

Farmers vs. Empire

The Second Boer War 1899 – 1902

STRATEGIC WARGAME

Rulebook

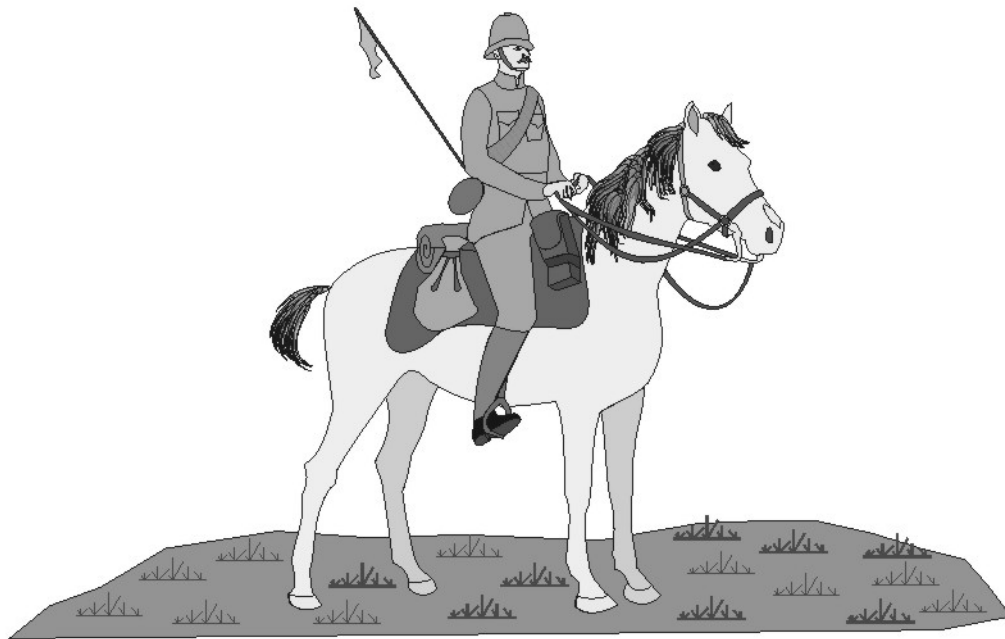


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1.0 Introduction.

Game represents the struggle that was taking place during Second Boer War (1899 - 1902).

Gameplay consists of four Turns, out of which every single Turn is divided in 22 Rounds. During Rounds players perform certain Actions. I and II Turns depicts regular phase of the war. Turns III and IV are designed in different manner, because they represent a distinct guerilla warfare phase of the war.

2.0 Game components.

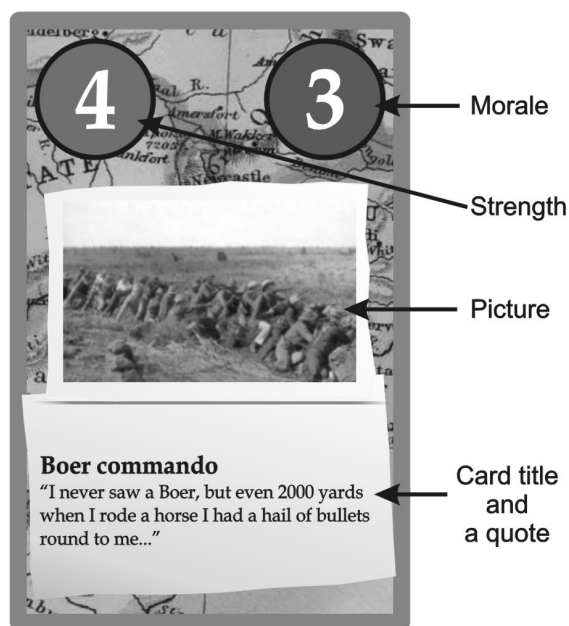
Game "The Second Boer War 1899 - 1902" consists of following components:

- 32 battle cards;
- 114 die-cut counters;
- one map (821x574 mm);
- rule book (12 pages);
- scenario card with description of the game events;
- one 6-sided die.

Battle Cards. They represent the army units participating in combat. Cards have to be divided into two decks, one for the Boer player and another for the British player. Both decks have Single Use and Multiple Use Cards - quoted text is printed in black. Multiple Use cards, after resolving the procedure for combat and checking for losses, always return to their owner's hand. Single Use Cards, after each use (i.e. during siege procedure "**Boer artillery**", or during combat "**British cavalry**") become inactive. Players retains them, but cannot use them until their next round.

