

AFRIBORIA



MINIATURE BATTLES IN A COLONIAL SETTING

*Colonial card driven
wargames rules*

"command by colour" series.



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Miniature battles in a colonial setting.

FASTPLAY VARIANT:

In order to shorten the game time, saving throws (and defence throws) can be omitted: this results in a faster and bloodier game, ideal for an introduction, demo or participation game, enabling the players to field about 20 units each and still finish the game in 60-90 minutes.

COMMAND CARDS.

The mechanism of these rules is largely based on dividing the opposing armies in 3 "colour-coded" types of units (red, blue & green), whereby units are activated by means of *command cards*.

Units can only be *moved*, *battle* or execute a special action according to the *orders* written on these cards. Therefore the players have to be aware that they must be able to adapt their tactics at all times to new situations arising due to orders.

There are three types of *command cards* in the game:

- **STANDARD COMMAND CARDS:** these activate units for *movement* and in *battle*. They indicate to which units (red, blue or green) the *orders* refer and how many units can be activated.
- **SPECIAL COMMAND CARDS:** allow a specific (or special) action as mentioned on the card in question.
- **EVENT CARDS:** these cards activate a specific (special) event as mentioned on the card. These event cards bring an exotic and adventurous flavour to the game and are therefore optional and should probably not be used in historical scenarios.

The STANDARD & SPECIAL COMMAND CARDS are combined & shuffled into one deck for the game; the EVENT CARDS are a separate deck.

The cards in the game can be supplemented by cards designed by whoever wishes to create a new scenario (take care to keep in mind the balance and spirit of the original game!).

At the beginning of each game, the players take the number of standard/special *command cards* as per scenario. The information on the cards is only revealed when they are played.

OBJECTIVE OF THE GAME.

Is to eliminate a number of enemy units (1 victory point per unit/commander destroyed) as per scenario and/or reaching and holding certain objectives (1 or more victory points apiece). The first player to gain his quota is the victor.

GAME TURN.

The player listed in the staffing notes goes first. If no mention is made of this, a die is thrown; highest score chooses who goes first.

1. **Play a standard/special *command card*.**
2. ***Order* units.**
3. **If your standard/special commands card mentions so, take (blind) an *event card* (in case event cards are used in the game).**
4. **Accept the *event card* (without viewing it!) or pass it on to the opponent who **MUST** activate this card in his next turn.**
5. ***Move* the ordered units.**
6. ***Battle*.**
7. **Draw a new *command card*.**

1. Play a command card.

Command cards are normally used to order *movement* and/or an *attack*. At the start of your turn, play one card from your hand. The card will tell you what colour of units (and how many) you may issue what orders to. Some cards allow you to take special actions (as explained on the card).

If none of the *command cards* you hold allow you to *order* any of your units, discard 1 card and draw a replacement from the command card draw pile. This ends your turn.

2. Order units.

After playing a *command card*, announce which of your units you will *order*. Only those units that are given an *order* may *move*, *battle* or take a special action. You may not give more than one *order* to each unit.

Note: officers/ tribal overlords may participate in battles even if they have not been given an *order*. See *commanders in battle* section for details. In case you have accepted an *event card* (or have been forced to accept it), the content of this card is now made public and activated.

3. Move.

You may *move* units you've *ordered* in any sequence you wish. However, you must complete each *move* before beginning another. Each unit may *move* only once, except under the "*breakthrough*"-rule. All *moves* must be completed on a turn before you may *battle* (battling is explained in the next section of the rules).

The following goes for all unit types: a unit can only fire in so far as it is equipped with firearms or bows. If this is not the case, the unit is restricted to "close combat" (hex adjacent to the unit it attacks). In case only part of a unit is equipped with firearms, the number of casualties inflicted can never be higher than the number of firearms in the unit and 1 die less than indicated on the order sheet is cast.

A-class infantry: imperialistic armed, trained & commanded regular units with the most modern firearms available for the period. This infantry may move 2 hexes without doing battle, move one hex and battle or not move and fire twice (at targets at least 2 hexes away). In this game, infantry is called "unit" or "units". A-class infantry units count up to 6 figures.

Pack animals, carts and wagons count as infantry for movement purposes.

