

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>