



"In Good Company" Simple Colonial Rules

By Kevin White

(Originally Published in *Lone Warrior* 168)

Organisation

Foot units comprise companies of 10 figures

Horse units comprise troops of four figures

Artillery and machine guns comprise batteries of one gun plus three figures

Command and Control

Make up

2 cards for each foot unit

2 cards for each machine gun and cannon unit

3 cards for each Zulu unit

3 cards for each horse unit

1 STOP card

Shuffle all the cards together and then draw from the pack. When a unit's card is drawn they may

- move
- fire
- move and fire*
- fire and move*

*Machine guns and cannon may NOT move and fire.

When the STOP card is drawn the turn ends.

Movement

Foot units move 4 hexes

Zulu units move 6 hexes

Horse units move 8 hexes

Supply trains move at the same rate as the slowest escorting unit

Firing

All firing takes place at effective range.

Hand hurled weapons (spear, etc.)	5 hexes
Pistol	20 hexes
Rifle	40 hexes
Machine Gun	40 hexes
Cannon	60 hexes

Hand hurled weapons, pistols and rifles

Throw 1 die per two figures in the unit eligible to fire (e.g. 10 figure unit throws 5 dice). If there are an odd number of figures in the unit go DOWN one die (e.g. a 9 figure unit throws 4 dice, a 5 figure unit 2 dice, etc. A single figure has no effective fire).

If a unit is moving as well as firing it goes DOWN one die.

If the target is in cover go DOWN one die.

Every 6 scored is a casualty.

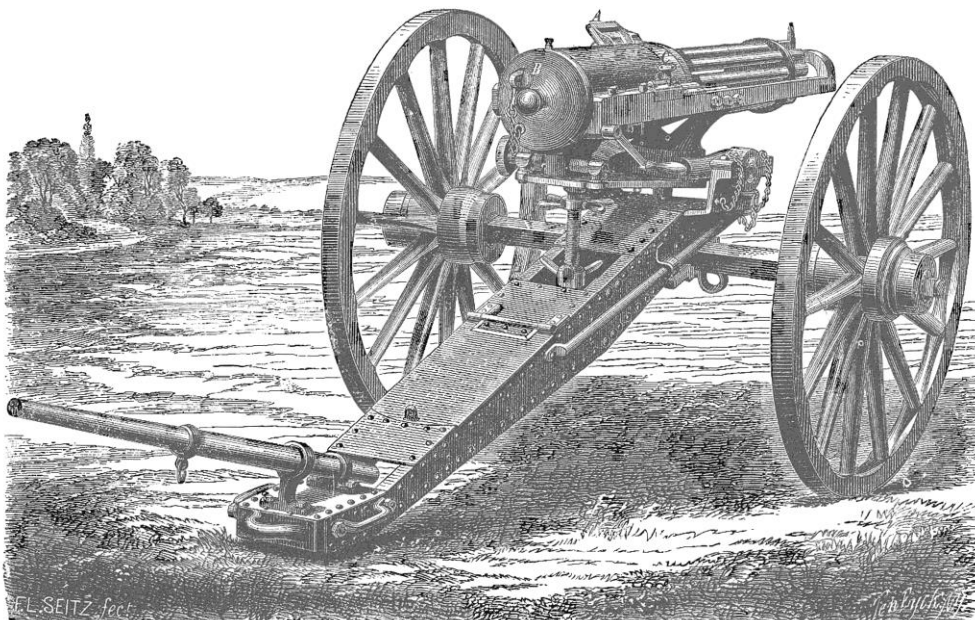
Machine guns and cannon

Throw 2 dice per crew figure. As long as there is at least one crew member machine guns and cannon may fire effectively.

Machine gun every 4,5,6 is a casualty (2 or more 1's mean the gun jams. Clear the gun with a throw of 2 or more 6's).

Cannon every 5,6 is a casualty

All casualties go to the Hospital.



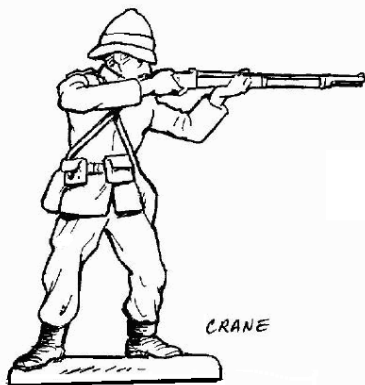
Melee

Figures fight on a one-to-one basis. Highest score wins. Loser goes to the Hospital.

Mounted v. Foot	+1 (to die score)
Lancers	+1 (to die score; first round only)
Attacking rear of enemy unit	+1 (to die score)

End of turn

Once the STOP card has been drawn check each figure in the Hospital.



1,2	Return to Unit
3,4	Stay in the Hospital
5,6	Dead

Shuffle all the cards together and begin the next turn.

Acknowledgements

I am indebted to Don Bailey for the concept of the Hospital. In his rules "Pith Helmet" he has something called the Rally Zone which is effectively what I have called the Hospital. I have tweaked it a bit to suit my style of play. Those wargamers of a certain vintage will also see something of Don Featherstone's saving throws in this mechanism.

It's an interesting mechanism because troops go "missing" from the action for a while. This affects the unit's capability until such time as they return or are acknowledged to be dead. A little more uncertainty and unpredictability for the solo commander!



In Good Company Quick Reference Card

Command & Control	Firing	End of turn
<p>2 cards for each foot unit 2 cards for each machine gun and cannon unit 3 cards for each Zulu unit 3 cards for each horse unit 1 STOP card</p>	<p>All firing takes place at effective range.</p> <p>Hand hurled weapons (spear, etc.) 5 Pistol 20 Rifle 40 Machine Gun 40 Cannon 60</p> <p>Machine guns and cannon may NOT move and fire.</p>	<p>Once the STOP card has been drawn check each figure in the Hospital.</p> <p>1,2 RTU 3,4 Stay in the hospital 5,6 Dead</p> <p>Shuffle all the cards together and begin the next turn.</p>
Movement	<p><i>Hand hurled weapons, pistols and rifles</i></p> <p>Foot units 4 Zulu units 6 Horse 8</p> <p>Supply trains move at the same rate as the slowest escorting unit</p> <p>1D6 per 2 figs (odd # of figs go down one die (e.g.7 figs throw 3 dice, etc.) If a unit moves as well as firing go down 1 die. Target in cover go down 1 die A single figure has no effective fire.</p> <p>All 6's are casualties*</p>	
Melee	<p><i>Machine guns (3 crew)**</i></p> <p>Throw 2 dice per crew figure. every 4,5,6 is a casualty* 2 or more 1's mean the gun jams. Clear the gun with a throw of 2 or more 6's.</p> <p>Mounted v. Foot +1 Lancers (first round only) +1 Attacking enemy rear +1</p>	
	<p><i>Cannon (3 crew)**</i></p> <p>every 5,6 is a casualty*</p>	
	<p>*All casualties go to the Hospital</p> <p>** As long as there is at least one crew member, machine guns and cannon may fire effectively</p>	