B-class infantry: irregular (imperialistic or other) units with slightly less modern firearms or well organized natives (e.g. Zulus). This type of infantry may move 2 hexes without doing battle or move one hex and battle. In this game, infantry is called "unit" or "units". B-class infantry units count up to 8 figures.

C-class infantry: irregular units of lesser quality with outdated firearms, bows or spears etc. This type of infantry may move 2 hexes without doing battle or move one hex and battle. In this game, infantry is called "unit" or "units". C-class infantry units count up to 8 figures.

A-class cavalry ("mounted units/troops"): imperialistic armed, trained & commanded regular units with the most modern firearms available for the period. This cavalry may move 3 hexes and battle, dismount and battle, battle and mount or (when dismounted) not move and fire twice (except in close combat). A-class lancers fighting on horseback get an extra die when in close combat. In this game, cavalry is called "unit" or "units". A-class cavalry units count up to 5 figures.

Motor vehicles count as cavalry for movement purposes. Motor vehicles fire as armed, but cannot move and battle in the same turn.

B-class cavalry (“mounted units/troops”): irregular mounted troops. This cavalry may move 3 hexes and battle, dismount and battle or battle and mount. In this game, cavalry is called “unit” or “units”. B-class cavalry units count up to 5 figures.

Field artillery (including MG): may move 1 hex and not battle or not move and battle. In this game, artillery is called “unit” or “units”. Artillery units count up to 4 figures and a gun or MG model. Artillery is regarded as A-class.

Horse artillery (including MG): may move 2 hexes and not battle or move 1 hex and battle. In this game, mounted artillery is called “unit” or “units”. Mounted artillery units count up to 4 figures, a gun or MG model and a limber. Artillery is regarded as A-class.

Commanders: may move according to their means of transport, when ordered to do so (with or without units under their command). A commander is represented by 1 figure. There are 2 types of commanders:

- officers/tribal overlords
- NCO’s/tribal chieftains

When a card mentions “individual commanders”, this is interpreted as “unattached commanders”.

Moving units.

Units cannot *move* onto or through a hexagon that already contains two friendly (or any number of enemy) units. A friendly commander (in this case) does not count as a unit, an enemy commander does. When a unit enters a hexagon already occupied by a friendly unit or commander, movement ends there.

You may never split a unit. The individual figures within a unit must stay together and *move* as a group. Units that have been reduced through casualties may not combine with other units, except commanders.

Some terrain features affect movement and may prevent a unit from moving its full distance or battling (see order sheet).

Note: “*retreating*” is a different type of movement with slightly different rules. See *retreating section* for details.

Moving commanders.

You may *move* a commander onto a hex occupied by one or two friendly units, as long as there is no other friendly commander in the same hex. If a commander enters a hex occupied by one or two friendly units, he must end his movement for that turn. A commander may never *move* onto or through a hex occupied by an enemy commander or unit.

PLATOONS: commanders “commanding” one or two units.

As soon as a commander enters a hex already occupied by one or two friendly units, the commander takes *command* over these units.

A commander *commanding* one or two units may (when ordered through a *command card*) be relieved of his *command*, move away and take *command* over another unit or units.

As long as an **officer/tribal overlord** commands two units in the same hex, these units are counted as ONE in relation to *command cards*.

Example: you play a *command card* with the order “*activate 2 red units or individual (= freestanding) commanders*”. In case you have two units (of which at least one red) under *command* of an officer/tribal overlord (in one hex), you can activate both units (*move & battle*), as well as another red unit (or two, should you have another officer/tribal overlord commanding 2 units of which at least one red).

If a unit commanded by a commander is given an *order*, the commander may move with the unit, or he may stay in place. This counts as one *order*. A commander who moves with his unit must *move* to the same hex. Exception: you may not *move* a commander *commanding* unit or units if he has already moved on this turn.

As long as an **NCO/tribal chieftain** commands two units **of the same colour** in the same hex, these units are counted as ONE in relation to *command cards*.

Example: you play a *command card* with the *order* “activate 2 red units or individual (= freestanding) commanders”. In case you have two red units under *command* of an NCO/tribal chieftain (in one hex), you can activate both units (*move & battle*), as well as another red unit (or two, should you have another NCO/tribal chieftain commanding 2 red units). **If only one of the units is a red unit, the other unit may also move with the NCO/tribal chieftain, but may not battle.**

If a unit commanded by a commander is given an *order*, the commander may move with the unit, or he may stay in place. This counts as one *order*. A commander who moves with his unit must *move* to the same hex. Exception: you may not *move* a commander *commanding* unit or units if he has already moved on this turn.