Example: During resolution of battle, British was an active player and used Single Use Card "British cavalry". In next round he is Second and cannot use that card. He will be able to do so, when he will become once again an active player.

Picture below shows a battle card.



Single Use Boer Cards.

Boer artillery – Boer artillery consisted of less than 100 guns of different calibre. It was never used in concentrated groups. However, thanks to efficient leadership and proper positioning, it was an useful weapon during battles with British infantry and artillery too, but with a lesser extent.

Quote on the card:

„Have we not more of them already than we can use?“ - Gen. Piet Joubert

<http://www.angloboerwar.com>

Volunteers from Europe – number of volunteers that arrived from Europe in aim to fight alongside Boers isn't exactly agreed upon (estimations make for 2000 soldiers). They were people who sympathized with small states of white colonists in their struggles against the Empire. Volunteers proved their dedication and bravery many times. They came mostly from European countries.

Quote on the card:

„Next to God we can thank the Scandinavians for our victory.“ - Gen. Piet Cronje after the Battle of Magersfontein.

http://en.wikipedia.org/wiki/Battle_of_Magersfontein

Z.A.R.P. – Zuid Afrikaansche Republike Politie. The only (apart from Boer artillery) fully dressed in military uniforms and equipped formation that consisted of around 2700 Transvaal policemen. Every Boer leader could count on its heroism and determination.

Quote on the card:

„The enemy stood their ground with great gallantry, and only left their position when the Rifles were among them and the Inniskilling Fusiliers on their flank, between 20 and 30 of them keeping up the fire until actually made prisoners.“ - gen. Buller to marshal Roberts about the Battle of Belfast.

<http://gmic.co.uk/index.php/topic/36681-the-zuid-afrikaansche-republike-politie-zarps/>

Multiple Use Boer Cards.

Boer commando – militias composed of free citizens from both Boer republics were organized in so called commandos. They ranged from 300 to 3000 soldiers. Depending on the region, available equipment and training they represented variable strength in battle.

Quotes on the cards:

„Through God and the Mauser.“ - saying

„But it was impossible, with my three hundred and fifty men, to surround two thousand.“ - Ch. de Wet, "Three years war"

<http://www.gutenberg.org/files/18794/18794.txt>,

„God shall thus fight for you..."

If you hold the hill, dead or alive, you hold everything.“ - Paul Kruger, president of Transvaal Republic, to general Louis Botha Pakenham, "The Boer War", Abacus, p. 207

„The troops shall be under the command of officers, ranking upwards as follows : Assistant Field Cor-

nets, Field Cornets, Commandants, and Commandant-General."
Constitution of South African Republic (Transvaal).

"We and our horses had marched for forty hours on end, and we were all but finished for lack of sleep and rest." D. Reitz, Commando
<http://www.ourcivilisation.com/smartboard/shop/reitzd/commando/index.htm>

"Galloping black-coated horsemen moving forward in groups of twenty, fifty, a hundred, continuous living stream..."
The South Australian Register, Friday, April 27, 1900

"I never saw a Boer, but even 2000 yards when I rode a horse I had a hail of bullets round to me."
Pakenham, "The Boer War", Abacus, p. 195

"By daybreak the English had crept up to within a short distance of our lines. It was the Krupp and the Maxim-Nordenfeldt that gave our answer." - Ch. de Wet "Three years war"
<http://www.gutenberg.org/files/18794/18794.txt>,

"All the Catholics and Irishmen of the Free State were loyally with the Federal cause from the beginning." - M. Davitt, "The Boer fight for freedom"
http://www.forgottenbooks.com/readbook_text/The_Boer_Fight_for_Freedom_1000352208/333

Single Use Empire cards.

British cavalry – thanks to cavalry formations British managed few times to envelop larger Boer forces. However, from the perspective of the conflict, Empire continuously felt lack of cavalry and mounted infantry. Particularly in the guerilla phase of war cavalry helped to track Boer commandos and fix them in one place.

Quote on the cards:

"There also - thank Heaven, thank Heaven! - were squadrons of Lancers and Dragoon Guards storming in among them, shouting, spearing, stamping them into the ground." - Journalist Steevens during battle of Elandslaagte, where British cavalry made a successful charge.
Pakenham, "The Boer War", Abacus, p. 139

The Scots, The Irish – National brigades of Scots and Irishmen served with distinction during the war. Scots had a reputation of very resilient and experienced fighters since long time ago. Irishmen though they sympathized with Boers, also had to participate in war.

