to roll **equal or under** the activator's command rating. If he passes, he may move the unit according to the movement rate specified on the movement chart.

One must finish activating from one leader/commander before activating from another commander.

If **successful**, the unit may attempt activation again (thus a unit may move many times its movement allowance in one turn). The same unit may be given several orders in succession.

If **unsuccessful**, the unit **and its activator** may not attempt activation for the remainder of the turn.

One must finish activating one unit before attempting to activate another.

Unit engaged in close combat can not be activated.

(E.g. if Cpt. Jones attempt to activate the 18th Rajut Infantry and fails, the 18th Rajput Infantry unit can not move any further for the

rest of the turn, and Capt. Jones can not attempt to activate other units for the rest of the turn).

Note that if a unit fails its very first activation attempt die roll, it doesn't get to move this turn!

To activate a shaken/routed unit is equivalent of rallying it.

Table 1: Command Roll Modifiers

Per 8" distance from leader	**-1**
Each successive attempt on the unit*	**-1**
Enemy within 8" of unit	**-1**
Unit within dense terrain*	**-1**
Shaken	**-1**
Routed	**-2**
Per stand lost	**-1**

*Not used in **To Stand** die roll.*

4 Formation

A Unit must assume one of the following formations:

- **Line**- All stands line abreast
- **Combat Column** - Stands arranged in 2 x 2 fashion.
- **Road Column** - Stands in one single column.
- **Square** - Infantry only
- **Open** - like line, except with 1 stand separation between stand.
- **Mass** - Like line. The only allowed formation assumed by irregular natives melee weapon armed troops.
- **Limbered /Unlimbered** - use gun direction to indicate. Used by artillery only.

Formation effects the amount of movement (see movement chart)

4.1 Changing Formation

When a unit is activated for movement, the unit may use it for formation change instead.

Most formation changes use up the **entire movement allowance** of the activation with the following exception, in which case formation change is free, but must be done at the **start of the activation**:

- Line → Column
- Column → Road Column
- Line → Open
- Column → Open

5 Fire

When a unit fires (either during the Fire Phase or during opponent's movement phase), **each stand** of the unit contributes its **fire dice**.

The per stand fire dice value is specified in the unit roster. Usually it's specified as a straight number *(e.g. 4 means the unit gets to roll 4xD6 for its fire effect).*

Fire works the following way: Toss a handful of D6, and **5,6** hits. In some cases the defender gets a saving throw (for cover, formation, etc.) For every hit that's not saved, it means a dead figure.

5.1 Opportunity Fire

When a unit is eligible for fire during its own fire phase, it may "save it" for opportunity fire for its opponent's next movement phase. Mark such unit with a **Opportunity Fire Marker**.

During an opponent's movement phase, any friendly units with a opportunity fire marker may fire away to enemy units to its frontal arc.

Unit doing opportunity fire may not change formation or phasing {TBD}.

5.2 Fire Modifiers

The number of Fire dice used may be adjusted due to situations. Thus a firer may get more or less dice (usually expressed on a per stand basis).

Defender's formation and/or protection may give it a saving throw value.

Table 2: Firer Modifier *(per stand)*

Enfilade fire (from side)	**+1**
Target in **combat column**	**+1**
Target in **Road column**	**+2**
Target in **Square**	**+2**

5.3 Fire Restriction

Each stand has a fire arc of 45° from the front.
Check the unit roster for weapon range.

5.4 Saving Throw

If any hit is inflicted on the target unit, the target unit should check the saving throw chart for any applicable values.
Total up all applicable values to arrive at a Final Saving Throw value. The final value can not be greater than **5** (another word a 6 is always an automatic miss).
Roll 1D6 for each hits. If the roll is <= the final saving throw value, then the hit has been averted.

Table 3: Fire Combat Saving Throw *(total all applicable factors = Final saving throw value).*

Open order	**+1**
Light cover	**+2**
Heavy cover	**+3**
Mounted	**+1**
Long Range	**+1**

5.5 Casualty

For any unsaved hit, a defending **figure** is marked for removal.
A stand is removed at the **end of the fire phase** if all figures represented by a stand are hit. Partial stand loss is carried forward to the **melee phase**.
Regardless how it's portrayed on the physical stand, **2 casualties will remove a cavalry stand, and 3 casualties will remove an infantry stand.**

5.6 Leader Casualty

Leader must test for casualty if they are within 8" of a target that received any stand loss from fire or melee.
Roll 2D6. If the result is <= the number of stands lost **for all units within 8" of the leader**, then the leader is hit and dead!
A snake eye(2) is automatically a leader hit. A boxcar (12) is an automatic miss.

6 Close Combat (melee)

After any opportunity fire (if any), but before the actual melee takes place, the defender must roll the activation attempt (**to stand**). If fails, the unit loses one level of morale.
Melee is determined similarly to fire. Per stand Melee dice (see unit chart) is then modified by any applicable modifiers.
Hits are rolled against the enemy in contact, and the opponent gets a chance to make a saving throw based on formation/cover, etc.
Regardless how many negatives a stand receives, the stand always fight with a combat value of (**1**).

Table 4: Melee Attacker Modifiers

Formed troops charging enemy in open	**+1**
Cavalry charging Native Irregulars in open	**+1**
Attack vs. Routers	**+1**
Limbered Artillery	**-1**
Open order	**-1**
Shaken	**-1**
Fighting to enemy Side or rear	**+1**

Table 5: Melee Saving Throw

Square	**+2**
Light cover	**+2**
Heavy cover	**+3**

7 Post Melee

After the melee is resolved, first determine the winner/loser.
The side that inflicted more hits is considered the winner.
The loser must test for morale using the command table. If it routs, then the winner must pass command in order **not to pursuit.** The winner has the option of always to pursuit.
If there's a tie, then both side must test for morale.

8 Morale Check

Any unit that suffered a **stand loss, the loss of its leader, or the loss of its army commander must undergo a morale check** at the end of the current phase. **Roll on the Command table for morale check.**
Roll 1D6 on the morale check table and check for result. A unit must roll <= then the to pass value. Else the unit becomes **shaken**.
A unit that is already shaken and fails a morale check becomes **routed**.

9 Shaken

Shaken units suffer the following ill effects:
- They may not close into melee, and can not move closer to a know enemy position/unit.
- Their base fire dice is reduced to 1/2 of the normal value for fire combat.
- Their base melee dice is reduced by 1.
- They suffer a negative modifier if testing **to stand** against a charge.

10 Routed

Routed units suffer the following ill effects:
- They move 2 x printed movement allowance back toward their table edge.

- They can not move normally (just rout move).
- They can not fire.
- They melee at 1/2 (rounded down) the melee dic

Unit Type	Movement				Fire	Melee	Command
	Road Col.	Combat Col./ Open/ Mass	Line/ Limb.	Square/ Unlimb	Dismt/ Mtd		
British Inf.	10"	6"	4"	2"	3	3	10
British/Indian Cav	16"	10"	6"	-	2/1	4	10
Indian Inf.	10"	6"	4"	2"	3	2	9
British Artillery	-	-	6"	2"	4	1	10
Afghan Reg Infantry	10"	6"	4"	2"	2	2	9
Afghan Ghazi	-	8"	-	-	1	3	8
Afghan Artillery	-	-	6"	2"	3	1	9