COMPANIES.

At the start of the game the players are allowed to form one or more “*companies*” (each *commanded* by an officer/tribal overlord). The other players are informed about the composition and location of these *companies*. You can never form more *companies* than the number of officers/tribal overlords present.

A *company* is composed of one officer/tribal overlord and (max) 4 units (any mix of units is possible) in **one or two colours**. To be able to act as a *company*, these units must remain in the *ZOC* (“zone of control”) of their officer/tribal overlord. The *ZOC* is formed by the hex containing the officer/tribal overlord and the 6 adjacent hexes.

A *company* is regarded as one unit for *movement* purposes (but NOT for *battling*!). the *company* moves at the speed of its slowest component. The units composing the *company* are never allowed to voluntarily leave the *ZOC* of their officer/tribal overlord, except under the “*breakthrough*”-rule (whereby it is understood that, on the next turn the player is allowed to activate units of the given colour, the *company* **must be reunited**).

NCO's/tribal chieftains can never be part of a *company* (the presence of an officer/tribal overlord symbolises also the NCO's/tribal chieftains in the *company*).

When – for whatever reason – one or more units belonging to a *company* end up outside the *ZOC* of their officer/tribal overlord (due to a *forced retreat*), it is their first priority to rejoin the *company* as soon as possible. As long as these units remain outside the *ZOC* of their officer/tribal overlord, they are treated as separate units.

An officer/tribal overlord *commanding* a *company* may only leave his company when giving up his *command*. Thus the *company* ceases to exist and the components are treated as separate units. This action is an *order* and takes one turn whereby the units of the *company* cannot take any other action (except to *defend* themselves). The inverse process is used to create a new *company*, whereby the components must be in the officer's/tribal overlord's *ZOC* when the new *company* is formed. When forming a *company* the units of the new *company* cannot take any other action (except to *defend* themselves)

When an officer/tribal overlord is forced to leave his *company* (due to a *forced retreat*), the *company* continues to exist, but the components have to be moved separately until the officer/tribal overlord takes control once more by moving the whole *company* in his *ZOC*.

Forcing a *breakthrough*.

When an infantry unit engages in “*close combat*” (*battling* an enemy in a adjacent hex) and succeeds in either destroying the enemy unit or forcing it to *retreat* (and thus emptying the hex), the unit can force a “*breakthrough*” by entering the now free hex.

Artillery can never force a *breakthrough*. When forcing a *breakthrough*, terrain restrictions are taken into account as normal.

When a mounted unit forces a *breakthrough*, it can engage the retreating unit in *battle* once more (but not follow up again).

4. Battle.

After completing all moves, the ordered unit(s) must be close enough to the enemy (and in a position to “see” the enemy) in order to *battle*. (see “*range*” and “*line of sight*”).

Each *battle* must be resolved before the next is started. A unit may *battle* another unit only once per turn (exception: mounted troops in a “*breakthrough*”). A unit may never split its battle dice between several enemy targets. Units having been engaged in close combat due to an order of the current command card cannot be fired upon from a distance. If a target hex contains 2 different types of units (e.g. infantry/cavalry), the defender has the option of choosing which unit will take casualties when attacked; if not the attacker may choose.

To *battle*, do following:

- determine the *range* (distance to the enemy target);
- determine the *line of sight*;
- determine the *terrain* within the *line of sight*;
- roll the battle dice. The type of battling unit, battlefield terrain and the distance to the enemy target determine the number of dice rolled.

Range.

A-class infantry: up to 4 hexes. Dice: **4-3-2-1**.

B-class infantry: up to 4 hexes. Dice: **4-3-2-1**.

C-class infantry: up to 3 hexes. Dice: **3-2-1**.

Mounted troops: 1 hex. Dice: **3** (A-class lancers: **+1**).

Dismounted cavalry (carbines): up to 4 hexes. Dice: **3-3-2-1**.

Machineguns: up to 5 hexes. Dice: **4-4-3-3-2**.

