



THE MEN WHO WOULD BE KINGS

Colonial Wargaming Rules

Daniel Mersey

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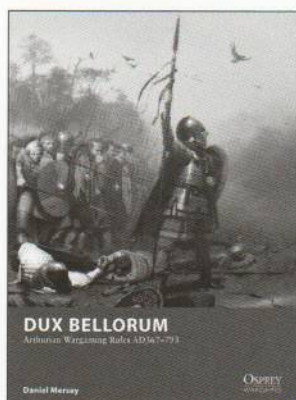
AUTHOR

Daniel Mersey has won no medals and his armies will never salute him. His previously published games include *Dragon Rampant* (Osprey 2015), *Lion Rampant* (Osprey 2014), *Dux Bellorum* (Osprey 2012), and *Song of Arthur and Merlin* (Ganesha Games 2008).

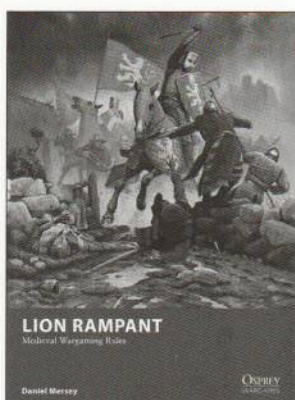
ILLUSTRATOR

Peter Dennis was inspired by contemporary magazines such as *Look and Learn*, and studied Illustration at Liverpool Art College. Since then, he has contributed to hundreds of books, including many Osprey titles. A keen wargamer and modelmaker, he is based in Nottinghamshire, UK.

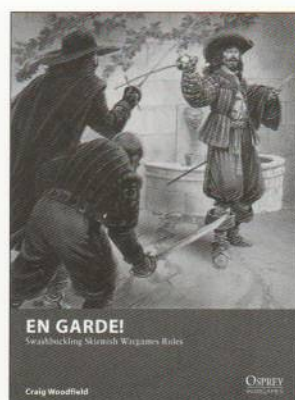
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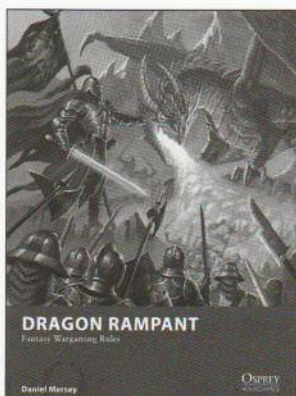
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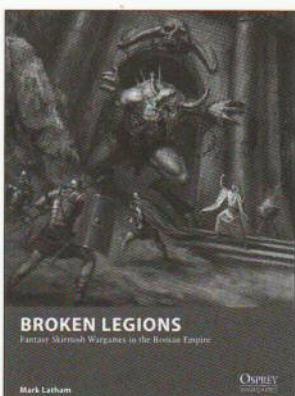
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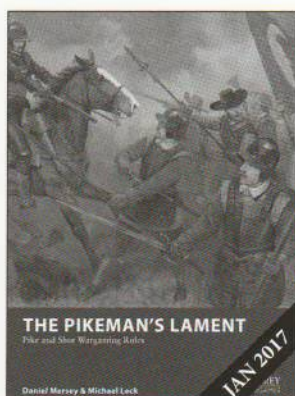
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THE MEN WHO WOULD BE KINGS

COLONIAL WARGAMING RULES



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This game is dedicated to the memory of my Dad, who introduced me to the Zulu War, entertained me with stories of how he took part in pretty much every Victorian colonial campaign, and patiently painted for me my first Esci colonials.

1. INTRODUCTION

*We took our chanst among the Khyber 'ills,
The Boers knocked us silly at a mile,
The Burman give us Irriwaddy chills,
An' a Zulu impi dished us up in style:
But all we ever got from such as they
Was pop to what the Fuzzy made us swaller;
We 'eld our bloomin' own, the papers say,
But man for man the Fuzzy knocked us 'oller.*

So said Brother Kipling.

Welcome to *The Men Who Would Be Kings*, a miniatures game offering you the chance to lead small armies of red-coated soldiers or exotically dressed tribesmen across the North West Frontier, the South African veldt, the sands of North Africa, or one of the many other theatres of mid- to late-nineteenth century colonial warfare. The aim of the game is to roll some dice and move some models in a colonial-themed battle game, enjoying yourself as you do so.

The Men Who Would Be Kings is designed for fighting historical or Hollywood colonial battles, broadly from the Sikh Wars and Indian Mutiny to the Boxer Rebellion and Second Boer War. Large skirmish gaming lends itself well to this setting: think of those countless policing and punitive actions fought out across vast empires governed from Europe, set against a backdrop of the raiding and feuding traditions of the peoples whom these colonial powers sought to conquer. Large-scale battles tended to be one-sided massacres, but there are countless reports of brief, frantic skirmishes in every colonial war, where either side could be victorious. Although focusing on the (very popular) British colonial wars, the rules also allow players to explore the empires of the French, Germans, and other European nations, as well as allowing for battles between native tribes and clans, and the occasional intrepid explorer.

Game play is intentionally simple and cinematic, and your success is driven by the quality of the officers and warlords leading your units: the rules play up the feeling of Victorian derring-do and adventure, where larger-than-life characters such as (the real) Fred Burnaby and (the fictitious) Harry Flashman lead their troops to glory and medals... or a horribly painful end on the point of a glistening spear tip.

My design goals for *The Men Who Would Be Kings* tell you how I approached writing the rules and explain why they work as they do:



Action on the North West Frontier.
Models by Artizan Designs.
(Wargames Illustrated)



- Make the rules quick to play and easy to learn rather than getting bogged down in a fully accurate portrayal of colonial battle.
- Ensure that personalities and leadership are to the fore – this is reminiscent of colonial warfare in Hollywood and in fiction. Victorian derring-do and adventure appeals more than Sir Bartle Frere's paperwork.
- Create three broad troop types, representing regular soldiers, auxiliaries, and native warriors. Ensure that all are equally valid and playable in the rules.
- Focus on small actions rather than huge battles involving brigade squares: deliver a balance between numbers, movement, and firepower.
- Follow the best tradition of colonial wargaming: all players can fight on the same side against an automated enemy, or play a standard head-to-head game using the same rules.
- Avoid bookkeeping, cards, special dice, and so forth as much as possible: use no special equipment.
- Look beyond the British Empire: make the rules usable for any colonial campaign in second half of the nineteenth century, not just the British ones.
- Allow for both multi- or singly-based model collections, and be equally playable with 28mm or 15mm models.
- Aim to generate reasonably balanced games that are made easier or harder by Leadership or the scenario's objectives.
- Make the game scenario driven: allow players to achieve goals rather than just slaughtering the enemy in every game.

The Men Who Would Be Kings is more focused on fun, heroic adventure as portrayed in movies rather than serious historical warfare. Play up and play the game, and pip pip to you sir!

Egypt, 1882: The Highland Brigade storms Tel el-Kebir. By Peter Dennis
© Osprey Publishing Ltd. Taken from
Weapon 26: *The Martini-Henry Rifle*.

Design Note

I've used *Field Force* as a generic term for your wargaming army – after all, 'army' doesn't sound quite right for actions involving such small numbers of soldiers.

However, feel free to call your command by whatever title works best for it, be that impi, rub, tribe, landing party, flying column, company, commando, or whatever else takes your fancy. *Field Force* is used throughout the rules for the sake of brevity.

ESSENTIAL RESEARCH

Rather than issuing prescriptive and binding army lists for you to dutifully ignore, I fully encourage players to enjoy researching their armies and theatres of war, constructing their *Field Forces* based upon their findings. Many superb books have been written about colonial warfare, but to really get into the mind-set of *The Men Who Would Be Kings*, I thoroughly recommend watching at least one of the following movies the evening before a game:

- *55 Days At Peking* (1963)
- *Beau Geste* (1939)
- *Carry On Up The Khyber* (1968)
- *The Charge of the Light Brigade* (1936)
- *The Drum* (1938)
- *The Four Feathers* (1939)
- *Gunga Din* (1939)
- *Khartoum* (1966)
- *The Man Who Would Be King* (1975)
- *March Or Die* (1977)
- *Shout At The Devil* (1976)
- *The Wind And The Lion* (1972)
- *Young Winston* (1972)
- *Zulu* (1964)
- *Zulu Dawn* (1979)

2. BATTLE RULES

SETTING UP A GAME

Each player commands their own *Field Force* – *The Men Who Would Be Kings'* terminology for a model army – over a tabletop set up to represent the terrain of your chosen setting. To play you'll need to read through this section on Battle Rules first, and keep the book handy through your first few games. Most players will be familiar with the basics after a couple of games. To play, you'll need to bring together the following:

- This book
- A list of your unit profiles
- A friendly opponent or Mr Babbage (all will be explained about this tricky fellow in due course)
- An army of colonial miniatures for each player
- A good handful of dice, all six-sided
- A tape measure showing inches (Imperial measurement is, of course, preferred in colonial wargaming)
- A table to play on and some model terrain (a flat surface ideally 6x4' or larger)
- Some markers or models to indicate Leaderless units, Pinned units, Close Order units, and units that have Gone to Ground

The rules may be used with any size of model, although most players collect 28mm or 15mm forces. If you've not yet started your collection, think carefully about the playing space you have available, and the forces you're thinking of collecting: if you're assembling a Tribal Infantry-heavy force, I'd definitely consider using 15mm models to keep things manageable (I also use 15mm for my North West Frontier games, to keep the size of hills and mountains manageable). There's no need to adjust measurements if using 15mm models – in fact, using the rules as written with smaller models looks good – although if space is limited you may wish to use centimetres rather than inches.



A Field Force in full: a Zulu impi gathers for battle. (Terry Pilling)

ORGANISING YOUR FIELD FORCE

This section looks at the way to organize your Field Force to play reasonably balanced games no matter what sort of units you're collecting (Regular, Irregular, Tribal, or a mix). Battles between two Irregular forces or two Tribal forces work equally well as either force taking on a Regular enemy, so don't get too caught up in the romance of the redcoat.

The two main considerations – other than what models you fancy collecting – are:

- Points values of units
- Number of models in units

My suggestions below are just that – suggestions – and I recommend building your units in whatever way suits you best; the rules will scale up or down to allow you to refight larger or smaller engagements should you wish. However, being able to deploy at least one Field Force that conforms with the points values and unit sizes shown here means that you'll be able to pick games up against a wider variety of opponents should you wish to.

RECOMMENDED POINTS VALUES

It is possible to play *The Men Who Would Be Kings* with whatever models you have to hand, but I suggest using the points costs shown below. That said, as gameplay focuses on scenarios and is influenced by the ability of your Leaders, what constitutes a balanced force on paper and in points might be hopelessly inadequate or painfully powerful in any given game. Such are the vagaries of colonial warfare!

The standard points value for a Field Force is 24 points. Sample 24-point Field Forces are shown towards the end of the book, but the basic units cost:

Unit Type	Cost Per Unit
Regular	6 points
Irregular	4 points
Tribal	3 points
Crewed Weapons	4 or 6 points

Forces can be adjusted by upgrading or downgrading some unit abilities as shown in the section 'Building Your Field Force'; however, you cannot keep downgrading a unit to cost less than 2 points, or upgrading above 9 points.

Design Note

As you build up your collection, try fielding 12 or 18 points to get playing sooner. Using 30- or 36-point Field Forces works just fine too, although you'll need a bigger table to play on. If your units are a model or two over or under my recommended strengths, it won't make much difference to gameplay. If you already have a collection with, say 10 Regular Infantry per unit, and 15 or 20 Tribal Infantry per unit, use them as they are (or even better for the Tribal Infantry, break three 20-model units down into four 15-model units). If your game involves units of varying numbers, you may wish to increase the points value of an oversized unit by 1 point, and vice versa for a smaller unit.

RECOMMENDED UNIT SIZES

My suggested unit sizes are as follows, to ensure the points values just mentioned are consistent with game play:

Unit Type	Models Per Unit
Regular and Irregular Infantry	12
Regular and Irregular Cavalry	8
Tribal Infantry	16
Tribal Cavalry	10
Crewed Weapons	1 gun plus 4 crew

Each unit begins the game with one model representing its Leader; the Leader moves, fires, and melees as part of the unit. You may also include musicians, NCOs, and standard bearers in your units, treating them in all respects as any other 'ordinary' model.

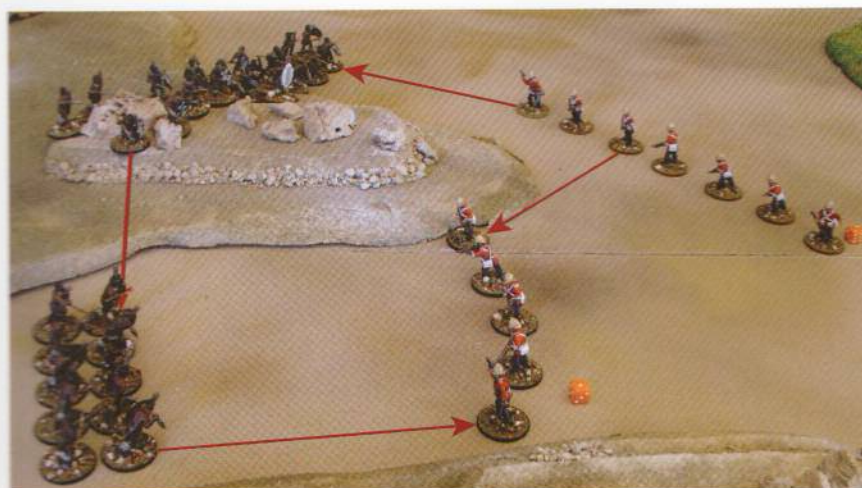
IMPORTANT RULES CONVENTIONS

The Men Who Would Be Kings is written with playability in mind; the rules try to keep things as simple as possible while maintaining the feel of a colonial battle. A few general rules are worth noting here, as they apply throughout:

- All dice are ordinary six-sided dice and are numbered 1–6.
- For combat results, dice are scored individually, but for orders and morale tests, roll two dice and add the total.
- Expect high scoring dice to favour you and low scoring dice to count against you.
- Each model notionally represents one soldier or warrior, although if you decide on a different model ratio it won't affect game play.
- All measurements are given in inches (").
- Round down fractions unless otherwise noted.
- Distances between units are measured between the closest models of each unit. The distance between these two models counts when deciding if units are 'within range' in the rules.
- There is no 'unit facing' except for Crewed Weapons and Regular Infantry in Close Order. All models can see, move, and shoot in all directions: your units move in loose formations and can turn towards threats quickly.
- Units may only be in contact with one another in melee; at the end of all other movement, ensure that there is at least a 1" gap between units, to make it clear which model is in which unit.
- There is no overall army morale to test against, only the morale of individual units. In colonial warfare, European troops often had nowhere to safely retire to and native warriors would be surrendering their homeland by falling back. No quarter should be asked for or expected!
- Use your good sense. The rules will not cover every conceivable situation that arises in miniature wargaming; when something happens that is ungoverned by the rules, or if you have a situation that sits uneasily alongside the written rules, discuss the most sensible way forward with your opponent: this is a game for gentlemen and ladies, not scoundrels and curs. In-keeping with the rest of the rules, keep your solution simple.

UNDERSTANDING UNIT PROFILES

A unit profile consists of two parts: the abilities of the unit based on their troop type, and the competency of the Leader. All units have the following values:



Always measure the distance between units from the two closest models. (Henry Hyde)

Unit name	To decide as you wish; you may choose to represent a real unit's designation or just use a description to identify the models on the table ('The black and white shields', or 'The scary ginger ones with big bushy beards').
Leadership value	The total score needing to be equalled or bettered on two dice for ordered actions and unpinning.
Leader's trait	Most leaders will have a characteristic trait affecting the way their unit will operate.
Speed	The maximum distance a unit may move in inches.
Firing	The score needing to be equalled or bettered to register a hit with ranged weaponry.
Fighting	The score needing to be equalled or bettered to register a hit in close combat.
Discipline	The unit's training and morale level, used as a dice roll modifier against Leadership values.
Weapons	The ranged weapons a unit is armed with by default.
Special rules	Shown here are any additional rules worth remembering for this troop type.
Points	The cost to include one such unit in your Field Force (options may increase or decrease a unit's points cost).

LEADERS

Every unit begins the game with a Leader, whose ability is rolled at random before the game starts. Each unit's Leader is responsible for that unit's actions in battle, and sad to say, some Leaders are better than others.

The quality of a Leader is defined by the model's Leadership value. Leadership values are used to test some actions and for morale. All will also have a character trait, the special rules for which will override the standard game rules. Both are rolled randomly as described in the later section of this book, 'Building a Field Force'. Generally, regardless of a Leaders' trait, Leadership values can be judged as follows:

5+	A very good Leader
6+	A good Leader
7+	An unspectacular Leader
8+	A bit of a duffer

In game terms, there is no overall 'general' in your Field Force, just the Leader of each unit (in real life one of these Leaders would be the senior commander, it just doesn't matter in the game).