Quotes on the cards:

*"The Great Argyll he goes before,
He makes the cannons and guns to roar,
With sound o' trumpet, pipe and drum,
The Campbells are coming, Ho-Ro, Ho-Ro!"*
Song "The Campbells Are Coming"
http://en.wikipedia.org/wiki/The_Campbells_Are_Coming

"Faugh a Ballagh! („Clear the way")" - a battle cry of Irish origins.

Canadians, Australians and New Zealanders – Great Britain during Boer war was using the resources of its colonies. Soldiers from colonies usually showed more dedication in battle than their counterparts from British Isles.

Quotes on the cards:

"Canadian now stands for bravery, dash, and courage." - Lord Roberts
<http://www.warmuseum.ca/education/online-educational-resources/dispatches/for-queen-and-country-canadians-and-the-south-african-war-1899-1902/>

*"I'm coming, oom Paul Kruger
To have a talk with you;
A word into your ear, old man -
I am the kangaroo"* - Australian song.
Sydney Bulletin, December 1899
Pakenham: "The Boer War", Abacus 2013, p. 242

Multiple Use Empire cards.

British infantry – the majority of British units consisted of infantry mobilized and then transported by Royal Navy to South Africa.

Quote on the cards:

*"Why weren't we told of the trenches?
Why weren't we told of the wire?
Why were we marched up in column,
May Tommy Atkins enquire..."* - private Smith, December 1899 (after battle of Magersfontein).
http://en.wikipedia.org/wiki/Tommy_Atkins

Machine guns – machine guns weren't widely used at first. It was only after development of blockhouse system that they had become a defensive weapon.

Quote on the card:

"The enemy held their ground till we got the Maxim at work on them, soon after which they bolted..."
Herbert H. Missing (1st Queensland Mounted Infantry)
http://www.bwm.org.au/site/Machine_Guns.asp

Trains – heavy supply trains always accompanied British army. Thanks to them, resupply was possible when Boer commandos were encroaching on British rear lines.

This card must be used in battle and has to be played as one of first 6 cards at any part of the battlefield, if British leader cannot draw a supply line through British garrisons to the nearest British area, that isn't under Revolt.

Quote on the card:

"Their precious load - biscuits and bully beef, medicines and bandages, without which the army could not fight - were at mercy of De Wet."
T. Pakenham: "The Boer War", Abacus, p. 320

Tribals – Empire used also service of numerous African tribes, particularly those with whom Boers were arguing about the land.

Quote on the card:

"Disarm your black and thereby act the part of a white man in a white man's war." - gen. Piet Cronje to colonel Robert Baden-Powell.
Pakenham, "The Boer War", Abacus, p. 396

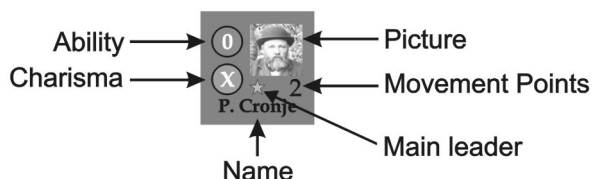
British artillery – after the initial failure in using artillery, British started to group them into greater batteries. Their concentrated fire was supposed to break Boer morale in each decisive battle.

Quote on the card:

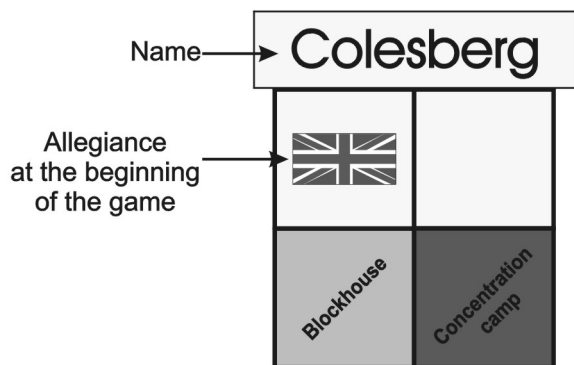
„The artillery fire keeping two Commandos on the right completely out of action.“ - J. Lane (Boer soldier)
<http://www.edmondchissel.com/magersfontein>

Counters. They represent leaders, who fought in given period of war. Players move those counters on the map, which simulates greater or smaller battle formations.

