

SPECIAL OPTIONAL RULES- COLONIAL PERIOD

The following optional rules are designed for use with Arc of Fire for battles set in the Colonial Period.

Colonial Armies (Native and Western) may use two additional modes, **Mass Mode** (for Natives) and **Close Order Mode** (for Western forces). A standard TAC roll is required to shift to these modes with failure inducing a switch to Confused Mode. A unit may only shift to Mass or Close Order Mode when 100% of the elements of the unit are within **6"** of their active leader and at least 75% of the elements are touching the active leader or touching an element who traces a chain of touching elements back to the active leader. The following two tables present an outline of the rules for the period:

GENERAL COLONIAL RULES
<ul style="list-style-type: none"> /// Natives add one inch to movement in all terrain in any mode. /// When an element receives a wound result in combat, roll an Individual Morale Check; if <i>passed</i>, ignore the wound(the person has shrugged it off), if <i>failed</i> remove the element. /// In Close Combat, results are not simultaneous. Resolve attacks and effects in the following order, 1) Lance armed, 2) Spear or Bayonet (rifle) armed, 3) Sword, Axe or other armed. /// When elements break, they automatically run away from the enemy toward cover but will only stray a maximum of 12" from the bulk of the unit (in other words, they will linger back in the best cover available). When a broken element rallies, they automatically move back to the unit.

MASS AND CLOSE ORDER MODE CHART		
MASS MODE (Natives)	SITUATION/MODIFIER	CLOSE ORDER MODE (Western)
Units in Mass Mode are spotted at two times (x2) Advance Mode distance	Spotting Modifier (for spotting units in Mass or Close Order)	Units in Close Order are spotted at two times (x2) Advance Mode distance
none	Movement	½ for all terrain
+1 <i>die-roll modifier</i>	Firing at Unit in Mass or Close Order	+1 <i>die-roll modifier</i>
none	Firing by Ranks	First two ranks of Western elements may fire (second rank may fire through the elements of the first rank)
+1 <i>die-roll modifier</i>	Unit Morale Check Modifier (for units in Mass or Close Order)	+1 <i>die-roll modifier</i>
none	Close Combat & Close Combat Ratio	<ul style="list-style-type: none"> /// Native elements from units in Confused Mode may never initiate Close Combat with Western elements in a unit that is in Close Order Mode /// No more than two natives per Western element may engage in Close Combat (as opposed to 4:1 Ratio)