- The Leader acts exactly like every other model in the unit, except that:
- When casualties are taken, you must test to find out if your Leader has been killed; otherwise he will always be the last model in a unit to be slain.
- When a leader is removed from play, his unit becomes Leaderless (making it harder for them to act upon their initiative).

Although it is not compulsory to name each of your Leaders, it is a definitely ascertained fact that your model soldiers will fight better if they are led into battle by a named character. You have been warned.

Design Note

The rules are written with the assumption that individual models will be removed; in reality, it's easy enough to play regardless of how your models are based, with no more than a small amount of tweaking.

UNIT BASING, COHESION AND FACING

The Men Who Would Be Kings is easy to play if your models are based individually or are removable from movement trays. It doesn't matter too much how you base your models, although common dimensions for 28mm models are 20x20mm squares or 25mm rounds for foot, and 25x50mm for mounted.

All models in a unit must be within 4" of their Leader by the end of their movement. If the unit is Leaderless, they must remain within this distance of any one appointed model in the unit. Facing is not important other than for units in Close Order and Crewed Weapons, which must clearly face in one direction.

Models in a unit need not be in base-to-base contact unless they are in Close Order; it's absolutely fine to leave a small gap between each model, especially for Tribal and Irregular units. However, a non-enforced rule – but one that immediately makes everything look Sir Garnet on the battlefield – is that all Regular Infantry, and that better class of uniformed Irregular Infantry, should form in two straight ranks (either line or column depending on what they're doing). Other troop types should dash around the tabletop in shapeless clumps that would send a sergeant major apoplectic.

If your collection includes multiple models on communal bases, you can still play without much difficulty: just be prepared to ignore the direction the models are actually facing and think of them as a cluster of troops with no flanks or rear (unless the unit is in Close Order or if it is a Crewed Weapon). Move such units as blocks that are as wide as they are deep (or as close to this as you can manage with an odd number of bases), with no more than a few millimetres between the unit's individual bases. You'll need to mark casualties as they occur (small dice are a discreet way of doing so, as are casualty models), and if your unit consists of several bases, remove a base when a number of casualties have been taken equal to the models on the base. If you are using larger bases, be prepared to be generously flexible with measurements, determining cover, and so on.

TERRAIN

Writing rules for terrain in miniature wargaming is tricky, because everyone's terrain collection is different! Before beginning your game, agree with your opponent how each type of terrain is going to affect the battle, and resolve any disputes that arise in the game in a gentlemanly fashion or with pistols at dawn. If in doubt, allow a target unit to benefit

from cover and be generous to units when they are moving through difficult terrain; there can always be exceptions to the rules as written, depending on what terrain features you are using.

There are no hard and fast rules governing how much terrain you should place; scenarios may specify exact requirements but I would usually suggest aiming for at least one piece of terrain on each quarter of your tabletop. More terrain will generally favour Field Forces with a high number of Tribal units.

To keep things simple while also accounting for the many and varied terrains over which colonial wars were fought, I've distilled all the world's geography down into five broad categories:

An alternative method of basing is shown in this raid: units are based with 1, 2, or 3 models per base, meaning less time is spent moving them. (Michael Leck)





This Zulu unit counts as in cover as the majority of the unit benefits from it. (Terry Pilling)

- **Difficult terrain:** such as marshland, rivers, rocky scree, villages, very steep hills for units moving up them, woodland, and jungle. This is area terrain that slows down movement within it, and sometimes provides cover if rocky or wooded (see below). Tribal Infantry is not slowed by difficult terrain.
- **Obstacles:** such as ditches, dry river dongas, and walls. This is usually linear terrain that temporarily holds up units as they attempt to cross it; again, this may also provide cover.
- **Soft cover:** woodland, scrub, long grass, and other natural terrain that obscures what lies in and beyond it – making it harder to target enemies – but doesn't provide much protection if the bullet is on target. They are sometimes also difficult terrain. When Firing, a unit may see through soft cover up to their maximum Firing range, but targets in or beyond count as in cover.
- **Hard cover:** such as sangars, buildings, dry dongas, and very dense jungle; they are frequently obstacles in addition to being cover. These reduce casualties to units benefitting from this terrain category, if they are in contact with and behind it. Hard cover usually blocks line of sight beyond it, unless low lying (such as the aforementioned donga or a very low wall).
- **Impassable:** such as deep rivers, ravines and cliffs. Models can't move over or through these.

A unit counts as in cover or difficult terrain if the majority of its models are within it, or are shielded from the majority of a Firing or Attacking unit. When Moving, the models in a unit move individually so some (outside of the terrain feature) may move at full speed while those on a terrain feature move more slowly, but remember to maintain cohesion.

Details of how terrain works in the game are found in the relevant rules sections.

WHAT HAPPENS DURING EACH TURN

The game is divided into turns, during which each player has the opportunity to activate all of his units. Some scenarios will be played for a set number of turns, others will end once an objective has been fulfilled.

If playing against just one opponent, determine who will be the attacker and defender using the scenario's Tactical Values. Each scenario will define whether the attacker or defender is activated first in each turn.

When you are the active player, play through your turn following this sequence:

- Select one of your units to activate.
- Choose that unit's action and state it out loud.
- Complete the action in its entirety before moving onto another unit's action. If required, carry out an Action Test to see if the unit acts as ordered.
- Once that unit's action has completed (or failed to activate), choose another of your units and carry out steps 2 and 3. Do so until all of your units have activated or attempted to activate once.
- Your turn ends and the next player's begins.

When all players have activated or tried to activate their units, the game turn ends and a new one begins. Check your scenario's victory conditions before starting the new turn!

MULTI-PLAYER GAMING

If you wish to play with more than two players, it's easy enough to run through each turn in one of two ways:

- Option 1 is to choose a playing order around the table starting with the last player to have worn a pith helmet, and then playing clockwise, moving to the next player when the first player's turn has ended.
- Option 2 mixes things up a little. Write each player's name onto a card and shuffle them, placing the pile face down beside the table. Turn the cards to determine player order in each turn: every player is activated before the turn ends. On occasion, a player may benefit from a 'double activation', where he ends one turn and then his card is drawn to start the next, but that just adds a further element of suspense.

Also check out the information on 'Playing with more than one player per side' in the Scenarios section of this book.

SOLO GAMING

If you're interested in playing the rules by yourself, or in time-honoured colonial wargaming fashion, with all players on one side and an umpire or automated enemy opposing them, flick through to the section 'Playing Against Mr Babbage'.

WINNING AND LOSING

Each scenario should have a number of clearly defined objectives for all players, and achieving these will earn you victory points. The player with the highest victory point total at the end of the game is the winner.

The objectives may be the same for all players, or different depending on whether you are the scenario's attacker or defender. If more than one player is on the same side, they are more often than not vying to beat their fellow player's final totals. Flick through to the section listing scenarios for an idea of what may win or lose you a game of *The Men Who Would Be Kings*.

ACTIVATING YOUR UNITS

A unit must take one action in your turn (but may defend against any number of enemies in your opponent's turn). When you activate one of your units, choose and announce an action from the following list:

- At the Double (any unit except Crewed Weapons)
- Attack (any unit except Crewed Weapons)
- Fire (any unit)
- Form Close Order (Regular Infantry only)
- Go to Ground (Tribal Infantry only)
- Move (any unit)
- Rally (any unit)
- Skirmish (any unit except Crewed Weapons)
- Stand To (any unit)
- Volley Fire (Regular Infantry only)

If you have one or more Pinned units, they *must* attempt to Rally in your turn – they can take no other action, and cannot choose to 'do nothing'; pinned troops are nervous and vulnerable so don't like staying pinned. Units that are not pinned *must* attempt one of the other actions above, even if it just to Stand To.

FREE ACTIONS

Units may take some actions automatically, but generally, units must pass an Action test to do what you want them to.

The free actions a unit may take, without need of an Action test, is decided by unit type:

Unit Type	Free Actions
Regular and Irregular Infantry	Fire, Stand To
Tribal Infantry	Move, Stand To
All Cavalry	Attack, Stand To
Crewed Weapons	Stand To
All Pinned units	Must attempt to Rally as a free action

A Leaderless unit may voluntarily carry out its free action, but will only succeed in an Action test on a roll of 8+ modified by the unit's Discipline; this means that Crewed Weapons can become very vulnerable when their Leader is lost – so keep them out of harms' way!

TESTING TO TAKE NON-FREE ACTIONS

When a unit wishes to take an action that is not free, roll two dice and add the total, with the result modified by the unit's Discipline:

- If the total is equal to or higher than your Leader's Leadership value (or 8+ if Leaderless), the unit succeeds and carries out that action. When this is completed, choose another unit to activate.
- If the total is lower, the unit fails. It remains stationary, taking no action at all, and you must now choose another unit to activate.

Design Note
You'll be tempted to get your units with the best Leaders to be All-Action Johnnies, leading from the front and doing everything themselves while the lesser officers hang around to the rear drinking gin. We've all done it, eh? However, putting your best Leaders in exposed positions makes it more likely that they will become an ex-Leader, a Leader No More, very swiftly. So don't expect one of your Leaders to do all of the work, just because he's a jolly good fellow.

Warlord Games' British regulars demonstrate how to field communal based units. Models painted by Glenbrook Games. (Matt Slade)





Iron Duke Miniatures' 78th Highlanders (Ross-shire Buffs) in action in the Mutiny, with colours flying. (Col Dr Mike Snook MBE)

ACTION: AT THE DOUBLE

At the Double allows your unit to go that extra mile on movement (not literally). A successful At the Double action allows the unit to:

- Carry out a Move action and add one die's worth of inches to the unit's Speed value for this action
- End in contact with an enemy unit, immediately fighting as an Attack, if your unit is Tribal or any Cavalry (this does not apply for other units)

Terrain affects movement as usual, and your unit is not required to use its full movement allowance.

ACTION: ATTACK

A unit may only be ordered to Attack if there is an enemy unit within movement distance of it, using this order to contact that enemy unit. When models in the unit have been moved into contact, they will immediately fight; that's what Attacks are all about!

Attack move distances are the same as the unit's Speed: the only difference between the Attack and Move orders is that Attacks end in contact with the enemy and the vigorous thrusting of bayonets and spears.

The sequence for an Attack is:

1. Choose a target unit
2. Move Attacking unit into contact.
3. Fight! Both units roll to hit their opponents.
4. Both sides remove casualties and test for Leader casualties.
5. The losing unit retreats and tests for Pinning if required.
6. Drawn melees require the Attacking unit to retreat afterwards.

MOVING INTO CONTACT

Models in a unit may see all around, but line of sight may prevent a unit from Attacking, as it may only Attack a unit that at least one of its models can see before it moves. Models in your own unit do not block line of sight, but other units can.

If more than one enemy unit is within sight and range, the Attacking player may decide which to target. Only one unit may be contacted in an Attack move. If the target unit is directly behind an obstacle, the Attacking unit contacts it by moving up to the obstacle and halting against it.

Use these guidelines when moving an Attacking unit into contact with its target unit:

- Move each model in the Attacking unit up to its maximum Speed value.
- Move as many models as possible into contact with a model in the target unit.
- Regardless of which models are in contact with an enemy, all models in both units will fight.

RESOLVING ATTACKS

Once you've moved your Attacking unit into contact with the target unit, add up the number of dice both units will fight with:

- One die for each model in the unit (whether in base contact or not).
- Some units may roll more than one die as noted by special rules.
- Pinned units fight with only half the number of models in the unit (rounded down).



All models on both sides get stuck into the fight. The Ethiopians roll seven dice, hitting on a 5+ (Tribal Infantry), and the Italians roll nine dice, also hitting on a 5+ (Regular Infantry). The loser must retreat a half move and take a Pinning test. Models painted by James Morris. (James Morris)

Roll that number of dice; any result equalling or bettering your unit's Fighting value is a hit.

REMOVING CASUALTIES

Once both units have rolled their dice, remove one model from the enemy unit for:

- Every one hit = 1 model removed from target unit, except as shown below.
- Every two hits from non-Cavalry units = 1 model killed in a Cavalry unit.
- A defence bonus increases the number of hits required by one (see 'How Terrain Affects Attacking').

For example, 7 hits inflicted by an Infantry unit on another Infantry unit will cause 7 casualties but only 3 casualties on a Cavalry unit or a unit behind a barricade.

Starting with models in contact with any enemy model, both players remove a number of models equal to the casualties inflicted. If all models that were in contact have been removed and there are still outstanding casualties, remove them from other models within the unit.

If your unit has taken casualties, you must test to see if its Leader has been killed before removing any other models.

CHECKING FOR LEADER CASUALTIES

Every time a unit loses at least one casualty during melee, roll two dice to see the Leader of that unit has been killed. If the score is a double 1, the Leader must be chosen as one of the casualties.

Unless killed in this way, the Leader will always remain the last model in his unit; when a Leader is the last model in the unit and further casualties are taken, there's no need to test... there's no-one else left who can die first!

Use a marker of some kind to note that a unit is Leaderless.

ENDING ATTACKS

Once you have determined and removed casualties from both units, work out which unit has removed the most models in this combat. The unit that has lost the most models loses the fight and must immediately:

- Retreat a half move
- Test for Pinning

The winning unit remains in its current position (with a couple of exceptions, shown below) and does not test for Pinning.

If both lost the same number of models, the combat is a draw, and the Attacking unit must retreat a half move. In this situation, neither unit tests for Pinning.

When Pinning tests and any additional movement have been concluded, your Attacking unit's activation ends and you may move on to activate another unit from your Field Force.

CAVALRY FOLLOW UPS

If a Cavalry unit (not mounted infantry) Attacking an enemy wins the melee and pushes its enemy back, the owning player may choose to follow up, remaining in contact and immediately fighting a second melee against that same unit. It cannot follow up more than once per Attack, and may only follow up if it was the Attacking unit (not if defending).

If the original unit the cavalry was fighting has been removed from play, the cavalry unit may instead choose to Attack another unit within a half move of its current location; it will not follow up after this second combat.

STORMING A DEFENCE

If an Attacking unit wins a melee against an enemy that is defending an obstacle, building, or similar, it may move into the space previously occupied by the defender (but not advance further). This represents the storming of a defensive position.

HOW TERRAIN AFFECTS ATTACKING

- Defending hard cover, obstacles, or being clearly uphill of your assailant increases the number of hits needed to remove a defending model by one (applies to the Attacking unit only). This is known as a defence bonus.
- The defence bonus should rarely be applied to defending Cavalry – they're too mobile to rely on such cover, so unless in special circumstances, Cavalry cannot claim a defence bonus in melee.
- A unit counts as being behind hard cover obstacles if the majority of models in the unit benefit from it against the majority of the Attacking unit. If there is any doubt, allow a unit to count as in cover: real soldiers find it easier to find cover than model soldiers do.
- Difficult terrain and soft cover have no effect in melee.

ACTION: FIRE

A unit may be ordered to Fire at a target unit within sight and range. So long as one model from each unit is within range and line of sight, Firing takes place and casualties may occur to any models in the target unit.

The sequence for Firing is:

- Choose a target unit
- Fire! Firing unit rolls to hit
- Target unit removes casualties (and tests for Leader casualty)
- Target unit tests for Pinning if needed

The target unit never shoots back: it's too busy finding cover to return fire at the moment... but it may get a chance for revenge in its own turn.

RANGES

Different weapons are effective up to different distances, and are divided into short and long range (although some Tribal weapons have only short range); see the

Design Note

Shooting ranges may look quite short, but remember that this is just the shortest distance between the two units; depending on how the units are positioned, the shooting unit's models may be shooting over an additional 16", which is quite some distance!

Firearms table below for details. Ranges in the game are determined by what feels right for gameplay, rather than adhering strictly to effective ranges in real life.

So long as one model from your Firing unit is within maximum range of one model of the target unit, your unit may Fire.

Firearms Table			
Weapon	Short Range	Long Range	Notes
Modern Rifle	0–12"	12–24"	
Obsolete Rifle / Modern Carbine	0–9"	9–18"	
Antiquated Musket / Obsolete Carbine	0–6"	6–12"	
Field Gun	0–16"	16–36"	2 dice per crewman. Cover counts as 1 point less.
Machine Gun	0–12"	12–24"	3 dice per crewman. May jam.
Foot Bows	0–6"	6–12"	Old school! Usable only by infantry (for cavalry bows see below).
Tribal spears and rag tag muskets / Mounted Bows	0–6"	None	Tribal Infantry carry a variety of short range missiles. Includes mounted bows.