When the majority of the symbols rolled are shields, the MG jams and no casualties are inflicted this turn.

Field artillery: up to 6 hexes. Dice: **4-3-3-2-1-1**.

Horse artillery: up to 5 hexes. Dice: **4-3-3-2-1**.

When a unit has suffered casualties, the number of dice thrown is not reduced, but a unit can never inflict more casualties than the number of figures remaining in its own ranks. For artillery units, only the figures count, not guns or limbers. An artillery unit is destroyed when all figures are killed.

Commanders in *battle*.

An officer/tribal overlord *commanding* one or two infantry- or cavalry units in his own hex may always support either one of these units by adding one die to the number of dice eligible for the unit. An officer/tribal overlord not attached to (a) unit(s) cannot *battle*.

Characters in *battle*.

In some games or campaigns “characters” might be included, who – for the story’s sake – better not die... These characters are treated as “commanders” (possibly non combatants with no + influence on units) and are only “wounded” instead of “killed”. If they are wounded and alone in a hex, they can be taken prisoner and may be counted as victory points.

Line of sight.

A unit must be able to “see” the enemy unit it wants to *battle*. This is known as having a “*line of sight*”. Imagine a line drawn from the centre of the hex containing the battling unit to the centre of the hex containing the target. This *line of sight* is blocked only if a hex (of part of a hex) between the battling unit and the target hex contains an obstruction. Obstructions include a unit or commander (regardless if friend or foe), woods, hills, fields or buildings. The terrain in the target hex does not block *line of sight*.

If the imaginary line runs along the edge of one or more hexes that contain obstructions, *line of sight* is not blocked unless the obstructions are on both sides of the line.

Only artillery may fire over a friendly unit or commander in an adjacent hex on lower ground. Units situated 2 hexes or further away block artillery line of fire.

Terrain effects.

As per attached order sheet.

5. Resolve battle.

Losses are calculated before a unit (voluntarily or forced) *retreats*.

Dice-symbols:

NOTE: If you do not want to make the special dice, you can always use a normal D6 instead (as shown below right).



a “hit” for A-class infantry, A-class cavalry, MG en artillery.



a “hit” for A & B-class infantry, A & B-class cavalry, MG en artillery.



a “hit” for A, B & C-class infantry, A & B class cavalry, MG en artillery.



only in close combat: a “hit” for B & C-class infantry.
(for bearers and unarmed villagers this is the only way to score a “hit”).



a “miss” for all.



a possible retreat (1 hex/flag).



“*Kills*” are calculated and figures removed before units (have to) *retreat*.

In case the dice throw results in more than 1 “hit” (but not including crossed sabres), the first *hit* is an automatic *kill* and a figure is removed. In all other cases, the defender may cast one *saving throw* (1 die) per *hit* scored. In “*close combat*”, a *saving throw* of crossed sabres means a *miss*. When battling a unit that is not in an adjacent hex, a figure is saved when either a shield or crossed sabres are thrown. When the last remaining figure of a unit is killed, the attacker scores a victory point. Should the attacker score more *hits* than the number of figures in the defending unit, these additional hits are wasted.

Defence: when the defender decides to *make a stand* (= not make a *voluntary retreat*) he may roll one *defence die* **per defending unit per turn** (if in *range* according to the general rules). A hit is scored when the defender throws the “hit”-symbol for the enemy or higher.

Terrain restrictions have to be taken into account. A hit scored with the *defence die* automatically results in a *kill*. A-class troops may roll two defence dice instead of one.

Hitting a commander.

A commander can only be attacked by infantry or mounted troops and only when he is not together with a unit in the same hex. When attacking a commander, calculate the number of dice as usual. The attacking player must then roll a crossed sabres to *hit*. Unless the defender makes a successful *saving throw*, the commander is eliminated and the attacker gains a victory point.

Retreat.

After all *hits* have been resolved and casualties removed, *retreats* must be resolved.



Forced retreat: for each flag symbol rolled during the *battle*, the defending unit must *retreat* 1 hex towards its own side of the battlefield (even if this means that it has to leave the *ZOC* of its commander when being part of a *company*). The defender has the option to make a *saving throw* with one die (flag saves). If the attacker throws 2 flags, the first is an automatic *retreat* (no *saving throw* allowed). *Terrain* has no effect on *retreat* moves.