Picture below shows the leader counter.



Map. It represents area of Cape Colony, with Natal, Orange Free State and Transvaal areas, where war took place. Map consists of areas. They help to mark the control and regulate the movement of the leaders. Battles are fought within the areas. Picture below shows the area.



Each area consists of four spaces.

In the top left one player places:

- British leaders,
- "Revolt" markers.

In the top right one player places:

- Boer leaders,
- "Garrison" markers.

In the bottom left one player places:

- British garrison leaders (only in Ladysmith, Kimberley and Mafeking in Turn I),
- "Scorched earth" and/or "Blockhouse" markers.

In the bottom right one player places:

- Siege markers (only in Ladysmith, Kimberley and Mafeking in Turn I),
- "Fortifications" markers (only in Turn II),
- "Concentration camp" markers (in Turn III and IV).

3.0 Definitions.

British area. Area that is controlled at the start of the game by Empire.

Boer area. Area that is controlled at the start of the game by Boers.

Adjacent area. Areas are adjacent to each other if they are connected by line.

Morale. Value on a battle card. Represents training and dedication. The higher it is, the better the unit.

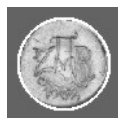
Strength. Value on a battle card. Represents numbers and equipment. The higher it is, the stronger the unit. On some cards there are given two numbers. Strength Y/Z means that rating Y is to be used in attack and rating Z is to be used in defense.

Charisma. Value on the leader counter. Represents the personality traits which could influence the combat. The higher this rating is, the leader better.

Ability. Value on the leader counter. Represents the experience of the given leader. Better leaders have higher rating.

X. If on the leader counter or battle card there is "X" value instead of number, it means that given rating isn't applicable.

Morale check. Resolution of morale check calls for roll of a die. If the result is lower or equal than morale level on a card, test is passed.



War Funds. They represent the amount of financial resources that Boer have to their disposal for military purposes. After each Boer round in which marker "Action" with number 3 and during which at least one British leader is within the Boer republics, War Funds level has to be lowered by one.

Starting level at the beginning is 6 and drops down during the game. When it reaches 0, Boer side loses the game immediately. It is possible to raise War Funds level by playing "Commandant Krauze" or "Smuts' robbery". After the end of Turn II, War Funds marker is to be removed - its influence on the game is over.



Prestige. It denotes the status of Great Britain on the arena of international politics, alliances, public reception and resistance of British opposition. Each failure of Empire was closely observed by European rivals and could be potentially exploited against the Empire. Prestige of Empire reaching 0 represents the beginning of serious peace talks, thanks to which Boer republics will retain one of the forms of independence in regards to Great Britain. Starting position of Prestige is 6 and it can drop because of:

- resolution of the events,
- Boers capturing one of the cities that can be beleaguered (**Ladysmith, Kimberley, Mafeking**) -

minus one level of Prestige per each city captured by the siege,

– placing on map three "Revolt" markers.

Event "Mafeking" increases *Prestige* by 1 level.

Prestige has big significance in Turns III and IV. During those turns, the current level multiplied by 2 tells the number of camps that are used in declaring the victory by the end of the game.

Example: After finishing Turn IV, there are 8 camps on the map and Prestige level is 2. This means that only 4 camps will be used to decide the victor. If at this moment Boer player has in his hand more than 3 "Boer commando" cards, he is the winner.

Active player. Player that is resolving the action.

Second. Player, who determines the number of available actions and checks how many of them were done.

Action Pool. It consists of 11 "Action" markers that have to be placed in a cup or opaque container or simply put face down and drawn randomly. Each player has his own pool.

4.0 Turns, rounds, actions.



Each of four turns is divided into 22 Rounds. In each round player can perform from 1 to 3 Actions.

Round sequence

1. Second randomly draws from Action Pool of the opposing player one counter. He reads the number silently, but doesn't show the counter to the active player.

2. Active Player chooses one Action and resolves it. Second moves marker "Action complete" to next space at Turn Track. Second informs the active player if he can resolve another action. Note: It isn't the same as information, how many actions are left. If the active player can resolve another action, step two is repeated.

If Active Player has done all available actions in his round, Second reveals the number from the counter drawn in the step 1. Round has ended. Marker "Action complete" is to be removed from Turn Track.

In next round players switch roles between themselves – an Active Player becomes Second, a Second becomes an Active Player.