CHOOSING A TARGET

The following rules guide you through choosing a target for your Firing unit:

- Line of sight is all around: there are no firing arcs and it does not matter which direction a model is facing (except for Volley fire – see later).
- Although you may choose your own target, an enemy unit able to contact the Firing unit during its next activation must be chosen as a target in preference to a unit unable to contact the Firing unit during its next activation phase.
- Pinned units, and units that have Gone to Ground, may be ignored as targets.
- If more than one suitable target is available, you may choose which unit to target.
- Units cannot split shooting between target units: all shots are directed at one unit.
- Units in cover may be targeted, but units may not shoot at targets completely hidden behind trees/buildings or other Obscuring terrain.
- Models in your Firing unit do not block line of sight, but other units may do so.
- Units on higher ground – such as roofs or hills – can see over lower units and be seen over lower units. Therefore they may fire more easily and be fired at more easily.
- Remember that targets are harder to inflict damage upon at long range.

RESOLVING FIRING

Once you've chosen your target, add up the number of dice your unit will target them with:

- One die for each model in the unit.
- Crewed Weapons roll a number of dice for each crew model (see Firearms table).
- Skirmishing units roll for half the number of models in the unit (rounded down).

Roll that number of dice; any result equalling or bettering your unit's Firing value is a hit. If the target is in cover, more hits are required to remove enemy models. Some units may benefit from or suffer dice roll modifiers as outlined in other sections.

Design Note

The difference between modern and obsolete rifles varies by campaign – for example a Martini-Henry would count as obsolete in 1898, but not in 1879 (when a Snider would be obsolete). Expect European units to carry modern rifles, and colonial units to carry obsolete rifles as a general rule; obsolete rifles also include good rifled muskets. Antiquated muskets reflect early nineteenth century firearms that were sometimes used by native forces (such as Tower Muskets) – it is extremely unlikely that any Regular units would be equipped with them.

OPPOSITE

China, 1900: (L-R) Chinese Imperial regular, Tigerman, and Boxer rebels. By Richard Scollins © Osprey Publishing Ltd. Taken from *Men-at-Arms 224: Queen Victoria's Enemies (4): Asia, Australasia and the Americas*.

MACHINE GUNS JAMMING

Machine guns will jam when firing if more 1s are rolled on the firing dice than there are crew models. This means that the gun does not cause any casualties this turn, regardless of the other die results. It may fire as normal in future turns.

REMOVING CASUALTIES

Once the firing unit has rolled its dice, add up the total number of hits:

- At short range one hit = 1 model removed from target unit
- At long range two hits = 1 model removed from target unit
- Soft cover increases the number of hits required by one
- Hard cover increases the number of hits required by two
- Field Guns (but not machine guns) ignore one point of cover

For example, 5 hits inflicted on a unit at short range will cause 5 casualties; at long range this causes 2 casualties (always ignore left over hits); if the target was in soft cover at short range, 2 casualties would be caused, and at long range in cover only one casualty; if the target was in hard cover at short or long range, 1 casualty would be caused.

Starting with models within the Firing unit's range, the target unit's player removes a number of models equal to the casualties inflicted. If all models that were within range have been removed and there are still outstanding casualties, remove them from other models within the unit.

The player of the targeted unit must test to see if its Leader has been killed before removing any other models.

A unit taking casualties must immediately make a Pinning test (see the section on Pinning for how to do this).

CHECKING FOR LEADER CASUALTIES

Every time a unit loses at least one casualty during Firing, roll two dice to see the Leader of that unit has been killed. If the score is a double 1, the Leader must be chosen as one of the casualties.

Unless killed in this way, the Leader will always remain the last model in his unit; when a Leader is the last model in the unit and further casualties are taken, there's no need to test... there's no-one else left who can die first!

Use a marker of some kind to note that a unit is Leaderless.

James Morris' Italians need to roll 5+ to hit (Regular Infantry). They're under 12" away so there is no range modifier; if more of the target unit was in soft cover, they would take only one casualty per two hits. At one dice per model, that's 9 dice needing a 5+... James' legendary rolling means he will score at least 8 hits! (James Morris)





ENDING FIRING

Once you have determined and removed casualties from the target unit, that unit will need to take a Pinning test if it suffered any casualties. When the Pinning test has been resolved, your firing unit's activation ends and you may move on to activate another unit from your Field Force.

HOW TERRAIN AFFECTS FIRING

- Soft cover increases the number of hits needed to remove a model by one and Hard cover by two. Hard terrain generally blocks line of sight, but units can see through soft cover up to their maximum firing range (although the target unit will count as in soft cover).
- A target unit cannot claim the protection of both soft and hard cover – only one!
- A target unit counts as in cover if the majority of models in the unit benefit from the terrain against the majority of the Firing unit. Area terrain should be pretty simple to judge; obstacles as cover are a little tougher – as a general rule for Firing, models benefit from obstacles if at least one model is in base contact with it (and on the other side to the firing unit, obviously!). If there is any doubt, allow the unit to count as in cover – real soldiers find it easier to find a hole than model soldiers do.
- Firing at a unit located beyond hard cover, but that does not benefit from its proximity, can be represented by the target unit counting as in soft cover as they are partially obscured.
- Hard cover should rarely benefit Cavalry – most walls and defences are built at man height rather than horse height, so unless behind big rocks or high walls, Cavalry protected by such terrain may only claim it as soft cover (as they are partially obscured).
- A unit entirely hidden from the firing unit by hard cover cannot be targeted as there is no line of sight; if some models are within line of sight, the target unit counts as being in hard cover but can be shot at, and casualties will be removed whether they are in line of sight or not.

ACTION: FORM CLOSE ORDER

Forming Close Order is a powerful and resistant formation, requiring the members of a unit to close ranks and present a solid wall of steel or shot. It is usable only by Regular Infantry.



The author's Perry Miniatures demonstrate how to form Close Order in the Sudan – this is also how you'd form a square, if you had a fourth unit! (Henry Hyde)

Because of this, it is vulnerable to being fired at, and inflexible when it comes to the direction in which your Close Order unit may fire. At times this action may save your Field Force... and at others it will place them in grave danger; European armies reintroduced this formation when up against spear-armed Tribal enemies, but learned the hard way to avoid it against good enemy marksmen.

Close Order uses the following rules:

- Close Order is usable by Regular Infantry only.
- A unit requires a minimum of 6 models to form and remain in Close Order.
- When forming into Close Order, move the models into base-to-base contact in one or two ranks, maintaining cohesion. The unit remains in this formation until leaving Close Order (see below).
- A unit will remain in Close Order until the commanding player breaks it by choice (using a Move action) or until there are no longer enough models in the unit to form Close Order (in which case just shuffle them ever so slightly so the base edges are no longer touching or turn a few models in different directions).
- Speed in Close Order is reduced to 4" (2" in Difficult terrain); a unit may not move At the Double in Close Order.
- A unit in Close Order may not pass through or be passed through by friends.
- Close Order allows Volley Fire (a separate Action).
- A unit in Close Order may only Fire into the 180 degree arc ahead of it: Firing may not be in any other direction (Volley Fire has its own rules, shown below; this note applies to the standard Fire action).
- A unit in Close Order increases its Fighting value by +1, but enemy units targeting them with ranged fire increase their Firing value by +1 (these apply whether in the 180 degree frontal arc or not).
- All models in a Close Order unit must face in one direction.
- In melee, only as many enemy models can fight as there are models in the Close Order unit.
- A unit in Close Order that becomes Pinned loses its Close Order status.
- Units may not begin the game in Close Order.

Use a marker of some kind to note that a unit has formed Close Order.

ACTION: GO TO GROUND

This action is only available to Tribal Infantry and units with the Fieldcraft upgrade.

Units may not begin the game Gone to Ground.

The unit uses terrain to good effect, meaning that:

- A unit may Go to Ground regardless of the terrain it's in.
- It cannot be targeted by firing beyond short range.
- It may be ignored as a target and does not block line of sight.
- If Attacked, it fights only half the number of models in the unit (rounded down).
- A unit that becomes Pinned loses its Gone to Ground status. Otherwise, the unit may remain Gone to Ground in subsequent turns by choosing the Stand To order (and no longer needing to take an Action test each turn).

Use a marker of some kind to note that a unit has Gone to Ground.

Design Note

*Where's the squares? In battles the size of those in **The Men Who Would Be Kings**, a square would be no more than a cluster of men standing back to back to defend themselves – no special formation is needed for this. However, should you wish to form a larger square, this can be done by several units closing ranks in a square or triangular formation. This simulates the effect of a square fairly well, although expect carnage if any side of the square is forced to retreat!*

ACTION: MOVE

A unit may be ordered to Move during your activation phase. A Move may not be used to contact an enemy (only Attack and for some units At the Double activations allow contact).

Units may move through friends so long as there is sufficient movement left for them to pass through entirely and space for them to move into. However, a unit in Close Order may not pass through or be passed through by friends.

MOVING YOUR UNIT

Movement is kept simple and as free as possible, and you may move each model up to the maximum shown below with no restrictions other than terrain.

Maximum movement distances, noted on unit profiles as Speed, in open terrain are:

Unit Type	Maximum Movement
Tribal and Irregular Cavalry	12"
Regular Cavalry	10"
Tribal Infantry	8"
Regular and Irregular Infantry	6"
Crewed Weapons	4"

When moving, all models in a unit must aim to end their movement within unit cohesion (4" of the Leader or a central model). If this unit cohesion is broken for any reason, the unit must try to correct this next time it makes any movement.

Each model moves individually in any way it wishes. Models may move sideways, backwards, or at any angle during the move.

I recommend not getting too caught up in exact measurements: move a few of your models by measuring the correct distance and move the rest of the unit using these models as approximate distance markers.

HOW TERRAIN AFFECTS MOVEMENT

- Difficult terrain halves all movement inside it, unless the unit is Tribal Infantry, who are unaffected. Work out how much of your unit's movement has not been used at the point it reaches the Difficult terrain, and halve what is left when moving into the terrain (if moving into difficult terrain with 6" of move left, the unit may only move 3" into the terrain).
- Movement in Difficult terrain is applied to individual models rather than whole units: some models in a unit may suffer reduced movement because they are in Difficult terrain, while others move their full distance as they are not. Remember to maintain unit cohesion at the end of a unit's movement.
- Obstacles are moved up to, halted at, and then moved over with no delay during your unit's next movement.
- Impassable terrain cannot, of course, be crossed. If a unit is forced to move over a cliff or into a gorge or snake-filled pit, they are automatically destroyed.

ACTION: RALLY

Rallying is used to recover your Pinned units. Units become Pinned as a result of poor morale, caused by casualties to the unit or friends in close proximity. The later section on Pinned units goes into more detail on how this affects the unit.

If you have any Pinned units, you *must* try to rally them in your turn: this is a mandatory action that your unit must take if Pinned. A Pinned unit will rally (removing all of its Pinned marker) if it successfully passes a Rally test.

THE RALLY TEST

To take a Rally test, roll two dice, add the total, and from this:

- Subtract one for every Pinned marker the unit currently has
- Modify by the unit's Discipline

The result must equal or better the Leadership value of the unit's Leader to pass the test (or 8+ if Leaderless). Resolve the outcome shown below immediately:

- If passed, the unit is no longer Pinned and removes all Pinned markers. It may take no further action in your turn, but unless the unit is Pinned again before your next activation phase begins, it can be activated as normal at that time.
- If failed but the final total is above 2, the unit remains pinned. It must also immediately retreat a half move (see the later section on Retreating).
- If failed and the final total is 2 or less, the units immediately routs and is removed from the game.

ACTION: SKIRMISH

The Skirmish action is usable by any unit other than Crewed Weapons. It allows the unit to undertake a combination of limited movement and limited firing: I call it the 'Six of one and half a dozen of the other' rule.

The following rules apply for the Skirmish action:

- The unit may move up to half its Speed value in any direction (but may not Attack).
- The unit may Fire at a target using half the number of models in the unit (rounded down).
- The unit may Fire either before or after it moves; it may not fire part way through its movement.
- A unit in Close Order may not Skirmish.



The wrong Thin Red Line! Afghan regulars by Artizan Designs. (Wargames Illustrated)



Algeria, 1900: The French Foreign Legion at Zafrani. By Peter Dennis
© Osprey Publishing Ltd. Taken from *Warrior 157: French Foreign Legionnaire 1890–1914*.

Design Note

In reality, volley fire would begin at longer ranges, but in gameplay the action Volley Fire represents the stopping power and morale effect of well delivered short range rifle fire. Longer range Fire action may actually be being fired as volleys but do not count as such in the rules.

ACTION: STAND TO

A unit using the Stand To action does nothing this turn. You'll usually want your units to do *something* in your turn, even if only firing at long range, but if you have a unit already in a key position, or holding an objective, and there's no target for them to take pot shots at, you may just want them to sit tight. This is always a free action for all troop types.

A unit that has Gone to Ground may choose this order to remain so, without having to take an Action test.

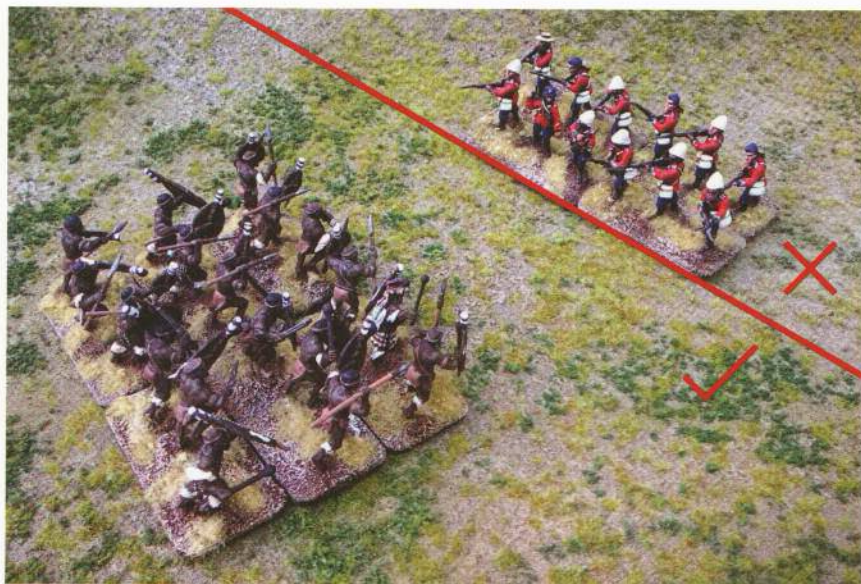
This action may not be chosen if the unit is Pinned (a Pinned unit *must* attempt to Rally).

ACTION: VOLLEY FIRE

Volley Fire represents both the dreadful hammering that Regular Infantry with rifles can inflict at close range, and also the psychological and material effect of a volley of shots hitting a unit all at the same time. In short, it is jolly deadly old boy.

The following rules apply to Volley Fire:

- Volley Fire is usable by Regular Infantry only.
- The unit must already be in Close Order.
- Volley Fire is an enhanced Fire action (therefore counts as a Free Action).
- The target of Volley Fire must be the closest target to the unit, in the 180 degree arc ahead of unit.
- The target must be at short range.
- Volley Fire improves the unit's Firing value by 1.



"Volley fire!" Action in Zululand using Warlord Games plastic models painted by Glenbrook Games. The line shows the British unit's 180 degree firing arc for Volley Fire. (Matt Slade)

PINNED UNITS

If a unit suffers casualties from firing, is worsted in melee, or witnesses a friendly unit wiped out close by, it must test to see if it becomes pinned; if it is already pinned test to see if its morale disintegrates further. To unpin, a unit must successfully rally in a following turn (see the section on Action: Rallying). A pinned unit:

- Cannot take any action other than to retreat if required, or defend itself if contacted.
- Defends itself in a disorganized manner, fighting with only half the number of models in the unit (rounded down).
- May be ignored as a target and does not block line of sight.

Pinned units are recorded by adding markers to them. All the markers are removed if the unit Rallies. If a unit acquires enough markers to make it mathematically impossible to pass a Rally test, it routs immediately and is removed from play.

Test for pinning immediately if:

- A unit takes casualties from firing
- A unit loses a melee
- If a friendly unit within 12" is removed from play

Mark your Pinned units with gaming gems, wounded or dead models, or some other tokens to show the unit's status. Remember to remove these when the units unpins!

THE PINNING TEST

The pinning test is similar to that for Rallying, but the outcomes are different and the number of casualties your unit has just taken is of more importance than whether or not the unit is already Pinned.

Roll two dice, add the total, and from this:

- Subtract one for every casualty that the unit has taken in the action causing this test (0 when caused by friends being removed from play)
- Modify by the unit's Discipline

Design Note

Being able to pile up Pinned markers against a hapless target is a good way of driving large enemy units back even if you don't have the firepower to gun them all down. This replicates various first-hand accounts of colonial warfare in a simple and streamlined manner.

