

## 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