Player's round may consist of 1, 2 or 3 actions. It depends upon drawing a marker in step 1.

The action counters that were drawn have to be put to the side, face down. Players are not allowed to look through this pile and calculate the chances of picking any particular number.

In the first round of each turn, Boer player is an Active Player and British player is a Second.



Turn ends when both Action Pools are empty. Marker "Time" has to be moved onto next space on the Turn Track. Action counters return to appropriate Action Pools.

5.0 Leader movement.

Movement Points that are available for the use are given on a leader counter. In case of two Boer leaders (**Botha** and **de Wet**) notation 3 / 4 means that in Turns I and II they have 3 Movement Points and in Turns III and IV – 4 Movement Points.

Rules of leader movement.

a) Leader can move only to an adjacent area.

b) There is no need to use up all of available Movement Points. Move has to end, when all Movement Points are spent or leader will enter the area occupied by enemy leader.

c) At the beginning of move, or during one, it is possible to detach another leader who is off-map and isn't a leader coming to game through resolution of the event or isn't a new leader for Turns III and IV – see Scenario Card.

d) If at the end of movement two or more detached leaders of one side occupy the same area, only one can be left there. The others have to be moved off-map.

Main leader cannot be removed if he ends up sharing the area with a detached leader.

It is forbidden to have two different main leaders in the same area.

Exception: areas **Ladysmith**, **Kimberley** and **Mafeking** during sieges – see 7.0.b).

e) In Turns I and II it is forbidden to move from the area in which there is an enemy leader to the adjacent enemy area. In Turns III and IV such move is allowed. It is always possible to leave the area occupied by enemy leader and return to friendly area.

f) It is forbidden to place markers: "Revolt", "Garrison", "Scorched earth", "Blockhouse" or "Concentration camp", if there is an enemy leader present in the given area.

6.0 Actions – Empire.

Once in a round, British player can resolve the event and/or bring the reinforcements. In case of events, it must be observed if any given event can be played this Turn. After resolution of the event, its corresponding marker has to be placed in "Events" space on the map.

Current turn influences the amount of reinforcements in a following way:

- only one card per round in Turns I and II;
- three cards per round in Turns III and IV.

Card has to be drawn from the top of reinforcement deck to the hand.

The actions below can be done multiple times in one round:

a) Move to an adjacent area - 1 Movement Point. Procedure from 5.0 is to be observed. One leader can be moved several times as long as the owning player will use more actions for that purpose.



b) Garrison - 1 Movement Point of selected leader.

"Garrison" marker can be placed in a Boer area, which isn't occupied by Boer leader. British leader has to enter such area and expend one Movement Point.

In Turns III and IV the presence of garrison allows

the British player to add one die when checking the losses for Boer commandos.

In Turns III and IV, the Boer player can remove "Garrison" marker due to successful raid against "Blockhouse" marker.



c) Scorched earth - 1 Movement Point of the selected leader.

"Scorched earth" marker can be placed after resolving Empire event "*Policy of repression*" and if in a given area "Garrison" marker was placed earlier (only in Boer areas). "Scorched earth" marker allows British player to build blockhouses and in Turns III and IV to add one die in a procedure of checking the losses for Boer commandos.

Marker remains on map until the end of game.



d) Blockhouses - 1 Movement Point of the selected leader.

"Blockhouse" marker can be placed in British areas after resolving the event "*Policy of repression*" and, in case of Boer areas, after placing "Scorched earth" marker there. "Scorched earth" marker has to be flipped to the other side.

Movement of Boer leader to the area occupied by "Blockhouse" marker results in an immediate stop. In Turns III and IV the presence of "Blockhouse" allows to add one die in a procedure of checking the losses for Boer commandos.

"Blockhouse" marker can be removed as a result of successful Boer raid. Marker has then to be flipped over to "Scorched earth" side, if it was in a Boer area, or removed from map if it was in a British area. British player can use such marker again in a different area.

Blockhouses can be attacked by raids or combat. In both cases, British player can use "*Machine guns*" battle card, using 5 as a strength rating and one Single Use Card.

It is forbidden to use "*British artillery*" to defend blockhouses, however.



e) Concentration camps - 1 Movement Point (only Kitchener leader).