Design Note

Because unit morale is unaffected by accumulated casualties – just the casualties caused recently – they will remain a threat while remaining on the table, unless Pinned. Once again, this reflects colonial warfare, where constantly keeping your enemies' heads down was so important.

The result must equal or better the Leadership value of the unit's Leader to pass the test (or 8+ if Leaderless). Resolve the outcome shown below immediately:

- If passed, the unit does not add any additional markers, but retains any Pinned markers it already has.
- If failed, the unit retains its Pinned markers, and adds one additional marker.

RETREATING

When a unit retreats (either by failing a Rally action or as a result of an Attack), it must move away from the unit that caused the retreat abiding by the following rules:

- A retreating unit moves half the unit's Speed value, affected as usual by terrain.
- If the retreating unit was already pinned before being attacked, it still retreats half of the unit's normal movement distance – demoralized models are happy to run away.
- It may not move into contact with any enemy units and should move in a direction that gives them the most practical wide berth.
- Retreating units may move through friends so long as there is sufficient movement left for them to pass through entirely and space for them to move into. However, a unit may not retreat through friends in Close Order, or enemy units.
- Being unable to move the full distance required due to impassable terrain or enemy units blocking the path can be deadly: if a unit cannot retreat the required distance it moves as far as possible and then loses one additional model for every full inch of movement it could not retreat. These casualties have surrendered or fled.
- If within contactable distance of any table edge, the retreating unit will move off it. If any model from a unit moves off the table as the result of a retreat, remove the entire unit and count it as routed. It may not re-enter the battlefield during the game.

ENDING THE GAME

Some scenarios may last for a set number of turns, but more often than not, a scenario will end only when one of the following has occurred:

- One side has no units remaining on the table and none waiting to come into play.
- One side no longer has any Leaders in play.
- The objectives of a scenario have been fulfilled.
- The players have agreed that the result is now a foregone conclusion, and are prepared to shake hands like good gentlemen do.

When one of the above situations arises, play through to the end of the turn, and play no further turns. Should the situation change before the end of this turn (for example, if fulfilled objectives are lost), play on!

A scenario should have clearly defined objectives for all players, earning you victory points when you achieve them.

There is no overall Field Force morale to test, only the morale of individual units. European troops have nowhere to safely retire to ("You can run, but you can't hide!") and native warriors will try hard to wipe out their enemies rather than flee. Once again, I refer you to Hollywood ahead of history: in terms of game play, units testing morale individually works appropriately for the level of battle represented in *The Men Who Would Be Kings*.

When you have played your final turn of the game, add up each player's victory points (as defined in the scenario) to discover who has accumulated the most: the player with the highest victory point total at the end of the game is the winner. In the event of tied first place, honours are shared.

3. BUILDING A FIELD FORCE

In a normal game, you will be required to deploy a Field Force totalling 24 points; some scenarios require one side to have a lower points value, but rarely will you need to use more than 24 points of troops. That's not to say that you must limit your own games to 24 points – the rules are scalable for larger or smaller armies.

The options shown under each troop type present ideas for tailoring your units to best suit the armies you are collecting. Use common sense when using a troop type's options, so don't declare that all of your Regular Infantry are Elite Sharpshooters... if you do that, no-one will fancy playing against you a second time! Instead, consider making a unit of highlanders Fierce, well-equipped Boers could be Sharpshooters, and Elite troops could be a unit recognized as superior to all others in your Field Force. A unit such as a married Zulu loin regiment could conceivably be Fierce and Veteran, for example.

You should aim to reflect the historical make-up and equipment of your chosen Field Force: think carefully about weapon upgrades and downgrades, and also about which units should really be classified as Elite or Unenthusiastic, for example.

You cannot downgrade a unit's cost to less than 2 points, or upgrade it above 9 points.

There are no restrictions on which units you may choose for your Field Force. If you wish to deploy a small force comprised entirely of Regulars, you will be following in the footsteps of many famous colonial generals; the same applies to forces entirely consisting of Irregular or Tribal units. However, it is also perfectly acceptable (and for some campaigns, the norm) to field a mixed force including all three troop types, or Irregulars and Tribal units for native forces.

When you're reading up on your chosen conflict, you'll usually glean enough information to make some informed decisions; failing that, the starter Field Forces shown later in the rules are a good starting point.



Action on the North West Frontier.
Models painted by Darrell Hindley.
(Darrell Hindley)

REGULAR INFANTRY

Well drilled and proficiently trained in close order manoeuvring and firing volleys, Regular Infantry are the neatly moustachioed and bearded Sons of Empire (or the dregs of industrial cities, if you prefer), kitted out in splendid red or blue uniforms, or rather more soberly (and sensibly) in khaki of varying shades. Not all Regular Infantry need be European: many Indian army units also qualify, as do the best trained and equipped locally raised forces of many European powers. They are usually armed with the most modern rifles available, are well drilled in bayonet play, and keep their nerve when it has failed other mortals. Their main drawback is the small number of units available in any Field Force, and the possibility of being lumbered with a fool of an officer.

Unit name	Regular Infantry
Speed	6"
Firing	5+
Fighting	5+
Discipline	+1
Weapons	Modern Rifle
Special rules	- May form Close Order - May Volley Fire
Points	6 points

Option	Effect	Cost
Sharpshooters	Firing becomes 4+	+2 points
Poor Shots	Firing becomes 6	-1 point
Elite	Discipline becomes +2	+1 point
Unenthusiastic	Discipline becomes 0	-1 point
Fierce	Fighting becomes 4+	+1 point
Mounted Infantry	See Mounted infantry section for details	+1 point
Poorly Armed	Downgrade to Obsolete Rifle (usually rifled muskets)	-1 point

MOUNTED INFANTRY

Mounted Infantry may be depicted as mounted models, or more commonly as a unit of mostly dismounted models with a few horse-holders or mounted models.

In game terms, I assume that Mounted Infantry choose to dismount to fire, but don't worry about showing this. You should instead imagine Mounted Infantry riding across the battlefield but dismounting to deliver rifle fire; this constant mounting–dismounting–horse-holding is accounted for in their Speed value, which sits between that of Regular Infantry and Cavalry.

Regardless of how they're depicted, all models in the unit use the following rules:

- Speed: 8"
- Free action for Mounted Infantry is Move, not Fire.
- Regardless of weapons depicted on your models, they fire as though using rifles on foot (modern for Regulars, obsolete for Irregulars as standard).
- Mounted Infantry units do not count as Cavalry in melee, cannot Follow Up, and may not form Close Order.



REGULAR CAVALRY

Regular Cavalry units are the mounted equivalent of the Regular Infantry described above (although the dregs of industrial cities comment is a little harsh on such glamorous riders as the Household Cavalry!). Able to deliver accurate fire from carbines or charge home with sword or lance, Regular Cavalry are a formidable opponent on the battlefield, albeit a rare sight on the colonial battlefield (unless you have good reason to decide otherwise, Regular Cavalry are limited to one unit per 24-point Field Force). As with their foot-slogging counterparts, their main drawback is numbers: charging headlong into a unit of Tribal Infantry who outnumber you three to one will likely not end so well.

South Africa, 1906: Zulu rebels assault men of the Durban Light Infantry and Zulu Native Police at Mhome Gorge. By Angus McBride © Osprey Publishing Ltd. Taken from *Elite 21: The Zulus*.

Unit name	Regular Cavalry
Speed	10"
Firing	5+
Fighting	4+
Discipline	+1
Weapons	Modern Carbine
Special rules	- 2 melee hits for non-Cavalry to kill a model
	- Follow ups
	- May Attack using At the Double
	- Usually no more than 1 Regular Cavalry unit may be included per 24-point Field Force.
Points	6 points

Option	Effect	Cost
Elite	Discipline becomes +2	+1 point
Unenthusiastic	Discipline becomes 0	-1 point
Lancers and Guard Regiments	Roll two dice per model if they are the Attacker, but not when they are being attacked	+2 points
Poorly Armed	Downgrade to Obsolete Carbine	-1 point

IRREGULAR INFANTRY

Irregular Infantry is a catch-all for those troops often found in colonial theatres of warfare who were neither impeccably trained and drilled European Regulars nor native troops fighting in Tribal fashion. This troop type includes Boers, army scouts and volunteers, colonial police, Afghan Regulars, and some of the less well-trained or less-than-enthusiastic locally raised African and Indian units; it's a good way to represent mutinous sepoys in India, and Egyptian infantry with their notably poor firearm accuracy in 1882.

Unit name	Irregular Infantry
Speed	6"
Firing	5+
Fighting	6
Discipline	0
Weapons	Obsolete Rifle
Special rules	None
Points	4 points

Option	Effect	Cost
Sharpshooters	Firing becomes 4+	+2 points
Poor Shots	Firing becomes 6	-1 point
Veteran	Discipline becomes +1	+1 point
Unenthusiastic	Discipline becomes -1	-1 point
Fieldcraft	Allows the unit to Go To Ground like a Tribal unit	+1 point
Mounted Infantry	See Mounted infantry section (under Regular Infantry) for details	+1 point
Well-Armed	Upgrade to Modern Rifle	+1 point
Poorly Armed	Downgrade to Antiquated Musket	-1 point

IRREGULAR CAVALRY

Irregular Cavalry includes units such as the Frontier Light Horse and other volunteer horsemen in South Africa, Bashi Bazouks in Egypt and the Sudan, and other locally raised units who made unlikely full-time soldiers. It is also a useful troop type for cavalry who were adept at using carbines or rifles from the saddle or quickly dismounting rather than favouring an old-fashioned charge at the enemy with nothing more than a sharpened stick (therefore ideal for US Cavalry in the Old West).

This category includes those regular cavalry units who were less inclined to mix it with sabre drill, preferring to stand off and shoot (although still capable in close combat with pistols and melee weapons). Some consideration should be given to whether to represent such troops as Irregular Cavalry or Mounted Infantry, the latter better suiting troops who rarely engaged in melee. The Irregular Cavalry troop type may also include camels, which in game terms are just like horses but they've got the hump (although Camel Corps units count as Mounted infantry).

Unit name	Irregular Cavalry
Speed	12"
Firing	5+
Fighting	5+
Discipline	0
Weapons	Obsolete Carbine
Special rules	- 2 melee hits for non-Cavalry to kill a model - Follow ups - May Attack using At the Double
Points	4 points

Option	Effect	Cost
Veteran	Discipline becomes +1	+1 point
Unenthusiastic	Discipline becomes -1	-1 point
Well-Armed	Upgrade to Modern Carbine	+1 point
Lancers	Roll two dice per model if they are the Attacker, but not when they are being attacked	+2 points

TRIBAL INFANTRY

Tribal Infantry rely on hand-to-hand skill and deadly melee weapons, closing with their enemies either by a cautious approach shielded by local terrain or an all-out charge regardless of casualties (or at least that is the plan). This troop type includes such famous and fearsome nineteenth century warrior folk as the Zulu, the Beja, and the Maori, all armed with very effective hand weapons, sometimes shields, and occasionally muskets that they're not trained to fire with any accuracy.

Their Firing value represents thrown spears, axes, knives, throwing sticks, and muskets fired inaccurately at very short range as a prelude to melee; although they only hit on 6s, remember that there are a greater number of dice to roll for these large units. Tribal Infantry with the training or skill to use firearms at longer distances should be represented by Irregular Infantry. The options for Tribal Infantry allow you to tailor this troop type to best suit your theatre or conflict: for example, bows may be added, they may be Fierce, or disciplined Veterans, and so on.

A headlong charge at Regular troops should be a Tribal player's last resort: try to use the terrain to your advantage, or advance one unit behind another, so that the lead unit bears the brunt of the deadly volley fire you'll face, allowing a reasonably fresh second line to hit the Regulars hard.

Unit name	Tribal Infantry
Speed	8"
Firing	6
Fighting	5+
Discipline	0
Weapons	Tribal spears and rag tag muskets
Special rules	- Not slowed by Difficult terrain - May Go to Ground - May Attack using At the Double
Points	3 points



Belgian askaris led by Swedish officers. Michael Leck's conversions from Perry Miniatures, Wargames Foundry and Wargames Factory models. (Michael Leck)

Option	Effect	Cost
Elite	Discipline becomes +2	+2 points
Veteran	Discipline becomes +1	+1 point
Unenthusiastic	Discipline becomes -1	-1 point
Fierce	Fighting becomes 4+	+1 point
Well-Armed Sharpshooters	Upgrade to Foot Bows, with Firing 5+	+2 points

TRIBAL CAVALRY

These are the afore-mentioned native cavalry who liked nothing more than to charge at their enemies with a sharpened stick and a war cry, such as Sudanese horsemen, Afghan irregulars armed with swords, and early Native American Plains Tribes. For native cavalry with better firearms, use the Irregular Cavalry profile.

All units count as having Tribal Spears, although this also includes mounted bows (these are only short range weapons, unlike bows used on foot). This troop type may also include some camel mounted units without any changes to the profile, as per Irregular Cavalry (see above for my unnecessary camel joke).

Unit name	Tribal Cavalry
Speed	12"
Firing	6
Fighting	5+
Discipline	0
Weapons	Tribal spears and rag tag muskets / Mounted Bows
Special rules	- 2 melee hits for non-Cavalry to kill a model - Follow ups - May Attack using At the Double
Points	3 points

Option	Effect	Cost
Sharpshooters	Firing becomes 5+	+1 point
Veteran	Discipline becomes +1	+1 point
Unenthusiastic	Discipline becomes -1	-1 point



Boer War Mounted Infantry in action.
(Wargames Illustrated)

CREWED WEAPONS

Crewed Weapons include small artillery pieces (such as screw guns and mountain guns) and wheeled machine guns... as opposed to crude weapons, which swear at you when you miss your target ("screw-you guns"). This troop type is not intended to represent large calibre field pieces and siege guns, which are beyond the scope of the small battles *The Men Who Would Be Kings* is intended for.

There are two types of Crewed Weapon crews:

- Well drilled (counting as a Regular unit)
- Poorly drilled (counting as an Irregular unit)

The differences between the two are shown on the profile; in general, European crews and experienced colonial artillerymen will be Well drilled, and Poorly drilled crews represent green gunners, those pressed into service against their will, and crews using antiquated weaponry (regardless of their own skill).

Unit name	Crewed Weapons
Speed	4"
Firing	4+ (Well drilled) / 5+ (Poorly drilled)
Fighting	6
Discipline	0 (Well drilled) / -1 (Poorly drilled)
Weapons	Machine Gun or Field Gun
Special rules	- Maximum of 1 Crewed Weapon per 24-point Field Force - Firing dice decided by weapon type and crew numbers (see Firearms table) - Machine guns must test for jamming - Field guns ignore 1 point of cover - Limited arc of fire - May be spiked
Points	6 points (Well drilled) / 4 points (Poorly drilled)

You may choose whether to equip the unit with a machine gun or a field gun at no change to the points cost.

Remember that Crewed Weapons may only use the following actions:

- Fire
- Move
- Rally

The following special rules apply to all crewed weapons:

- No more than 1 Crewed Weapon may be included per 24-point Field Force.
- Machine guns will jam if more ones are rolled than there are crew. This means that the gun does not cause any casualties this turn. It may fire as normal in future turns.
- Field guns may ignore 1 point of cover when firing, meaning that soft cover has no effect and hard cover counts only as soft cover.
- Crewed Weapons can only fire in the 180 degree arc to their front. To turn requires a movement.
- If Crewed Weapons lose their Leader, they may become fairly useless. The commanding player may elect to spike the guns of a Leaderless Crewed Weapon: remove the models from this unit immediately. They do not count as casualties or survivors, and may not re-enter the table during this game.

LEADERSHIP VALUES AND LEADER TRAITS

Once you have built a Field Force equalling the number of points you need to play, you can find out how well led they will be! Each of your units is commanded by a Leader with his own characteristics; roll for each Leader on both the values and traits tables. When dicing, allocate a Leader to his unit before rolling for his abilities... sometimes even a superb group of soldiers can be led by a poor officer, and vice versa. Histories of colonial warfare are bursting at the seams with tales of overconfident or ignorant officers leading their troops to a bad end, and of units performing above and beyond expectation.

You cannot swap the units that your Leaders are allocated to; this adds a dash of uncertainty to your Field Force, as you may well find that those Elite Sharpshooting Regular Infantry you're intending to use as your main strike unit are actually led by an Idiot.

LEADERSHIP VALUES

For each of your Leaders, roll one die and consult the relevant section of the table, according to the type of unit the Leader is commanding. Tribal Leaders are the most consistent, as they are generally fighting on home soil and leading warriors defending their own lands.

Leadership Value Table		
Unit Type	Die Roll	Leadership Value
Regular	1	7+
	2-4	6+
	5-6	5+
Irregular	1	8+
	2-3	7+
	4-5	6+
	6	5+
Tribal	1-2	7+
	3-4	6+
	5-6	5+

LEADER TRAITS

For each of your Leaders, roll two dice and consult the table. Your Leader's trait only applies while he is with the unit: if removed from play, the trait has no further effect unless marked 'Permanent'. Some Traits override the Leadership value already rolled for the Leader – in such instances overwrite the original score with that shown in the traits table.