All flags can be ignored by the defender if unit strength higher than:

A-CLASS:

Infantry: 4 figs.

Mounted troops: 4 figs.

Artillery – MG: 3 figs.

B-CLASS:

Infantry: 6 figs.

Mounted troops: 5 figs.

C-CLASS:

Infantry: 8 figs.

Mounted troops: 5 figs.

Units in the same hex as an officer may deduct 1 further figure from the above numbers (except artillery).

Voluntary retreat: prior to being attacked, the defender has the option to make an (orderly) *voluntary retreat* (1 hex) and ignore all flags thrown. However, in doing so, the units may not leave its commander's *ZOC* when it is part of a *company*. The attacker battles against the unit before it is allowed to *retreat* (and casualties are inflicted). A unit making a *voluntary retreat* is allowed to *saving throws*, but not a *defence throw*.

Retreat rules:

- A unit cannot *retreat* in a hex already occupied by two friendly or any number of enemy units.
- If a unit *retreats* in a hex occupied by a friendly commander, it is rallied and all remaining flags are ignored.
- A unit *commanded* by a commander forced to *retreat* must take the commander with it, unless the hex contains a second unit that is not retreating.
- If a unit cannot *retreat*, 1 figure in the losing unit must be eliminated for each *retreat* move that cannot be completed. Such losses may include the commander, unless a second unit (not forced to retreat) is present in the same hex.
- If a unit (and/or commander) is forced to *retreat* off the battlefield, the unit (and/or commander) is eliminated.

6. Draw a command card. After resolving all hits and retreats, discard the *command card* played and draw another card from the deck. Your turn is now over. Enjoy the game!

AFRIBORIA – colonial rules - order sheet

Unit	Move		Dice & range		Terrain	Move	+- Dice	Line of sight
Mounted troops	3	&	3 lancers A: +1		Wood	Stop & not battle	-1 attacker	blocked
Dismounted cavalry	Mount or dism.	&	3 - 3 - 2 - 1 A can possibly fire 2x		Orchard		-1 attacker	
Infantry A-class	0	&	4 - 3 - 2 - 1 A can possibly fire 2x		Hill		-1 attacker	blocked
	1	&	4 - 3 - 2 - 1		Building	Stop & not battle	-2 attacker	blocked
	2	&	0					
Infantry B-class	1	&	4 - 3 - 2 - 1		River	Stop if no ford	-1 defender	
	2	&	0					
Infantry C-class	1	&	3 - 2 - 1		Marshes	Stop	-1 attacker	
	2	&	0					
MG (foot)	0	&	4 - 4 - 3 - 3 - 2		Depressions	Only infantry	Can only be attacked by infantry in adj. hex Artillery: no restrictions	
	1	&	0					
MG (horse)	0	&	4 - 4 - 3 - 3 - 2		Debris	Stop and Takes vehic. one turn		blocked
	2	&	0					
Field artillery	0	&	4 - 3 - 3 - 2 - 1 - 1		Sandbags		Attacker: -1 infantry -1 mounted troops	Defender: may ignore first flag.
	1	&	0					
Horse artillery	1	&	4 - 3 - 3 - 2 - 1		Barbed wire	Stop	-1 defender	
	2	&	0					
Heavy artillery	0	&	4 - 3 - 3 - 2 - 2 - 2 - 1 - 1		Bridge			
	1	&	0					
Artillery On hilltop			+ 1 die if deployed on hilltop		Field (crops)		-1 attacker	blocked
NCO or tribal chieftain	3 or 2	&	Can command 2 units of 1 colour in 1 hex		Rough terrain	Stop & not battle	-1 attacker	
					Fence/low wall		-1 attacker	
Officer or Tribal overlord	3 of 2	&	Can command 2 units of 2 colours in 1 hex		Fieldwork		-2 attacker	

Game turn:

1. Play a **command card**. If applicable: draw (blind) an **event card**.
2. Announce the units to be **activated** (according to **command card**). If applicable: read **event card**.
3. **Move** all activated units.
4. **Battle**:
 - **options defender**: (choice to be made before attacker engages in battle)
 - voluntary retreat (1 hex) (no defence throw – breakthrough by attacker not possible)
 - make a stand (with defence throw)
 - **attacker battles** (if applicable: **event card** is activated):
 - casts the eligible number of dice per unit before defender makes a voluntary retreat (if he has chosen to).
 - hits on defender's unit are calculated.
 - **defender** makes saving throws, kills are eliminated.
 - **defender** throws defence die (if eligible)
 - resolve **retreats**;