"Concentration camp" marker can be placed in British areas after resolving the event "*Policy of repression*" and after placing in a given area "Blockhouse" marker (British areas) or "Garrison" and "Blockhouse" (Boer areas). Function of camps was explained in 3.0 - Prestige. If "Blockhouse" marker is removed from the area, "Concentration camp" is removed also.

f) Quelling the revolt - 1 Movement Point of the selected leader.

Remove "Revolt" marker, if British leader entered the area and doesn't share the same area with a Boer leader.

g) Combat - 1 Movement Point.

Player use the rules from 8.0.

7.0 Actions – Boers.

Once in a round, Boer player can resolve the event and/or perform reorganisation. In case of events, it must be observed if any given event can be played this Turn. After resolution of the event, its corre-

sponding marker has to be placed in "Events" space on the map.

Following reorganisation procedure can be done only in Turns I and II.

Reorganisation requires expenditure of two actions at once. If the player declares the reorganisation and the action marker has only one action available, action is wasted and reorganisation failed.

If it is successful, player expends those two actions and chooses one "Boer commando" card from the cards eliminated by the combat results or because of resolved events.

Boer player can perform following actions multiple times during one round:

a) Movement to an adjacent area - 1 Movement Point.

Procedure from 5.0 is to be followed.

Boer leaders in Turns I and II can enter only British areas that are adjacent to areas of Boer republics.

They can move freely across Boer areas.

Only one Boer leader can move over the whole map in Turns III and IV - all the other leaders are subject to limitations from Turns I and II.

At the beginning of his Action, Boer player declares which leader will be moving over the whole map.

One leader can be moved in one round multiple times if player expends additional actions to that purpose.



b) Siege – all Movement Points of the selected leader (only in Turn I).

Creating Sieges and Lifting Sieges.

In Turn I, immediately after the entry of any Boer leader into areas of **Ladysmith or Kimberley or Mafeking**, the "Siege" marker with value "0" has to be placed in that area.

To lift the siege, the British player has to move one of his leader to the area with siege and resolve the combat after which Boer leader will be forced to retreat. The presence of British leader in the area alone does not lift the siege. Even more, Boer leader can continue to besiege if he is occupying the same area as British leader.

It is possible to have more than one British leader only in the areas mentioned above - that is the only such occurrence in the game.

Resolving the siege.

An attempt to resolve the siege costs all Movement Points of the leader.

Both players roll one die.

To roll two dice, Boer player can decide to use and discard Single Use Card "*Boer artillery*".

British player receives as many additional dice as high is *Charisma* rating of garrison leader. Player roll their dice and choose the highest result.

Effects of siege.

If Boer player has the higher result, siege level is increased by 1.

If siege level was 2, the British leader counter has to be removed and *Prestige* is lowered by 1.

In case of tie, the type of Boer leader is decisive. Main leaders win, detached leaders lose the ties.

Automatic lifting of the Sieges.

After the end of Turn I, all ongoing sieges have to be stopped.

British garrison leaders are removed from map along with "Siege" markers - they will serve in Turn II as Boer "Fortifications" markers. Boer leaders that were besieging remain in the areas they occupy.

c) Fortifications - all Movement Points of the selected leader (only in Turn II).

Markers with values of 0, 1 and 2 which served to denote siege level in Turn I, can be used to mark the expanding of Boer fortifications system in the area chosen by Boer player.

In the area occupied by Boer leader "Fortifications" marker with value 0 is to be placed (for more clarity, it can be placed on a space for "Concentration Camp").

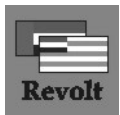
During next activations Boer leader can improve the level of fortifications. This decision results in the increase of the marker rating by 1.

"Fortifications" marker has to be removed from map when a British leader will be in that area without any Boer leader present at a time (also when Boer leader is forced to retreat after combat).

If Boer leader is a Second and the area, where combat is fought, has a marker with rating higher than 0, Boer player receives as many additional battle cards as is value of the marker (1 or 2).

d) Removal of a garrison - 2 Movement Points of selected leader.

A Boer leader by spending 2 Movement Points during Turns I and II can remove "Garrison" marker, if the area in question isn't occupied by a British leader. Additionally, such an area cannot have "Blockhouse" marker.



e) Revolt - all Movement Points of selected leader or one action.

"Revolt" marker can be placed only in areas that are British at the beginning of the game, after resolving the event "Revolt in Prieska".

A Boer player can, by spending one Action, extend the revolt to the adjacent area without a British leader.