When learning the rules, you may wish to ignore the traits attributed to your Leaders, but they add a great deal of fun to games once you're up and running with the basics.

My descriptions of traits lean more heavily towards describing European Leaders, so you may find it worthwhile renaming some of them to suit your native forces: just be sure to retain the effect as written.

Leader Traits Table			
First Die Roll	Second Die Roll	Trait	Effect
1	1	Hapless	Leadership value: 10+. Quite simply the worst man a soldier could ever serve under.
	2	"What a fine moustache"	Leadership value: 9+. An otherwise forgettable fellow.
	3	Bulletproof Bumbler	Leadership value 9+. Luckily for him, unluckily for his men, this Jonah leads a charmed life. Reroll (once) every successful leader casualty roll he falls foul of.
	4	Wheezy	Years of gin consumption have taken their toll: his unit may never move At the Double.
	5	Weakling	Roll no dice for this Leader in melee.
	6	Coward	Must always attempt to Move to stay beyond enemy unit movement distances.
2	1	Inexperienced	No free actions available to the unit other than Stand To.
	2	Ugly	This fellow allows no mirror in his household, but this does not affect game play.
	3	Bag of nerves	Likely to leg it when the going gets tough, leaving his men to their fate. The first time his unit becomes Pinned, roll a die: on a roll of 3+ he deserts his men, leaving them Leaderless (and counting as a casualty). Test only once per game.
	4	Short sighted	Cannot give order to Fire beyond short range.
	5	Musketry buff	Leadership 5+ when giving orders to Fire or Volley Fire.
	6	Jolly sporty	This Leader's unit may add +2" to a successful At the Double action.
3	1	Idiot	Every time his unit is about to be ordered, roll a die. If you roll a 1, your opponent chooses this unit's order for this turn. Cannot fire at or fight against own side!
	2	Brutal	This sadistic leader pushes his men too hard; their Discipline defaults to -2 through resentment of their Leader and authority in general. (Permanent)
	3	Drunkard	This fellow likes a drink (or drugs or 'medicine' in some cultures) and is rather erratic. At the start of every game, after deployment, roll a die for his Leadership: 1-3: 8+ 4-6: 6+
	4	"He's the Major General's favourite nephew, you know"	May choose one additional upgrade for his unit, for free. Uncle says so. (Permanent)
	5	Keen shot	May reroll (once) one miss every time his unit fires.
	6	Shirker	This self-preserving Leader may not give orders to Attack, Fire, or Volley Fire until his own unit has been attacked or shot at by the enemy.
4	1	Unlucky	Becomes a Leader casualty on a roll of 2 or 3.
	2	Pleasant manner	A pleasure to take tea with, yet without character in battle.
	3	"The gentleman has a bottle"	Worse than the Drunkard (3,3), this chap is actually drinking as he leads his men into battle. Every time his unit takes an Action or Rally test, roll a die for his Leadership at that moment in time: 1-3: 8+ 4-6: 6+
	4	Terrible planner	This Leader's unit has a limited ammunition supply. Every time the unit Fires or Volley Fires, roll a die: on a roll of 1, the unit is out of ammo and cannot make any more ranged attacks.
	5	Cad	Keen to stay safe, this Leader moves his unit at its full Speed value when required to retreat, never a half move. (Cavalry must still follow up to contact the unit.)
	6	Steady	Leadership value: 6+. A good officer, the men like him well enough.
5	1	Yellow bellied	This Leader's unit must Fire at enemies rather than using Attack orders and may never willingly contact an enemy unit.
	2	Lucky	May reroll in its entirety any one set of dice in the game, rolled by any player (once).
	3	"A damned fine fellow"	Nothing more, nothing less.
	4	Sporting umpire	An unshakable sense of fair play: he will not allow his unit to Fire at or Attack a Pinned enemy if a non-Pinned target is available.
	5	Fine swordsman	Roll two extra dice in melee.
	6	Inspirational	May reroll every failed Rally (once).
6	1	"Up and at them!"	If able to make contact, must attempt to Attack an enemy rather than give any other order (except Rally).
	2	Bald as a coot	So long as he wears a sun hat, this has no effect on game play.
	3	"A jolly good chap"	Leadership value: 5+. Bravo, bravo: a respected chap in the officer's mess.
	4	Brave	Remove one Pinned marker for free before activating this unit in your turn.
	5	Destined for greatness	This Leader's unit may make a free action and then test for a second (different) action every turn.
	6	Hero of the Empire	Leadership 4+. This fellow is already a living legend, will probably win a VC if it's not already pinned on his broad chest, and is undoubtedly a superb balloonist too.

OPPOSITE
The North-West Frontier, 1897: Pathan tribesmen. By Angus McBride © Osprey Publishing Ltd. Taken from Men-at-Arms 72: North-West Frontier 1837–1947.

4. OPTIONAL RULES

Rather than cluttering the core rules with all sorts of ideas for making your games tailored to your specific Field Force or theatre of war, I've gathered together some brain food for you in this section.

I encourage you to tweak the rules to your heart's content to capture the precise flavour of colonial (or Hollywood) warfare you're after. All of my suggestions here are entirely optional, and you should agree with your opponent before the game starts which you'd like to use, or explain the special rules you've come up with yourself. Have fun!

HALF-SIZED UNITS: SKIRMISH KINGS

To fight out smaller colonial actions using these rules – a mini-version of the full game, colloquially known as *Skirmish Kings* – you can field half sized units throughout and keep the points values as written.

This means that you'll need:

Unit Type	Models Per Unit
Regular and Irregular Infantry	6
Regular and Irregular Cavalry	4
Tribal Infantry	8
Tribal Cavalry	5
Crewed Weapons	Unavailable

There's no need to adjust the rules, although you will find it harder to pin units as they have fewer casualties to absorb: more often than not, you'll destroy a unit before it becomes pinned. This gives a very cinematic, dashing feel to the game and speeds things along at a pace.

THEATRE-SPECIFIC RULES

If you feel there's a good reason to create a new option for upgraded (or downgrading) one or more of your units, work out whether there's a pre-existing rule that cover this, or if you need to create one from scratch. In general, these should add +1 or +2 points to a units cost (+1 if it gives a minor advantage, +2 for a major advantage, judged by troop type).

Here are a handful of examples to get you started:

Option	Effect	Cost
Boers	Renowned for sniping at British Officers, their Fire causes Leader casualties on a 2 or a 12	+1 point
Egyptians	1 unit of Regular Cavalry may be designated as Cuirassiers. In melee, it takes 2 hits for any model to kill one Cuirassier model (not just non-Mounted)	+1 point
Ghazi Fanatics	Free actions become Move and Attack (Stand To is an ordered action), and must Attack if an enemy unit is within range	+1 point
Gurkhas and Light Infantry	Not slowed by Difficult terrain	+1 point
Magazine-Loaded Rifles	Allow the unit to upgrade to Marksmen to represent their additional firepower	+2 points
Maoris	A unit may perform a <i>haka</i> war dance before the battle, allowing them to ignore their first Pinned result of the game	+1 point
3rd Foot & Mouth Regiment	'The Devils in Skirts' – the Highland regiment in <i>Carry On Up The Khyber</i> – were renowned for not wearing anything under their kilts. They always win drawn melees, even if Pinned, forcing their horrified enemies to recoil from the line of lifted skirts and enormous weapons	+1 point



DANGEROUS TERRAIN

You may wish to designate some areas of Difficult terrain as Dangerous, especially if you're playing a more Hollywood style of game. Dangerous terrain can be jungle, swamp, a river, or whatever else you wish it to be. What makes the area dangerous is up to you – it could be quicksand, venomous snakes, or even those famously hungry crocodiles who caused the first British casualty of the Anglo-Zulu War (according to Donald Morris, at least).

Every time a unit (even part of a unit) moves in Dangerous terrain, roll a die. On the roll of a 1, one model of the owning player's choice that is in the Dangerous terrain is removed from play (it's sometimes useful for a dreadful Leader to get bitten by a snake...). This does not cause a Pinning test.

THE CLIMATE

Regular units who have recently arrived on campaign and not used to harsh foreign climates, or those who are short of rations, may fall victim to heatstroke, thirst, and generally not coping with tropical conditions. In game terms, they may be penalized with -1 to their Discipline and / or +1 to their Leadership value. Painting rosy red cheeks on your models is optional.

LIMITED AMMUNITION

Beloved of many colonial gamers is the cinematic cliché of firing 'to the last round'. If you'd like to see your opponent turn to jelly when they realize they no longer have any bullets, introduce the following rule (agree this with your opponent first, of course!).

At the start of a scenario – before deployment – each player secretly rolls one die per Regular and Irregular Infantry unit (Regular units add 1 to the result). This is the number of times it may use the Fire or Volley Fire action in this scenario. Regular and Irregular Cavalry units have only enough ammunition to use the Fire action once in the game – time for a bit of swordplay methinks!

If you do choose to limit ammunition in a Field Force, I recommend reducing the points value of each unit by 1 before rolling any dice... thus giving Regular Infantry the option to become Fierce at no extra cost as they fix bayonets.

"WHEN PRIVATE WIDDLE FACED THE BURPAS"

Unit morale is not usually affected by accumulated casualties; this means that every unit still in play constitutes a threat of some kind and the emphasis is on the enemy to keep it Pinned. However, for some scenarios or campaigns you may wish to include a couple of additional rules to handicap units when they take further casualties:

- -1 to your total rolled for both Pinning and Rally test if your unit has suffered 50% or higher casualties in the game so far.
- A unit that has suffered 75% casualties or higher automatically routs if a Rally test is failed, and is removed from the game.

TAKING COMMAND OF LEADERLESS TROOPS

Leaders may absorb entire leaderless units into their own unit by either unit moving into the other's cohesion zone; this counts as both units' action for this turn. You may only do this if:

- Both units contain the same type of model (i.e. both Regular Infantry, or both Tribal Cavalry, for example); if the units have different stat lines, adopt the worst one for the unit from now on. You know what one bad apple does to the barrel!

- The Leader's unit does not grow larger than its original strength.
- The absorbed unit can be absorbed in its entirety: if stragglers would be left (due to previous bullet point), the two units cannot combine.

SIMPLIFYING LEADERS

For any Field Force, but especially useful for larger Tribal forces or in games using more than 24 points per side, you may choose to forego rolling on the Leadership value and Traits tables for each of your units, and instead apply one Leadership value (and no traits) to all of your units or each troop type in your Field Force (such as 'All Cavalry' or 'All Regulars' – whatever works for you).

If you choose to do this, make just one roll on the Leadership value table and apply it to all relevant Leaders. This does speed things up considerably, but lowers the individual nature of each of your units and the quirks of command.

"...THE WHITES OF THEIR EYES!"

This is a general order that a player with Regular Infantry may choose before the game begins. It affects all units that may Volley Fire.

The devastating effect of short range volleys is accentuated at the expense of shooting over longer distances: relevant units may only carry out Volley Fire (they may not carry out an ordinary Fire action), but with a +2 modifier rather than the usual +1. If the unit falls below the minimum number of models to form Close Order, it loses this benefit and may use ordinary Fire actions.

Vietnam, 1903: A French Foreign Legion patrol skirmishing in Tonkin. By Peter Dennis © Osprey Publishing Ltd. Taken from *Warrior 157: French Foreign Legionnaire 1890–1914*.



5. PLAYING AGAINST MR BABBAGE

"You were, of course, due to play your weekly game of toy soldiers with Mr Babbage, as you do every Tuesday at your gentlemen's club. Unfortunately, Mr Babbage's omnibus has broken down just outside Gamage's on Holborn; ever resourceful, he's sent a runner boy with a message for you while he pops in to look at their lead soldiers. The boy hands over a list of instructions to allow you to play along on Babbage's behalf this evening (and any other evening should you find your opponent otherwise disposed or inconvenienced)."

By using Mr Babbage's instructions, you can play *The Men Who Would Be Kings* solo or with all of your fellow players on the same side, facing Mr Babbage's native hordes. As you will remember, Mr Babbage has travelled the Empire widely and rather favours playing as the natives, allowing you to play as the British (or, heavens alive, the French or Germans).

Here are Mr Babbage's instructions in full:

1. I like my shooting units to find cover and stay there. Failing that, I like them to advance to short range and fire, avoiding melee.
2. I like my melee units to advance quickly into contact, towards the closest enemy they can see, except as noted in rule 3.
3. I like to pick off under strength or isolated units in preference to strong or ensconced ones. Crack the tough nuts last.
4. I like to take my objectives by overpowering any enemies that threaten this, rather than ignoring them.
5. I do not like my units to fall back!
6. I do not allow my units to test for Pinning when their friends are removed from play (only test for casualties to the unit itself).
7. I like the odds in my favour: when one of my units is destroyed, you must test to see if it is permanently destroyed or whether it will return to play.
8. My units never take actions as described in the Battle Rules; instead follow my tabular orders, invoking the rules only when needed for Rally tests and Retreats.
9. My charts divide units into three types (Shooters, Chargers, Guns); looking at my collection of models even you should be able to work out which type applies to each unit.
10. I prefer straightforward, stand-up fights to the sorts of scenario included in the rulebook. Line your chaps up, and mine will jump up out of nowhere to fight them, and play on until all of my units have been destroyed (or yours have, old chap).

No, these can't be the 3rd Foot and Mouth Regiment – no Terry Scott, Charles Hawtrey, amusing musical wax cylinder/machine gun, or tartans borrowed from Tunes of Glory. Models by Artizan Designs. (Wargames Illustrated)





Sons of the Empire... roll on the Leader Traits Table to find out whether these Artizan Designs officers will be promoted or court-martialled! (Wargames Illustrated)

Babbage's Rule 6 is very important. And as Mr Babbage has pointed out so observantly (and at length) on many a long night at the club, using his instructions must be viewed as an art rather than a science, and should there be an obvious move to make or action to take, assume that your programmed opponent will spot this and act upon it.

THE ENEMY'S AUTOMATED ACTIONS

In Mr Babbage's rules for automated combat, you do not choose the actions of those units opposing you (unless something ever so obvious and beneficial to a unit can be agreed). Instead, forego the usual action tests required by the rules, and instead roll on the following relevant tables to see what your plucky opponents will get up to. Rally tests, Pinning, and other rules mechanisms work as usual.

Use your common sense to know when to tweak deployment, movement, and so forth: Mr Babbage's tables give you enough ammunition to play a different game each time and to be surprised by your 'opponent's' moves, but if there's an obvious manoeuvre for a native unit to make, go for it!

Almost all native forces arrive on the table randomly, triggered by your own units' movement. Every time one of your units has moved or moved At the Double, roll on Babbage's Table 1 straight afterwards, and immediately deploy any arriving natives; activate another of your units, and again roll on Table 1 if movement takes place (although as soon as native units appear on the table, your other units may Attack or Fire at them).

The unit types shown in the tables are fairly generic, allowing you to mould your enemy force accordingly:

- Shooters (usually poorer shots, so Irregular Infantry)
- Chargers (Tribal Infantry)
- Cavalry (Irregular/Tribal Cavalry)

If no unit of the type specified by your roll is available (because they're all in play or have been permanently removed from the game), treat the die roll as a score of 1 or 2 (no natives appear). But if the native force comprises solely of only one type (Shooters, Chargers, or Cavalry), there is no need to roll for type.

Crewed Weapons are not listed on the tables; these should be deployed near to the table edge opposite yours, and should always attempt to shoot at the largest unit within short range (or long range if no targets are in short range).

Babbage's Table 1: Native Deployment		
Die Roll	Outcome	Positioning *
1-2	No natives appear in front of your unit this turn.	Too far away to be placed on the table... for now!
3	1 native unit appears at long rifle range from your unit. ** Roll for type: 1-3: Chargers 4-6: Shooters	Roll another die: 1-3: In front of your unit 4: To the left of your unit 5: To the right of your unit 6: To the rear of your unit
4	1 native unit appears at short rifle range from your unit. Roll for type: 1-5: Chargers 6: Shooters	Roll another die: 1-3: In front of your unit 4: To the left of your unit 5: To the right of your unit 6: To the rear of your unit
5	2 native units appear at long rifle range from your unit. Roll for each unit type: 1-4: Chargers 5: Shooters 6: Cavalry	Roll another die: 1-3: In front of your unit 4: To the left of your unit 5: To the right of your unit 6: To the rear of your unit
6	1 native unit appears 1 native Speed value away from your unit. This will always be a unit of Chargers.	Roll another die: 1-3: In front of your unit 4: To the left of your unit 5: To the right of your unit 6: To the rear of your unit

* If placement is also within 1 native Speed value of one of your other units, fudge the positioning to be just outside this distance or roll again for suitable placement position.