Flags can be ignored if unit strength higher than:

A-CLASS:

Infantry: 4 figs

Mounted troops: 4 figs

Artillery/MG: 3 fig

B-CLASS:

Infantry: 6 figs

Mounted troops: 5 figs

C-CLASS:

Infantry: 8 figs

Units in the same hex as an officer may deduct 1 further figure from the above numbers (except artillery).

5. **Attacker** draws a command card.

AFRIBORIA

Miniature battles in a colonial setting.

Appendix 1: “MAGNIFICENT MEN AND FLYING MACHINES”.

AIRCRAFT & AIRSHIPS.

Aircraft and airships are more the exception than the rule in Afriboria, but some might appear in the skies over the jungle or the desert...

Aircraft take off from within the ZOC of fixed airbases or mobile supply points (e.g. a truck with fuel to re-supply the plane) but can only do so from unoccupied flat hexes with no buildings, hills, woods, crops etc. The same applies for landing. Aircraft can fly over all units, terrain etc.

- **An aircraft can stay airborne for 7 game turns** (7 = 4 player's turns & 3 opponent's turns). To indicate its status a small D6 is placed next to the plane after its take off, and - at the beginning of each turn - the die is turned down one number (6-5-4-3-2-1) regardless whether the plane is activated that turn or not. On 1 the plane must land or will crash.
- **Taking off is regarded as activating 1 unit**, but unless several planes are in the game, the plane is not “colour-coded” and may be launched and operated under all applicable standard command cards (red-blue-green).
- **An aircraft can either fly 6 hexes with no special action or fly 2 hexes and undertake a special action.**

There are 3 types of special actions:

- take off
- fight
- land


Each take off, fight, landing or flight of 6 hexes is regarded as a unit activation. If the player does not want to activate a plane, it will remain circling in its hex but will continue to consume fuel.

For special command cards, planes are regarded as “mounted troops” and/or “artillery”.


An aircraft can fire at ground targets (as an MG: 4-4) within a range of 2 hexes, but not into its own hex.

An aircraft can bomb ground targets (only in its own hex) bombing as A-Class infantry fire (4 dice, with saving throws), but only once each flight/mission.

An aircraft can engage in aerial combat (as an MG: 4-4) within a range of 3 hexes

2  bring down the enemy – saving throw = idem).

An aircraft can be fired upon by an MG or (portée) AA gun within a range of 3 hexes

2  bring down the plane – saving throw = idem).

AIRSHIPS.

Airships take off from any unoccupied flat hexes with no buildings or woods. The same applies for landing. Airships can fly over all units, terrain etc.

- **An airship can stay airborne for the duration of the game.**
- Unless several airships are in the game, the ship is not “colour-coded” and may be launched and operated under all applicable standard command cards (red-blue-green).
- **An airship can either fly 4 hexes with no special action or fly 2 hexes and undertake a special action.**

There are 3 types of special actions:

- take off
- fight
- land

Each take off, fight, landing or flight of 4 hexes is regarded as a unit activation.

For special command cards, airships are regarded as “mounted troops” and/or “artillery”.

An airship (if armed) can fire at ground targets (as an MG: 4-4) within a range of 2 hexes, but not into its own hex.

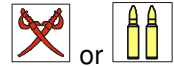
An airship can bomb ground targets (only in its own hex) bombing as A-Class infantry fire (4 dice, with saving throws), but only three times each flight/mission.


An airship (if armed) can engage aeroplanes (as an MG: 4-4) within a range of 3 hexes.



2x bring down the enemy – saving throw = idem).

An airship can be fired upon by an aircraft, MG or (portée) AA gun within a range of 3 hexes.



or  is a *hit* – saving throw = idem).

