

Using Rebels and Patriots for the Cape Frontier Wars

Although **The Men who would be Kings** would seem to be the obvious choice for a rule set for these conflicts, I find that the troop types in **Rebels and Patriots** better describes the fighting abilities of those involved in the Cape Frontier Wars.

Crown and Local Forces

Unit	Type and Abilities	Points
Regular Infantry	Line infantry	4
	OR Light Infantry	6
British Rifles	Veteran Skirmishers who are Sharpshooters	7
British Cavalry	Aggressive Light Cavalry	5
	OR If Lance Armed, Shock Cavalry	6
Dismounted Cavalry	Aggressive Skirmishers	3
Cape Mounted Rifles	Aggressive, Mounted Skirmishers who are Good Shooters	7
Boer Commando/Militia	Mounted Skirmishers who are Good shooters	6
Cape Town Militia	Line infantry that are Poor Shooters	3
	OR Skirmishers	2
Fingoe Militia	Natives	4
	OR Aggressive Skirmishers	3
Royal Artillery	Light Artillery	4

Xhosa Forces

Unit	Type and Abilities	Points
Xhosa Warbands	Natives	4
	OR Aggressive Skirmishers	3

Special Rules: If under the guidance of a "*Prophet Chief*" who has convinced his followers that he can turn "*bullets into water*" and they are within 12" of that figure they may reroll the outcome of any **Rally** or **Morale** Test which resulted from casualties inflicted from shooting.

Sample Forces

Although my games tend to be scenario driven I have given two sample forces to the value of 24 points as suggested by the rules.

24 point Crown and Local Force

- 1 x Line Infantry @ 4 pts
- 1 x Veteran Skirmishers who are Sharpshooters @ 7 pts
- 1 x Aggressive, Mounted Skirmishers who are Good Shooters @ 7 pts
- 1 x Line infantry that are Poor Shooters @ 3pts
- 1 x Aggressive Skirmishers @ 3 pts

24 point Xhosa Force

- 6 x Natives @ 4pts
- OR 8 x Aggressive Skirmishers @ 3pts
- OR 3 x Natives @ 4pts & 4 x Aggressive Skirmishers @ 3pts

CAPE WARS TACTICAL CARDS

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

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 Xhosa</p> <p>A Xhosa group will automatically charge the nearest Crown unit and can reroll any dice which fail to score a hit in the 1st round of combat.</p>	<p>BULLETS TO WATER!</p> <p>Applies to the Xhosa</p> <p>A Xhosa leader convinces his warriors bullets cannot harm them – the unit may now reroll failed Break Tests caused by shooting</p>	<p>ARE YOU TRULY WARRIORS?</p> <p>Applies to the Xhosa</p> <p>The leader of a group of Xhosa inspires his warriors who automatically rally if they are falling back or fleeing</p>	<p>AMBUSH AHEAD!</p> <p>Play on Crown Forces</p> <p>A Crown unit within 6 inches of an area of bad going believes the Xhosa are waiting in ambush within it and so decides to fall back 1 full move.</p>
<p>PROTECT OUR HOMES</p> <p>Play on Crown Forces</p> <p>A unit believes the Xhosa have gone around them to raid their homes and begins to withdraw.</p> <p>Only the Overall Commander may try to halt it</p>	<p>HEAT STROKE!</p> <p>Play on Crown Forces</p> <p>A European Officer or Leader collapses and his unit has to stop whilst he recovers– it will defend itself if attacked but otherwise does nothing else this turn.</p>	<p>WHAT A BRAVE FELLOW!</p> <p>Applies to Crown 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 Crown 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 Crown 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 Crown Forces</p> <p>A Unit charges the nearest Xhosa group</p> <p>It can reroll any dice which fail to score a hit in the 1st round of combat.</p>	<p>NO GUN POWDER!</p> <p>Play on a Xhosa group</p> <p>The group's muskets are out of gun powder and so they cannot shoot them for the rest of the battle – they lose ½ their Dice for all Shooting attacks</p>	<p>HE CANNOT BE KILLED!</p> <p>Play on a Xhosa Group</p> <p>Unable to hurt a European Officer a group of Xhosa warriors panics and begins to withdraw.</p> <p>Only the Xhosa 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 or spears 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>