** Ranges in the tables refer to those of your own units, not the native forces you're deploying.

NATIVE ACTIONS

When play shifts to the native force's turn, select one native unit, roll a die and consult Babbage's Table 2 and implement the Outcome to determine their action during their turn; do this for each native unit currently on the table.

Remember that Pinned units must always test to Rally rather than rolling on this table. In addition, Mr Babbage's units do not need to test for Pinning when friends are removed from play: his units will only test if they have taken casualties themselves.

Babbage's Table 2: Native Actions		
Die Roll	Outcome	Action
1 or less	Slink away	Remove from play (roll immediately on Babbage's Table 3)
2	Act with caution	Move no closer to your nearest unit; if possible, will fire at a target in range, except Tribal Infantry which will immediately Go to Ground.
3-4	Advance	Move towards your nearest unit using a Move action. Attacking if possible. Shooters will fire instead of moving, preferably at a short range target.
5	Charge!!!	Advance At the Double towards your nearest unit, Attacking if possible. Shooters at short range will fire instead of moving.
6+	Charge!!! Their bullets will not harm you!	Advance At the Double towards your nearest unit, adding 6" rather than rolling a die for additional movement, Attacking your nearest unit if possible.

Die Roll Modifiers
+1 if able to contact one of your units this turn.
-1 if your closest unit outnumbered the native unit.

MR BABBAGE'S PATENTED NATIVE RECYCLING MACHINE

Mr Babbage employs a ruse that offers him superior numbers, somewhat offsetting the advantage your hold in being a human pitting your wits against unthinking dice.

This simple test decides whether your native opposition numbers in the thousands or simply in the hundreds. Every time a native unit is removed from play by being destroyed or routed, or if it has elected to slink away, roll a die and consult

Babbage's Table 3. Mr Babbage's Field Force is only destroyed once all of his units have rolled a 2 or less on this table.

Babbage's Table 2: Native Recycling		
Die Roll	Outcome	Action
2 or less	Bye bye!	This unit won't take any more part in the battle. Remove the unit from the game.
3-4	Gone but not forgotten!	The unit may re-enter the game at a later time; dice for its next entry as normal (see Babbage's Table 1).
5	Same idea, different place!	The unit re-enters at the start of the next native turn at long rifle range from a random unit in your Field Force. Use Babbage's Table 2 for its next action.
6+	Back for more!	The unit re-enters immediately in front of the unit that destroyed it, at long rifle range. If this is within one native Speed value of any of your other units, reroll on this table.
Die Roll Modifiers		
+1 for each unit the very first time it tests for removal/return.		
+1 if the unit slinked away rather than being removed through combat/morale results.		
-1 for each unit the native Field Force has already said 'Bye bye!' to in this game.		

MR BABBAGE'S WILDEST IDEA: GOING NATIVE

You may, of course, reverse the roles and play using Babbage's beloved, exotic armies as your own: Mr Babbage occasionally has ideas above his station, and has made some further suggestions should you wish to play as the natives against a French, Italian, or German force; even Babbage cannot foresee a situation where you might actually *wish* to play against the British.

Should you be taken by this need to go native, and you are unable to shake it, decant yourself a stiff drink and follow his Wild Idea about using Regular units as your opponent in solo or all-players-on-the-same-side games (if truth be told, given the sometimes static defensive nature of some European forces in colonial battles, a better game may be had if you play as the natives).

Mr Babbage's instructions for fighting against the (ahem) "Imperialist Dogs" are as follows:

1. I always deploy as if expecting a full-on frontal assault, using terrain advantageously.
2. My Field Force will always fight a defensive battle.
3. I do not like my units to manoeuvre unless reacting to a very clear and close by threat: I prefer them to remain where I deployed them.
4. My units will, where possible, use their free action rather than taking a test.
5. My Crewed Weapons will be deployed centrally.
6. My infantry will remain stationary, and await the enemy to throw themselves forward.
7. My Cavalry and allied Tribal units will move ahead on the flanks and attempt close in to Attack your nearest unit unless you have a terrain advantage.
8. I like all of my units to advance to Attack Pinned and Gone to Ground enemies if contactable during this turn.
9. My units will take Rally tests and Retreats as normal.
10. I do insist on being given the benefit of the doubt in my absence: and remember that I lead a most professional Field Force.

Design Note
*An earlier version of Mr Babbage's rules appeared in a Sudan article I wrote for Henry Hyde's much loved **Battlegames** magazine (Issue 14) and its **Zulu!** supplement. The inspiration behind them, as is the case for most other games with automated systems, is Ian Beck's delightful **Pony Wars** (published by Tabletop Games in 1980), and Peter Gilder's Sudan rules which evolved from them. Mr Babbage's system is kept intentionally simple, but if you would like to follow a more in-depth approach to this style of play, I encourage you to look at the ideas presented by Messrs. Beck and Gilder.*

6. SCENARIOS

It is possible to play a straightforward pitched battle, where opposing Field Forces line up opposite each other and hack their enemies to pieces. This can, of course, be great fun and a good stress reliever after a busy day at work. That said, *The Men Who Would Be Kings* really comes into its own when playing more cinematic scenarios.

I'd recommend playing through Scenario A for your first game, to get to know the rules while trying to achieve a fairly simple objective. After that, play through the other scenarios in any order you wish: you might like to experiment with one player choosing the scenario and the other player choosing which Field Forces each will use, or rolling one die twice and consulting the table below to decide randomly which scenario to play.

Random Scenario Generator		
First Die Roll	Second Die Roll	Scenario
Odd	1	A
	2-3	B
	4-5	C
	6	D
Even	1	E
	2-3	F
	4-5	G
	6	H

Once you've chosen your scenario and which force you'll be fielding, organize the game as follows:

- Select your Field Forces to the highest point values indicated in the scenario.
- Dice to determine who will attack and who will defend (this may result in one player needing to reduce the points value of his Field Force).
- Set up the tabletop (discussing how you'll treat each area of terrain in the rules).
- Dice for each of your units' Leadership and traits.
- Deploy as outlined in the scenario.
- Battle away!

With an escort this strong, they must be transporting the column's rum supply. What could possibly go wrong? Ask Mr Babbage! (Wargames Illustrated)



CHOOSING ATTACKERS AND DEFENDERS

To determine who will play as the attacker, and who as the defender for each scenario, roll two dice, and add to or subtract from this the Tactical Value indicated in the scenario. The higher scoring player will be the scenario's attacker.

WINNING A GAME

Each scenario has a number of objectives for the players, and achieving these will earn you the victory points shown in that scenario. The player with the highest victory point total at the end of the game is the winner (in the case of tied points, declare the game a gentlemanly draw).

Remember that the objectives may be the same for all players, or different depending on whether you are the scenario's attacker or defender.

MULTIPLE PLAYERS PER SIDE

When taking part in a multiplayer game, every player will still compete against one another. The victory points shown in a scenario should be awarded by player, rather than by side: this is an era of heroic personalities and shiny tin medals, and all aspiring Leaders – whether regular army or native – crave acknowledgement and reward. Therefore, keep a running total for each player, and the winner will be the player with the highest individual score at the end of the game, whether on the overall winning or losing side. This really can add quite an edge to proceedings!

You should, of course, also announce a team victory: it's only fair that the side that won the battle should get some sense of gratification. At the end of the game, whoever won with the highest individual score must then add up the combined victory points for the opposing side, to decide on team victory. (But remember, Victorian iconography tells us that the individual is more important than the team!)

Design Note

Depending on your choice of Field Force, some scenarios will be easier or harder, so I'd like to recommend a 'rematch' for each scenario, where you swap sides with your opponent and refight the battle. The player with the highest total of victory points over both battles is the winner.

SCENARIO A: JUST PASSING BY

Two opposing forces meet in the field, on their way to fulfil other orders. Although it's always good to have a pop at your enemy when the chance arises, both sides know that they should really be reporting in elsewhere, so fight a running engagement as they pass by one another.

SET-UP

- Both sides chose 24-point Field Forces.
- Play lengthways along the table.
- No special terrain rules, a fairly open table is recommended.
- The attacker starts along the upper half of the left edge and must move off the right edge.
- The defender starts along the lower half of the right edge and must move off the left edge.
- Players take it in turns to deploy one unit at a time, each one must have at least one model in contact with the table edge.

TACTICAL VALUES

- More Tribal units than opponent: +2
- More Cavalry units than opponent: +1

SPECIAL RULES

- The attacker is activated first in every turn.
- A unit is removed from play when the first model in it touches the opposite table edge. These units count as 'passed off the table' for objectives.
- If a unit retreats off the table, it does not count as 'passed off'.

ENDING THE SCENARIO

End the scenario when a number of turns have been played equal to two and a half times the minimum number of moves the slowest unit in the game will take to cross the board on the shortest line (so if the slowest unit moves at 6" and you're playing along the length of a 6' table, the game will last up to 15 turns).

End the scenario if any of the conditions noted in the section 'Ending the Game' apply.

These Eureka Miniatures US Marines and RN sailors don't have a clue what Mr Babbage has in store for them... Models painted by Ralph Plowman. (Ralph Plowman)



OBJECTIVES

BOTH PLAYERS

- +4 for the first unit in the game over half strength that passes off the table (only the first player to do so may claim this).
- +2 for every other unit at full strength that passes off the table.
- +1 for every unit over half strength that passes off the table.
- +1 for every enemy unit you destroy or force to retreat off the table.
- +1 for every enemy Leader casualty inflicted.

SCENARIO B: SEEK AND DESTROY

Colonial officer: "What's speculative, punitive, and ends with your cutlery stolen and your house burning down?"

Indignant local: "I don't know, what is speculative, punitive, and ends with my house burning down?"

Colonial officer: "The raid portrayed in this scenario, of course, Old Boy."

The attacker has been tasked with punishing the defender's village, kraal, or walled homestead: bring it tumbling down. The defender, naturally enough, is having none of it.

SET-UP

- Both sides chose 24-point Field Forces
- Within 18" of the table's centre point, the defending player places 5 buildings (village huts, tents, or whatever is appropriate). Low walls and village scatter may also be added (mostly for soft cover), but avoid any 'fortified' sites.
- The defender deploys up to 12 points on the table, again within 18" of the centre point. She has the remainder of her units to come into play when she chooses.
- The attacker deploys along any short table edge, with 1 model from each unit touching baseline. The defender's baseline is the opposite table edge.

TACTICAL VALUES

- More Tribal units than opponent: -2
- More Regular units than opponent: +2
- More Cavalry units than opponent: +1
- More Crewed Weapons than opponent: +2

SPECIAL RULES

- The attacker is activated first in every turn.
- The Buildings count as hard cover and obstacles, and each may be occupied by one Infantry unit. Each building has 10 Structure Points. Field guns (but not machine guns) may Shoot from distance (the buildings do not count as in cover, and always count as being at short range if in range), and other units in base contact may carry out Attacks against the building (rather than a defending unit). All successful hits reduce the building's Structure Points. If a building is reduced to 0 Structure Points or less, the building is removed from play and replaced with soft cover rubble. Any unit that was inside the building counts as destroyed.
- There may be walls around the village counting as obstacles and soft cover, but the village should not feel 'fortified'.
- The attacker may choose to retire units from the table – moving one model off allows the whole unit to retire. Such units do not count as casualties – this is a shrewd way for a punitive force to inflict damage quickly and then scuttle off before a counter-attack.

ENDING THE SCENARIO

The game ends after 12 turns or sooner if only one Field Force remains in play. If only the attacker remains in play, count all remaining buildings as destroyed.

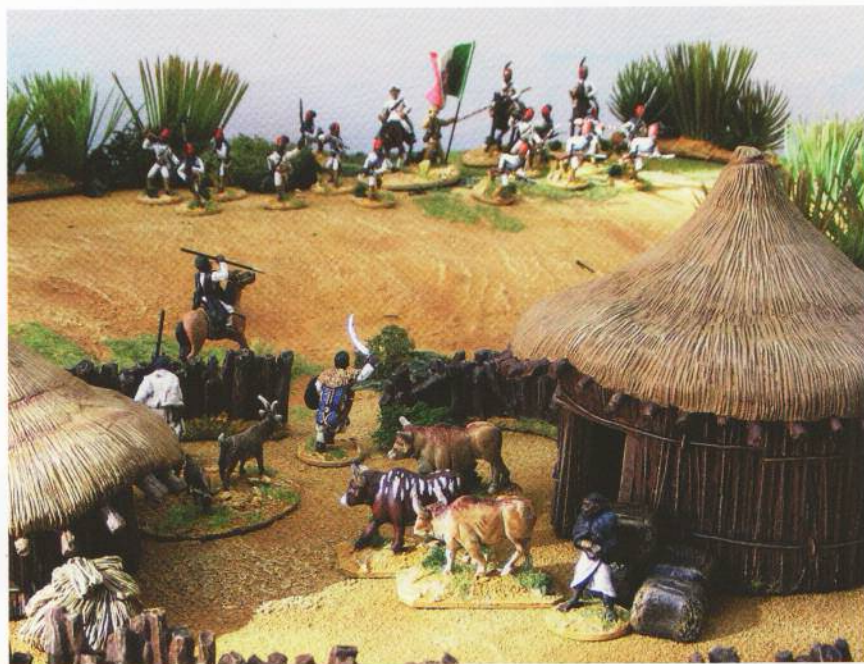
OBJECTIVES

DEFENDER

- +2 for each attacking unit routed or wiped out.
- +2 for each building remaining intact at end of game (unless the defender is no longer on table).

ATTACKER

- +3 for each building destroyed.



An Ethiopian village under attack by Eritreans and Italians. Models painted by James Morris, from Empress Miniatures, Foundry, Irregular Miniatures, and Castaway Arts. (James Morris)

OPPOSITE

New Zealand, 1840s: (L–R) Maori warriors and Chief Hone Heke Pokai of the Ngapuhi. By Richard Scollins © Osprey Publishing Ltd. Taken from *Men-at-Arms 224: Queen Victoria's Enemies (4): Asia, Australasia and the Americas*.

SCENARIO C: TO THE LAST BULLET

This scenario is broadly based on the actions of Sergeant Booth of 80th Foot, who organized a successful withdrawal of around 40 men from the slaughter of a Zulu ambush at Intombe River, 1879. His small group retreated in good order and held out in a farmhouse until relief arrived.

The defender must fall back and defend themselves, probably using the farmstead as a basis of their defence; the attacker is on an all-out attack and must keep up the pressure on the defenders.

SET-UP

- The attacker chooses a 24-point Field Force, the defender chooses an 18-point Field Force.
- Play lengthways along the table.
- The defender places all of his units within one move of the table's centre; the left edge is his baseline. Within 6" of the defender's baseline, place a farmstead, kraal, or similar walled defence that can accommodate one whole unit.
- The attacker then places his Field Force along the right hand edge, up to 6" in from the edge.

TACTICAL VALUES

- More Tribal units than opponent: +2
- More Regular units than opponent: -2
- More Cavalry units than opponent: +1

SPECIAL RULES

- The attacker is activated first in every turn.
- The farmstead counts as hard cover and an obstacle, but may only be occupied by one unit at a time. See the rules on 'Storming a Defence' for melee guidance.
- Keep a count of the number of consecutive turns in which the defender suffers no casualties – five bloodless turns in a row will end the game.
- You may choose to give the defender limited ammunition (if you can't agree, dice for it: on a 4–6 they have limited ammo). See the 'Limited Ammunition' rules for more details.