Each airship has a maximum number of *strength points* (SP's) between 6 (small airship) and 10 (large zeppelin). Once this number is reduced to zero, the airship is destroyed and one or more victory points are scored. To keep track of the SP's, one or two small dice are placed next to the model once it has suffered damage (or any other method you might prefer to keep record). The total number of spots on the dice (facing upwards on the tabletop) equals the remaining strength points of the airship. Alternatively you may "crew" the airship by placing the number of figures equal to its *strength points* total in the airship's hex (as is done with artillery) or aboard in case the use of small dice is visually not appealing to you. All airships are A-class. In case of multiple weapons, the player owning the airship chooses which weapon will be fired.

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Miniature battles in a colonial setting.

Appendix 2: USING COMMERCIALLY AVAILABLE 10 CM HEXAGONS.

These rules were initially developed for being played on an imitation grass carpet with 15cm (6") flat to flat hexagons. However, it is also possible to use commercially available hexagons such as the 10cm flat to flat ready flocked hexagons system as offered by Kallistra (<http://www.kallistra.co.uk/>). For figures up to 15-20mm it would still be practical to fit two 8 figure infantry units in one 10cm hex as described in the rules, but for 25-28mm this would pose a problem. In order to accommodate gamers who would opt for 10cm hexes with 25-28mm figures, a few minor adaptations to the rules will have to be made:

A hexagon may contain maximum 1 unit and a commander. Any mentioning in the rules of 2 units in one hexagon is therefore disregarded. Since a 10cm hexagon board will contain far more hexes than a 15cm one, tactically this will not make much of a difference, except in the case of "platoons". Therefore, the platoon rule for 25-28mm figures with 10cm hexes should go as follows:

2. PLATOONS: commanders "*commanding*" one or two units.

As soon as a commander enters a hex already occupied by a friendly unit, the commander takes *command* over this unit and up to one other unit in an adjacent hex.

A commander *commanding* one or two units may (when ordered through a *command card*) be relieved of his *command*, move away and take *command* over another unit or units.

As long as an **officer/tribal overlord** commands two units in adjacent hexes, these units are counted as ONE in relation to *command cards*.

Example: you play a *command card* with the order "*activate 2 red units or individual commanders*". In case you have two units (of which at least one red) under *command* of an officer/tribal overlord (in 2 adjacent hexes), you can activate both units (*move & battle*), as well as another red unit (or two, should you have another officer/tribal overlord commanding 2 units of which at least one red).

If a unit commanded by a commander is given an *order*, the commander may move with the unit, or he may stay in place. This counts as one *order*. A commander who moves with his

unit must *move* to the same hex. Exception: you may not *move* a commander *commanding* unit or units if he has already moved on this turn.

As long as an **NCO/tribal chieftain** commands two units **of the same colour** in adjacent hexes, these units are counted as ONE in relation to *command cards*.

Example: you play a *command card* with the order “activate 2 red units or individual commanders”. In case you have two red units under *command* of an NCO/tribal chieftain (in adjacent hexes), you can activate both units (*move & battle*), as well as another red unit (or two, should you have another NCO/tribal chieftain commanding 2 red units). **If only one of the units is a red unit, the other unit may also move with the NCO/tribal chieftain, but may not battle.**

If a unit commanded by a commander is given an *order*, the commander may move with the unit, or he may stay in place. This counts as one *order*. A commander who moves with his unit must *move* to the same hex. Exception: you may not *move* a commander *commanding* unit or units if he has already moved on this turn.















AFRIBORIA

Miniature battles in a colonial setting.

Appendix 3: SIEGE RULES.

Under these rules, sieges may be conducted against both wooden and stone walled compounds and fortifications (forts, walled palaces etc). Lower walls (one can climb over relatively easy) are counted as cover equal to “*fieldwork*” (see “*order sheet*”) and are not considered in these siege rules.

In order to **bombard** a building, the player needs **artillery** (MG’s cannot destroy buildings). There are 4 types of buildings/walls, each with a specific defence value **per hex covered by the structure** (best represented by a small die placed next to it):

TYPE OF STRUCTURE	MAXIMUM DEFENCE VALUE	ATTACK VALUE (THROW TO HIT)	SAVING THROW (1 DIE)
Wooden buildings/walls.		 	
Adobe buildings/walls/ lighter wooden gates.		 	
Stone buildings/walls (houses & compounds)/heavy wooden gates.			
Stone fortifications (stone forts & castles)/iron gates.			

