

ANGLO-CHEROKEE WAR TACTICAL CARDS

NB: For these cards the term *British Forces* also applies to any local or allied unit fighting the Cherokee

The Rules for the Cards

- Place all of the cards face down
- Each player draws three cards randomly and keeps them secret
- Each card can only be used once during the battle
- The card may be played at any time even during an opposing player's turn
- However, a card must be played before any dice are thrown.

<p>LET US SLAY THEM!</p> <p>Applies to the Cherokee</p> <p>A group of Warriors will automatically charge the nearest British unit and can reroll any dice which fail to score a hit in the 1st round of combat.</p>	<p>WE ARE WARRIORS!</p> <p>Applies to the Cherokee</p> <p>A group of Warriors are veterans of combat and may reroll failed Break Tests caused by shooting</p>	<p>ARE YOU TRULY WARRIORS?</p> <p>Applies to the Cherokee</p> <p>The leader of a group of warriors inspires them and they will automatically rally if they are falling back or fleeing</p>	<p>AMBUSH AHEAD!</p> <p>Play on British Forces</p> <p>A British unit within 6 inches of an area of bad going believes the Cherokee are waiting in ambush and so decides to fall back 1 full move.</p>
<p>PROTECT OUR HOMES!</p> <p>Play on British Forces</p> <p>A unit of Militia or allied warriors believes the Cherokee are raiding their homes and begins to withdraw. Only the Overall Commander may try to halt it</p>	<p>LACK OF WATER!</p> <p>Play on British Forces</p> <p>A British unit desperately needs water and has to halt to take a drink: it will defend itself if attacked but otherwise does nothing else this turn.</p>	<p>WHAT A BRAVE FELLOW!</p> <p>Applies to British Forces</p> <p>The bravery of an officer or Leader inspires his men and his unit automatically passes its next Break Test.</p>	<p>INDEPENDENT FIRE!</p> <p>Applies to British Forces</p> <p>For one round of shooting the unit is allowed to pick their targets and may reroll any dice which fail to hit</p>
<p>DEADLY VOLLEY!</p> <p>Applies to British Forces</p> <p>A unit can fire twice this turn but as it has to reload between shots it must remain stationary and cannot move</p>	<p>USE THE BAYONET!</p> <p>Applies to British Forces</p> <p>A Unit charges the nearest Cherokee group It can reroll any dice which fail to score a hit in the 1st round of combat.</p>	<p>LACK OF POWDER!</p> <p>Play on a Cherokee group</p> <p>The group are low on gun powder and so they must conserve their shots – they lose ½ their Dice for all Shooting attacks during this battle</p>	<p>PROTECT OUR HOMES!</p> <p>Play on a Cherokee group</p> <p>Believing that their loved ones are in danger, a group of Cherokee warriors begins to withdraw. Only the Overall Chief may try to halt it</p>
<p>LOW ON AMMUNITION!</p> <p>Play on your Foe</p> <p>A unit or group of warriors runs low on ammunition. Roll 1D6 – they have that number of shots left for the battle</p>	<p>WE CAN WIN!</p> <p>Play on your own Forces</p> <p>Sure of its own battle winning qualities a unit or group of warriors will automatically pass 1 Break Test during the battle.</p>	<p>WE UNDERSTAND!</p> <p>Play on your own Forces</p> <p>A unit or group of warriors fully understands its orders and can perform any order this turn without taking an order test</p>	<p>CONFUSED!</p> <p>Play on your Foe</p> <p>A unit or group of warriors misunderstands its orders and it automatically fails its order roll this turn</p>