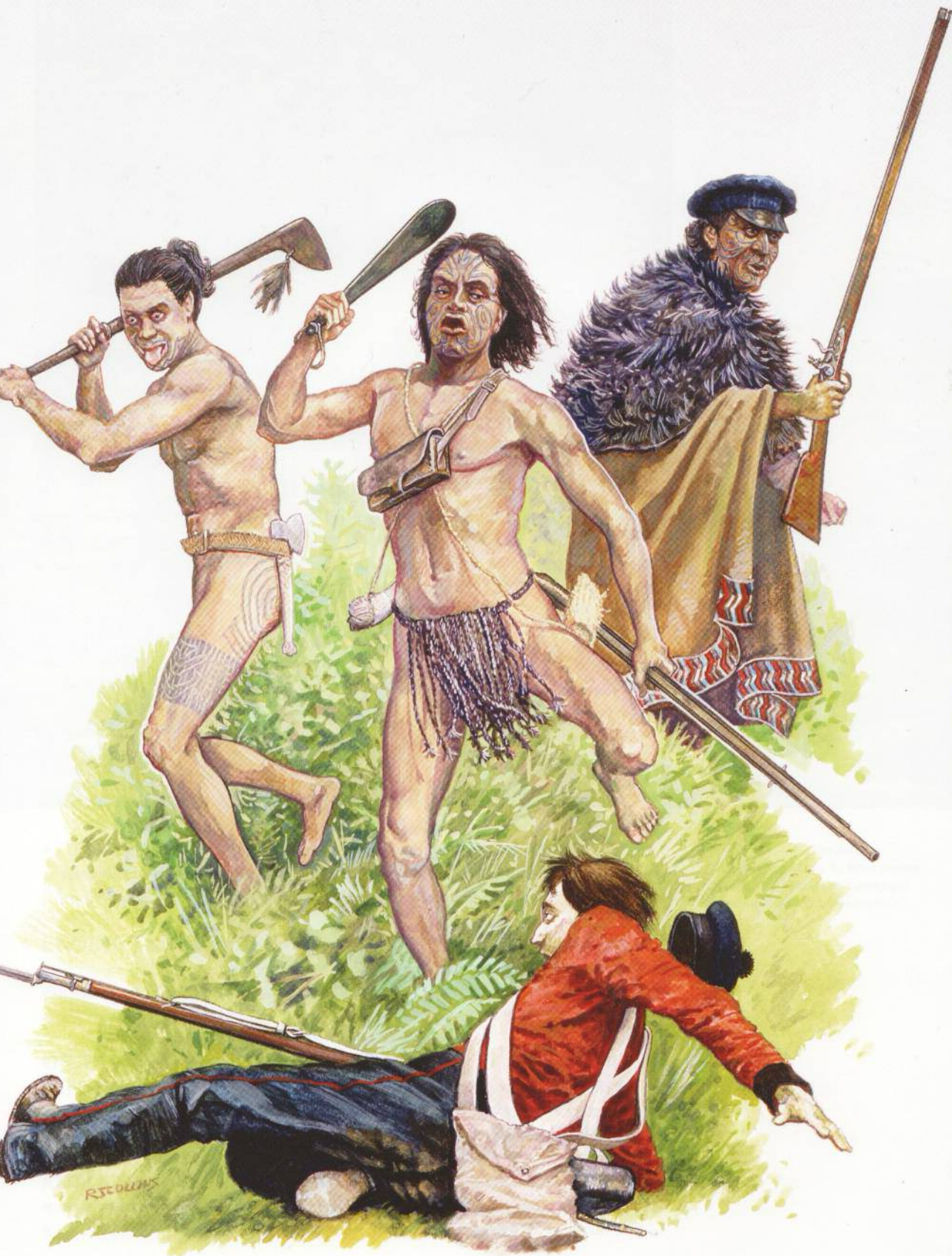
ENDING THE SCENARIO

Play until only one Field Force remains in play or until the defender has not taken any casualties for five consecutive turns (at the end of such a turn, the attackers lose interest and head off for easier pickings).

OBJECTIVES

BOTH PLAYERS

- +2 if you have an unpinned unit in the farmhouse when the game ends.
- +1 if the enemy Field Force routs or gives up before your Field Force does.
- +1 for every enemy unit you destroy or force to retreat off the table.





SCENARIO D: GET OFF MY LAND

The defender has been tasked with patrolling or surveying the local area, and must try to temporarily occupy a number of key sites on the tabletop; the attacker must urge these interlopers to 'get off my land'. The defender may also be scouting or herding cattle, for example.

SET-UP

- Both sides choose 24-point Field Forces.
- Divide the table into 6 areas of equal size (24" squares on a 6x4' table) and place terrain.
- Somewhere within each area, place a marker of some kind – a cairn of stones, a stationary herd of cattle, a small hillock – which indicates the 'key site' in that area. Take it in turns to place these, but add only one per area.
- The attacker then places all non-Tribal units and units without Fieldcraft freely on the table, no closer than their firing range from any table edge. See the special rules, below, for deploying the other units.
- The defender then places all units along any table edge of his choice; at least one model from a unit must be touching the table edge.

TACTICAL VALUES

- More Tribal units than opponent: +4
- More Regular units than opponent: -1
- More Cavalry units than opponent: +1

SPECIAL RULES

- The defender is activated first in every turn.
- The attacker keeps all Tribal units and any units with Fieldcraft off the table. Note down which area you wish to deploy them in and keep this secret. At the start of any of your activations, you may reveal one or more of your units' locations and deploy that unit anywhere in the noted area but no closer than their Speed value to any enemy unit. The unit may not take any further action this turn but may be activated as usual next turn.



- To successfully patrol an area, a defending unit must spend one turn on a Stand To order over or in contact with the marker. Once this has been done, it may move off, having successfully patrolled that area.

ENDING THE SCENARIO

End the scenario if the defender has successfully patrolled all 6 key sites and leaves the table, or when any of the conditions noted in the section 'Ending the Game' apply.

OBJECTIVES

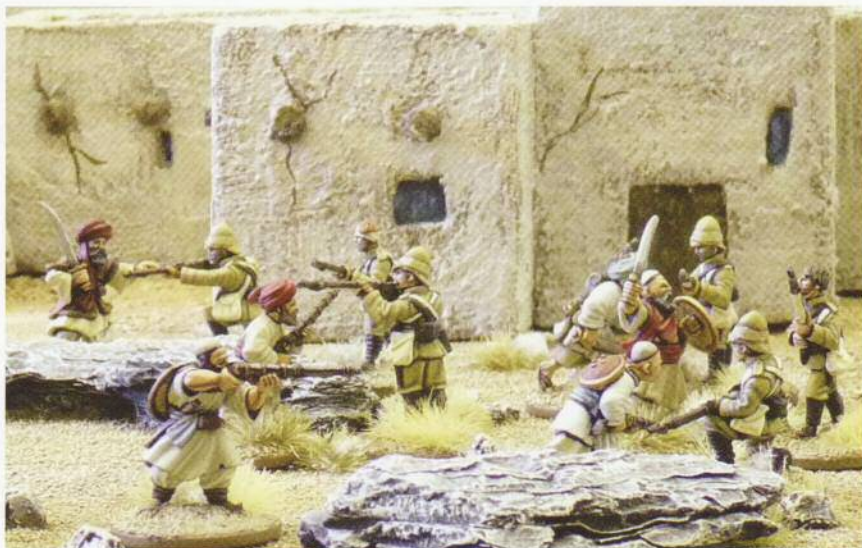
DEFENDER

- +3 for every area successfully scouted.
- +1 for every enemy unit you destroy or force to retreat off the table.

ATTACKER

- +2 for every area your opponent does not successfully scout.
- +2 for every enemy unit you destroy or force to retreat off the table.

South Africa, 1879: The British defence at Khambula. By Peter Dennis
© Osprey Publishing Ltd. Taken from
Weapon 26: The Martini-Henry Rifle.



SCENARIO E: RUN TO THE HILLS!

Run for your life! In the aftermath of a major battle, there was often a brutal pursuit to hunt down the fleeing fugitives. Depending on who is attacking and who is defending, the outcome of the battle may have been an Isandlwana or Adowa, or an Omdurman or Ulundi. Either way, the defenders must flee for their lives, and the attackers must take those lives from them.

SET-UP

- Both sides choose 24-point Field Forces.
- Play lengthways along the table.
- The defender places all of his units along the right edge of the table, and at least one model from a unit must be touching the table edge. His units must move off the left edge of the table.
- The attacker then deploys his units along the top and bottom table edges (the long sides); half of his units must be in the half of the table closest to the defender, half in the further half. At least one model from a unit must be touching the table edge.

TACTICAL VALUES

- More Tribal units than opponent: +2
- More Cavalry units than opponent: +2

SPECIAL RULES

- The defender is activated first in every turn.
- A unit is removed from play when the first model in it touches the opposite table edge. These units count as 'escaped' for objectives.
- If a defending unit retreats off the table, it does not count as 'escaped'.

ENDING THE SCENARIO

End the scenario when any of the conditions noted in the section 'Ending the Game' apply.

Defending units that have not escaped by the time the game ends are assumed to be cut off and do not count as escaped. Their fate lies beyond the scope of this scenario.

DEFENDER

- +3 for every unit over half strength that passes off the table.
- +1 for every unit under half strength that passes off the table.

ATTACKER

- +2 for every enemy unit you destroy or force to retreat off the table.

SCENARIO F: TAKE THE HIGH ROAD

The attacker has been tasked with assaulting a significant hill, a river crossing, a supply depot, a railroad junction, or another site than offers the defender some slight tactical advantage. The defender must repel this assault despite having a smaller force.

SET-UP

- The attacker chooses a 24-point Field Force; the defender has only 18 points.
- Play lengthways along the table.
- In the defender's third of the table, the attacker places the objective (recommended size approximately 6x6"), and both players lay the remaining terrain.
- The defender may deploy on, in line with, or anywhere behind the objective.
- The attacker places all of his units along his table edge, and at least one model from a unit must be touching the table edge.

TACTICAL VALUES

- More Regular units than opponent: +3
- More Irregular units than opponent: +1
- More Cavalry units than opponent: +2

SPECIAL RULES

- The attacker is activated first in every turn.
- To count as holding the objective, a player must have at least one unpinned model on the objective when the game ends, and none of his opponent's.
- To offset the defender's smaller force, you may wish to provide a reasonable amount of soft cover around the objective. Hard cover should only be placed in exchange for defending units.

ENDING THE SCENARIO

The game ends after 12 turns or sooner if only one Field Force remains in play.

OBJECTIVES

BOTH PLAYERS

- +5 if holding the objective when the game ends.
- +1 for every enemy unit you destroy or force to retreat off the table.

SCENARIO G: IT'S AWFULLY QUIET OUT THERE...

The defender's Field Force is marching along quite happily, watching the wildlife scamper and listening to exotic birds calls. Life isn't so bad after all. But then the bird calls suddenly stop and the attacker ruins it all by launching a dastardly ambush. The fight is on!

SET-UP

- The attacker has a 24-point Field Force, and the defender an 18-point Field Force.
- The defender deploys his force in the centre of the table, ideally in a column of march (although an alternative is that they have just struck camp and are milling about waiting to form a column). No Cavalry unit may be closer than its Speed value any table edge, and no other unit may be closer than four times its Speed value from any table edge.
- The defender has no formal defences whether in camp or not.
- When the defender has deployed, the attacker sets up along any or all table edges. At least one model from each unit must be touching the table edge.

TACTICAL VALUES

- More Tribal units than opponent: +4
- More Irregular units than opponent: +1
- More Regular units than opponent: -2
- More Cavalry units than opponent: +1

SPECIAL RULES

- The attacker is activated first in every turn.
- The attacker player may choose to melt away from the ambush if and when he feels enough damage has been inflicted. These units are removed from play when the first model in it touches a table edge and the commanding player wishes them to leave.

ENDING THE SCENARIO

The game ends after 10 turns or sooner if only one Field Force remains in play.

OBJECTIVES

DEFENDER

- +2 for any unit of half strength or more that remains in play at the end of Turn 10.
- +2 for every enemy unit destroyed or that retreats off the table (but not those which melt away).

ATTACKER

- +3 for every enemy unit destroyed or that retreats off the table.
- +1 for every unit that melts away before the end of Turn 10.

SCENARIO H: A SIGH OF RELIEF

The defender is tasked with protecting an immovable objective in the centre of the battlefield, awaiting reinforcements. The attackers, of course, needs to take the objective at all costs, preferably before the relief force gets in their way. The immovable objective is purely a token and takes no part in the action: this is a good use for some of the excellent models available for heliographs, medical corps, witch doctors, larger artillery, and so on.

This scenario is known in some officers' clubs as 'Relieving Lady Smith'. If this is the case, a suitable model/s should be used as the objective, quite possibly the

governor's or chieftain's daughter or wife surrounded with her small escort (we've all seen a movie where that happens).

SET-UP

- Both sides have a 24-point Field Force.
- The defender deploys between 6 and 10 points of his force in the centre of the table, no more than their Speed value from an immovable objective marker on the table's centre spot. These troops are the objective's escort.
- The defender has no formal defences set up.
- When the defender has deployed, the attacker chooses one table edge and sets up his entire Field Force along it. At least one model from each unit must be touching the table edge.
- The defender will use the table edge opposite the attacker as his baseline for reinforcements.
- The attacker has an interesting dilemma if playing on a rectangular table: deploy on the long edge to be closer to the objective, or on the short edge so that the relief column takes longer to hit the action.

TACTICAL VALUES

- More Tribal units than opponent: +4
- More Regular units than opponent: -4

SPECIAL RULES

- The attacker is activated first in every turn.
- The defender must roll at the start of each of his turns, from the second turn onwards, for reinforcements. Roll two dice and add the total together; the defender may deploy up to this many points of (whole) units along his base edge, with at least one model from each unit touching the edge. These units may not take any further action this turn but may be activated as usual next turn.
- The attacker must attempt to overrun the objective marker. To do so, the attacker must have at least one model from two different units in base contact with the objective at the start of his turn, and issue both with Stand To orders. If the attacker's models are still in base contact with the objective at the end of the defending player's next turn, the objective has been overrun and the targets slaughtered or broken.

ENDING THE SCENARIO

Play until the attacker has overrun the objective or only one Field Force remains on the table (the game may end before the full relief column has entered play, if all of the defender's on-table units are destroyed).

OBJECTIVES

DEFENDER

- +4 if the objective is not overrun.
- +2 for each enemy unit destroyed.

ATTACKER

- +2 for overrunning the objective, or if no Defending units remain on the table.
- +2 for each unit in the escort that is destroyed.
- +1 for each unit in the relief column that is destroyed.



Angus McBride

7. 24-POINT STARTER FIELD FORCES

The Field Forces shown here are examples of how you might wish to build your collection: they are not 'official army lists' that you should feel pressured into using. As always, it's even better if you've been able to research your own units (even if your primary sources are movies – there's nothing wrong with refighting Hollywood colonial history).

Remember that for the smaller size of battle refought using *The Men Who Would Be Kings*, unusual force compositions could exist: you might wish to field an all mounted cavalry scouting force, an 'Imperial' force comprising almost fully of native auxiliaries, or even just a bunch of rum-soaked sailors armed with rifles, beards, and Gatling guns.

ANGLO-EGYPTIAN WAR AND THE SUDAN

1. BEJA

- 4 x Veteran Fierce Tribal Infantry @ 20 points
 - 1 x Veteran Tribal Cavalry (Camels) @ 4 points
- (64 foot, 10 mounted)

2. BRITISH

- 3 x Regular Infantry @ 18 points
 - 1 x Regular Cavalry @ 6 points
- (36 foot, 8 mounted)

3. CAMEL CORPS 1884–85

- 3 x Elite Regular Mounted Infantry (Camels) @ 24 points
- (36 mounted or foot)

4. EGYPTIAN

- 3 x Irregular Infantry with Modern Rifles, poor shots @ 12 points
 - 2 x Unenthusiastic Irregular Cavalry (Bashi Bazouks) @ 6 points
 - 1 Regular Infantry (Sudanese) @ 6 points
- (48 foot, 16 mounted)

OPPOSITE

South Africa, 1838: (L–R) Boer Voortrekker, Mbelebele regiment warrior, Kokoti regiment warrior. By Angus McBride © Osprey Publishing Ltd. Taken from Elite 21: *The Zulus*.



Darrell Hindley's individually converted Perry Miniatures Mounted Infantry run into Beja opposition. (Darrell Hindley)

OPPOSITE

The Sudan, 1885–98: (L–R) Mahdist warrior, Amir, and standard-bearer. By Richard Scollins © Osprey Publishing Ltd. Taken from *Men-at-Arms 215: Queen Victoria's Enemies (2): Northern Africa*.