In order to destroy the (section of the) building/wall in the target hex, its defence value must be reduced to zero, after which the ruin is regarded as “*rubble*” (see “*order sheet*”). The above values are only a guideline; it is left to the player’s discretion to make stronger or weaker combinations (e.g. the picture below where the “*keep*” is given a defence value of 8).


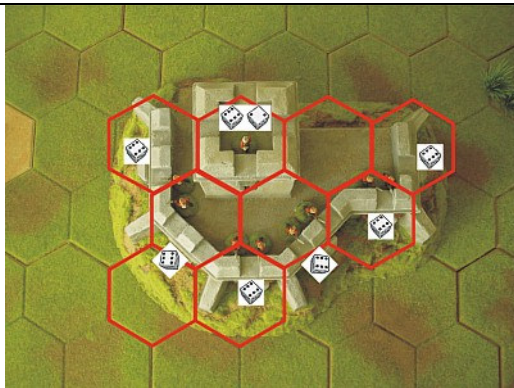
To bombard structures, there are 3 types of artillery available:

- Field artillery (dice & range: see rules);
- Horse artillery (dice & range: see rules);
- Heavy (siege) artillery:

MOVE		DICE& RANGE
1	&	0
0	&	4 - 3 - 3 - 2 - 2 - 2 - 1 - 1

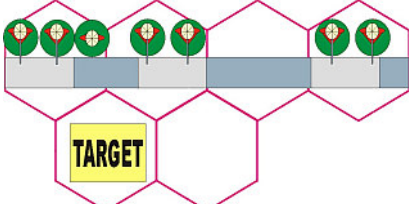
As this heavy (and expensive) ordnance would normally not be left unprotected, it may be part of a "platoon" or "company" (see rules). For as long as another ("covering") unit of such a formation is in the same hex (or adjacent when using 25/28mm figs with 10cm hexes), this "covering unit" must first be forced to retreat (or be eliminated) before the heavy artillery can be attacked.

Prior to opening fire, the player commanding the artillery must state if he is going to fire either at (exposed) figures in the target hex (normal rules apply) or bombard the structure. "Unexposed figures" inside a building cannot be fired upon until the structure is reduced to "rubble". "Unexposed" figures cannot return fire during their own turn or make a "defence throw". Figures may only be "unexposed" when hiding inside buildings being part of true fortifications (e.g. stone fort or tower).

	
<i>Since model buildings will rarely fit the hexagonal grid exactly, the rule of thumb is that whenever a building occupies less than 50% of a hex, the building is supposed to be outside this hex (see yellow dots).</i>	<i>Figures manning the walls are considered to be positioned in the hexagon containing the piece of wall they are defending. With 10cm hexes, up to 2 figures may be placed per hex (with 15cm hexes up to 4 figs).</i>

Units defending buildings may opt to disregard any flags thrown by the opponent. However, if they are willing to give up their position, they may always either move out during their own turn or accept flags thrown by the opponent.

"Manning the walls": this is a special rule that allows a unit to be spread out (in "sections") over a number of hexagons to defend a wall. To defend a wall, up to 2 figures may be placed per walled hex when using 10cm hexed terrain (with 15cm hexes: up to 4 figs). To fire, the player first indicates which figures will fire and with how many dice per figure (maximum up to the number allowed under the rules). To profit from the +1 die from the unit's officer, the officer must be in the same hex as the "section" firing. A "section" can never inflict more casualties than the number of figures remaining in its own ranks.

	Example: a 6-fig A-class unit (with officer) manning a wall targets the yellow unit. The player chooses to allow 2 dice each to his <i>sections</i> in the hexes adjacent to the enemy (the third section does not fire). The section in the first hex may cast +1 die, since the officer is present. The unit, being A-class and immobile, may fire once more (see rules)...
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Ladders: walls can be stormed by using ladders. Ladders are carried by infantry units at the cost of –1 die when engaged in combat whilst carrying the ladders.

- A ladder takes 1 hex of movement to erect against a wall;
- It takes 1 hex of movement to climb.
- When erected, the defender is allowed a “repulse throw”(1 battle die):
 - if *shield* is thrown, the ladder is brought down wit one figure hit;
 - if *crossed sabres* are thrown, the ladder is destroyed with one automatic kill.