5. RIVER ARAB

- 2 x Irregular Infantry, poor shots @ 6 points
 - 2 x Fierce Tribal Infantry @ 8 points
 - 2 x Tribal Cavalry @ 6 points
 - 1 x Poorly Drilled Crewed Weapon @ 4 points
- (56 foot, 20 mounted, 1 gun)

ANGLO-ZULU WAR AND THE FIRST BOER WAR

6. BOER

- 3 x Irregular Mounted Infantry Sharpshooters with Fieldcraft @ 24 points
- (36 mounted or foot)

7. BRITISH

- 3 x Regular Infantry @ 18 points
 - 1 x Irregular Cavalry (NNH) @ 4 points
 - 1 x Unenthusiastic Tribal Infantry (NNC) OR upgrade 1 Regular Infantry to Sharpshooters or Elite @ 2 points (Tribal Infantry only usable in the Anglo-Zulu War)
- (36/52 foot, 8 mounted)

8. ZULU

- 3 x Fierce Tribal Infantry (Unmarried Regiments) @ 12 points
 - 3 x Veteran Tribal Infantry (Married Regiments) @ 12 points
- (96 foot)

DARKEST AFRICA

9. EXPLORERS

- 1 x Veteran Irregular Infantry Sharpshooters with Modern Rifles (Explorers) @ 8 points
 - 1 x Irregular Infantry (Askaris) @ 4 points
 - 4 x Irregular Infantry with Antiquated Muskets (Ill-equipped Askaris) @ 12 points
- (72 foot)

10. NAVAL LANDING PARTY

- 3 x Regular Infantry @ 18 points
 - 1 x Well Drilled Crewed Weapon @ 6 points
- (36 foot, 1 gun)



Perry Miniatures Egyptian infantry and artillery – sometime friend and sometime enemy of Victoria's empire. (Wargames Illustrated)



11. SLAVERS

- 3 x Irregular Infantry @ 12 points
 - 4 x Irregular Infantry with Antiquated Muskets @ 12 points
- (84 foot)

12. TRIBESMEN

- 1 x Elite Fierce Tribal Infantry @ 6 points
 - 6 x Tribal Infantry @ 18 points
- (112 foot)

FRENCH AFRICA

13. FRENCH FOREIGN LEGION

- 3 x Elite Fierce Regular Infantry @ 24 points
- (36 models)

14. FRENCH ARMÉE D'AFRIQUE

- 3 x Irregular Infantry (Tirailleurs) @ 12 points
 - 2 x Unenthusiastic Irregular Infantry (Penal battalion) @ 6 points
 - 1 x Regular Cavalry (Spahis) @ 6 points
- (60 foot, 8 mounted)

15. ARABIC

- 3 x Irregular Infantry with Fieldcraft @ 15 points
 - 1 x Irregular Cavalry @ 4 points
 - 1 x Unenthusiastic Tribal Cavalry @ 2 points
 - 1 x Tribal Cavalry @ 3 points
- (36 foot, 28 mounted)

16. DAHOMEY

- 1 x Veteran Irregular Infantry with Modern Rifles @ 6 points
 - 2 x Irregular Infantry @ 8 points
 - 1 x Fierce Elite Tribal Infantry (warrior women) @ 6 points
 - 2 x Unenthusiastic Tribal Infantry @ 4 points
- (84 foot)

ITALIAN INVASION OF ETHIOPIA, 1896

17. ITALIAN

- 1 x Elite Sharpshooter Regular Infantry (Bersaglieri) @ 9 points
 - 2 x Unenthusiastic Regular Infantry, Poor Shots @ 8 points
 - 1 x Tribal Infantry (Askaris) @ 3 points
 - 1 x Poorly Drilled Crewed Weapon @ 4 points
- (52 foot, 1 gun)

18. ETHIOPIAN

- 1 x Irregular Cavalry @ 4 points
 - 2 x Irregular Infantry @ 8 points
 - 2 x Veteran Tribal Infantry @ 8 points
 - 1 x Poorly Drilled Crewed Weapon @ 4 points
- (8 mounted, 56 foot, 1 gun)

NORTH WEST FRONTIER AND THE GREAT GAME

19. HONORABLE EAST INDIA COMPANY, 1840s

- 1 x Regular Cavalry with Lances @ 8 points
- 2 x Regular Infantry @ 12 points
- 1 x Irregular Infantry (Bengal) @ 4 points

(36 foot, 8 mounted)

20. KHALSA ARMY, 1840s

- 1 x Regular Cavalry OR Well Drilled Crewed Weapon @ 6 points
- 2 x Regular Infantry @ 12 points
- 1 x Elite Fierce Tribal Infantry (Akalis) @ 6 points

(36 foot, 8 mounted or 1 gun)

21. AFGHAN REGULARS, 1879

- 2 x Irregular Infantry @ 8 points
- 1 x Irregular Cavalry @ 4 points
- 2 x Tribal Infantry @ 6 points
- 1 x Well Drilled Crewed Weapon @ 6 points

(56 foot, 8 mounted, 1 gun)

22. BRITISH, 1879

- 3 x Regular Infantry @ 18 points
- 1 x Regular Cavalry OR Well Drilled Crewed Weapon @ 6 points

(36 foot, 8 mounted or 1 gun)

23. PATHAN, 1879

- 3 x Irregular Infantry @ 12 points
- 2 x Tribal Infantry @ 6 points
- 2 x Tribal Cavalry @ 6 points

(68 foot, 20 mounted)

24. GREAT GAME THEORETICAL RUSSIANS

- 2 x Unenthusiastic Regular Infantry, Poor Shots @ 8 points
- 1 x Regular Cavalry @ 6 points
- 1 x Irregular Cavalry (Cossacks) @ 4 points
- 1 x Well Drilled Crewed Weapon @ 6 points

(24 foot, 16 mounted, 1 gun)

THE OLD WEST

25. APACHE

- 3 Veteran Irregular Mounted Infantry with Modern Rifles and Fieldcraft @ 24 points

(36 mounted or foot)

26. PLAINS TRIBES

- 2 x Tribal Infantry with Bows @ 10 points
- 1 x Irregular Infantry with Fieldcraft @ 5 points
- 3 x Tribal Cavalry @ 9 points

(44 foot, 30 mounted)





Rag-tag British infantry in the Eighth Cape War. Models by 1st Corps. (Wargames Illustrated)

27. US CAVALRY

- 4 x Veteran Irregular Cavalry with Modern Carbines @ 24 points
(32 mounted)

THE PIG WAR GONE HOT

I think we'd all agree that sizzling bacon is worth fighting over. Rather than sending colonial units into Space (although Victorian Sci-Fi is very playable with these rules: Little Green Zulus From Mars, anyone?), I prefer to daydream about the time that Britain and America might have clashed over a shot pig: San Juan, 1859.

28. AMERICAN

- 2 x Regular Infantry @ 12 points
- 2 x Irregular Infantry (Militia) @ 8 points
- 1 x Irregular Cavalry @ 4 points
(48 foot, 8 mounted)

29. BRITISH

- 1 x Elite Sharpshooter Regular Infantry (Guards) @ 9 points
- 1 x Fierce Regular Infantry (Highlanders) @ 7 points
- 1 x Irregular Infantry (Militia) @ 4 points
- 1 x Irregular Cavalry (Volunteer Cavalry) @ 4 points
(36 foot, 8 mounted)

AND FINALLY...

The list you were waiting for, based on the movie more than Kipling's words (courtesy of Matt Perks):

30. DANNY AND PEACHEY'S PRIVATE (KAFIRISTANI) ARMY

- 1 x Veteran Tribal Cavalry @ 4 points
- 1 x Irregular Infantry with Fieldcraft @ 5 points
- 5 x Tribal Infantry @ 15 points
(92 foot, 10 mounted)

* * * *

And in the same manner as this book began, let's end with a thought for the day from Brother Kipling:

When you're wounded and left on Afghanistan's plains, And the women come out to cut up what remains, Jest roll to your rifle and blow out your brains, An' go to your Gawd like a soldier.

OPPOSITE

The North-West Frontier, 1897: (L-R) British private, Havildar (30th Punjab Infantry), and Sowar (10th Bengal Lancers). By Angus McBride © Osprey Publishing Ltd. Taken from Men-at-Arms 72: North-West Frontier 1837-1947.

QUICK REFERENCE SHEET

ACTIVATING YOUR UNITS

- At the Double (any unit except Crewed Weapons)
- Attack (any unit except Crewed Weapons)
- Fire (any unit)
- Form Close Order (Regular Infantry only)
- Go to Ground (Tribal Infantry only)
- Move (any unit)
- Rally (any unit)
- Skirmish (any unit except Crewed Weapons)
- Stand To (any unit)
- Volley Fire (Regular Infantry only)

FREE ACTIONS

Unit Type	Free Actions
Regular and Irregular Infantry	Fire, Stand To
Tribal Infantry	Move, Stand To
All Cavalry	Attack, Stand To
Crewed Weapons	Stand To
All Pinned units	Must attempt to Rally as a free action

TESTING TO TAKE NON-FREE ACTIONS

Roll two dice and add the total, modified by the unit's Discipline:

- If the total is equal to or higher than your Leader's Leadership value (or 8+ if Leaderless), the unit succeeds and carries out that action.
- If the total is lower, the unit fails. It remains stationary, taking no action at all.

THE PINNING TEST

Roll two dice, add the total, and from this:

- Subtract one for every casualty that the unit has taken in the action causing this test (0 when caused by friends being removed from play)
- Modify by the unit's Discipline

The result must equal or better the Leadership value of the unit's Leader to pass the test (or 8+ if Leaderless). Resolve the outcome shown below immediately:

- If passed, the unit does not add any additional markers, but retains any Pinned markers it already has.
- If failed, the unit retains its Pinned markers, and adds one additional marker.

THE RALLY TEST

To take a Rally test, roll two dice, add the total, and from this:

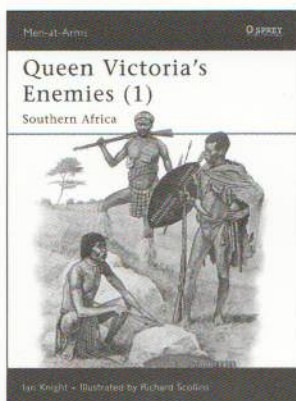
- Subtract one for every Pinned marker the unit has
- Modify by the unit's Discipline

The result must equal or better the Leadership value of the unit's Leader to pass the test (or 8+ if Leaderless). Resolve the outcome shown below immediately:

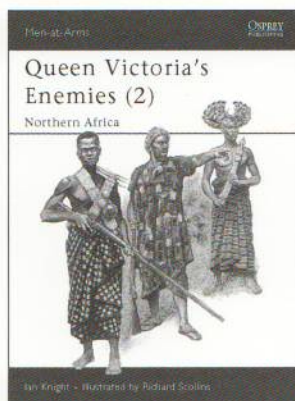
- If passed, the unit is no longer Pinned and removes all Pinned markers. It may take no further action in your turn, but unless the unit is Pinned again before your next activation phase begins, it can be activated as normal at that time.
- If failed but the final total is above 2, the unit remains pinned. It must also immediately retreat a half move (see the later section on Retreating).
- If failed and the final total is 2 or less, the units immediately routs and is removed from the game.

Firearms Table			
Weapon	Short Range	Long Range	Notes
Modern Rifle	0-12"	12-24"	
Obsolete Rifle / Modern Carbine	0-9"	9-18"	
Antiquated Musket / Obsolete Carbine	0-6"	6-12"	
Field Gun	0-16"	16-36"	2 dice per crewman. Cover counts as 1 point less.
Machine Gun	0-12"	12-24"	3 dice per crewman. May jam.
Foot Bows	0-6"	6-12"	Old school! Usable only by infantry (for cavalry bows see below).
Tribal spears and rag tag muskets / Mounted Bows	0-6"	None	Tribal Infantry carry a variety of short range missiles. Includes mounted bows.

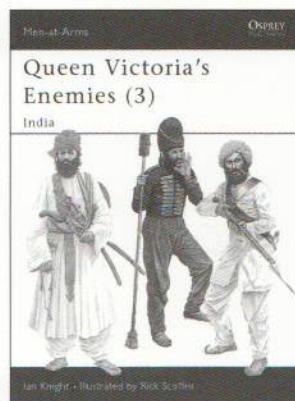
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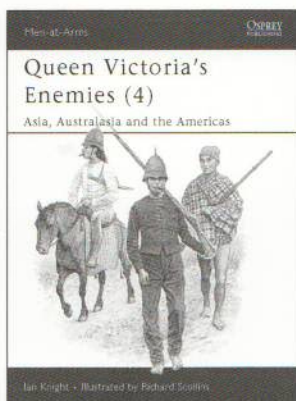
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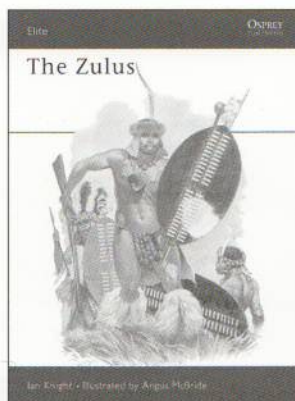
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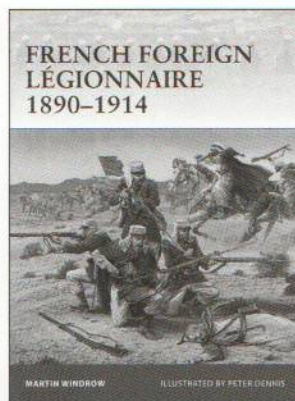
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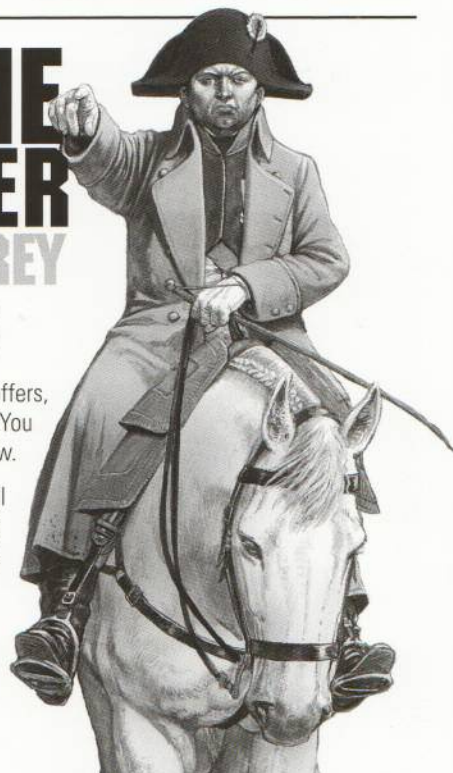
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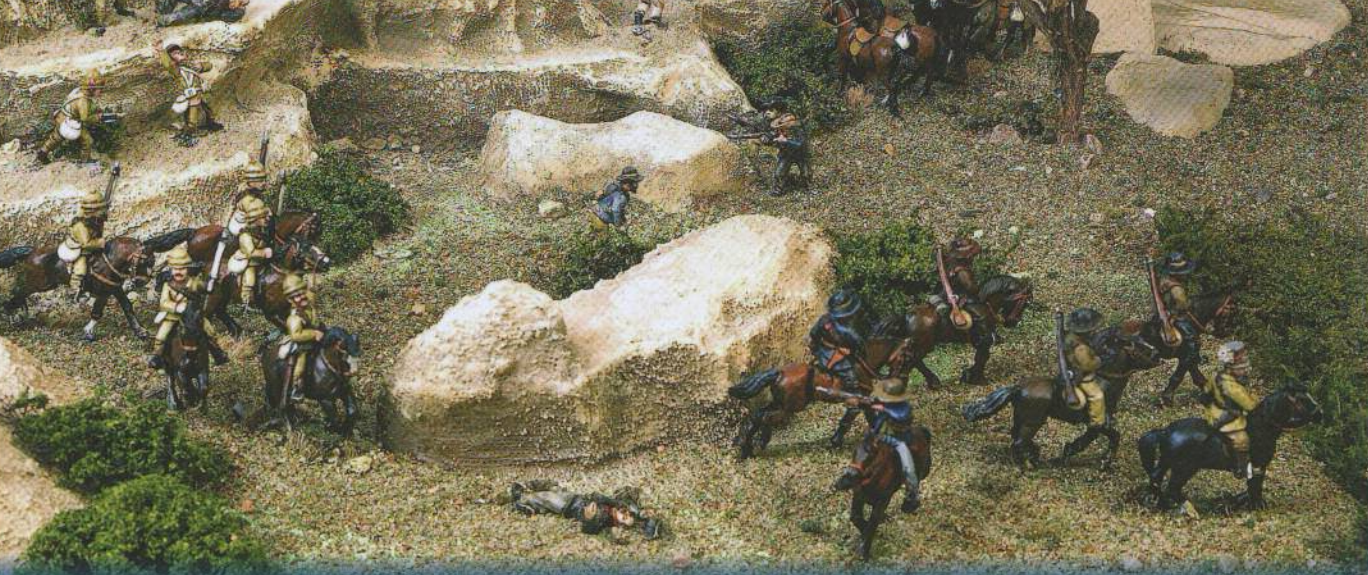
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THE MEN WHO WOULD BE KINGS

Colonial Wargaming Rules

The Men Who Would Be Kings is a miniatures game offering you the chance to command small armies of red-coated soldiers or exotically dressed tribesmen, and lead them across the North-West Frontier, the South African veldt, or the sands of North Africa. Designed for fighting historical or Hollywood colonial battles, these rules by Daniel Mersey (*Dux Bellorum*, *Lion Rampant*, *Dragon Rampant*) focus on the policing and punitive actions that European nations carried out to maintain control of their vast empires, the raiding and feuding traditions of the peoples whom these colonial powers sought to conquer, and the countless brief, frantic skirmishes where either side could be victorious. Game play is intentionally simple and cinematic, and your success is driven by the quality of the officers and warlords leading your units: the rules play up the feeling of Victorian derring-do and adventure, where larger-than-life characters such as (the real) Fred Burnaby and (the fictitious) Harry Flashman lead their troops to glory and medals... or a horribly painful end on the point of a glistening spear.

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