A "Revolt" marker can be also placed by spending all Movement Points in the British area with a Boer leader, but without a British leader.

If there are 3 "Revolt" markers on the map, *Prestige* drops down by 1 level at the end of each British round.

f) Raid - 1 Movement Point (only during Turns III and IV).

In Turns III and IV, after resolving the event "Cyferfontein", Boer leaders can move freely through areas and perform a raid after spending 1 Movement Point (new, surprising to British, method of warfare).

Raid can be made against the area with British leader or against "Blockhouse" marker.

To resolve raid, procedure of resolving Skirmish must be followed - see 9.0. If Boer player will win against the British leader (that is will force him to retreat) and still has a Movement Points left, he can then perform another raid against "Blockhouse" marker. If Boer player will win against the "Blockhouse" marker, he can remove it from the map, along with "Garrison" and "Concentration camp"

markers, in the area where raid was done.

Raid is unsuccessful when Boer leader lost the combat. Further movement or combat are forbidden.

If Boer player resolved the event "Stormjaag", then after each performed raid, regardless of its outcome, British player has to discard one of the used battle cards. Because of raid, Boer player doesn't suffer any losses in battle cards. Raid cannot be performed if Boer player has less than three "**Boer commando**" cards.

8.0 Combat - Battles.

If in one area leaders of both side are present and leader of active player has at least one Movement Point left, combat procedure may be used.

Main leaders can attack any enemy leader - battle procedure has to be followed.

Detached leaders can attack only enemy detached leaders - skirmish procedure has to be followed (see 9.0).

Garrison leaders of besieged cities cannot fight in defense or in attack - they are subject to the siege rules (see 7.0.b)).

Battle resolution procedure (only in Turns I and II).

Forces.

Each player uses at least **six** battle cards.

Rules on leaders and Boer fortifications can increase the number of cards available.

Players decide how many Single Use Cards they want to use in the battle - first the Active Player then the Second.

Players draw then Multiple Use Cards to fill their hand (up to the limit of 6 cards). British player can choose, Boer player draws randomly.

Note: Because Boer army consisted of volunteers, its leaders couldn't be sure about their own forces. Then, British player chooses and Boer player draws randomly as many additional cards, as high is their leader *Ability* rating.

If British player is the Second and fights in the British area or Boer one with "Garrison" marker, then he can use *Charisma* instead of *Ability* rating.

Boer trenches.

In Turn II, if Boer player is the Second, and in the area where combat is taking place there is "Fortifications" marker, he receives as many additional cards as is the value on marker (1 or 2).

Arrayng the forces to battle.

The Second places one card per each battle zone (left wing, centre, right wing). Boer player places them face down (masking of Boer units), and British player face up. Cards, which have X for a *Morale* rating, instead of the number, have to be used.

Active player then places his cards face up, two cards each in every zone. Afterwards, Second adds one card face up to each battle zone.

Battle resolution.

Active player makes *Morale* Check for each battle card. Passed test means that card participates in the battle. Negative result means that the card is turned face down - card is out of the battle.

Second, without having to pass a *Morale* Check, reveals his cards. The Second adds one card to each battle zone and makes *Morale* Check for them

- failed test means that card won't participate in battle (card has to be turned face down).

If, because of failed test, one or more cards will be turned face down, they have to be replaced (without a further Morale Check) by extra battle cards that players have because of leader's value or fortifications level - replacing starts with the Active Player. Players compare *Strength* ratings of used cards which are facing up, separately for each of battle zones (one's left to enemy right, both centres, one's right to enemy left).

The player that has the higher total wins in the given battle zone.

Declaring a winner.

Victory: One of the sides gained success in at least two battle zones.

Stalemate: Players had the same results in all battle zones or they have each one success.

The results of a battle.

When Boer player loses the battle, he can decide to withdraw. For each card he had (even the ones facing down), he has to pass the Morale Check: success means that card is not taken into consideration during procedure of checking for the losses.

If British player has among his additional cards at least one "**British cavalry**" card, he can try to make retreat for Boer player impossible. If he decides to do so, he must play this card in a chosen battle zone - Boer cards in this battle zone have to be considered during procedure of checking for the losses.

From cards used in the battle, losing player discards randomly one (in case of two enemy successes) or two (in case of three enemy successes) battle cards. Cards discarded as a result of a lost battle in case of British player go to the reinforcement deck. British player simply adds discarded card to the deck in any way he wishes.

Boer player however has to move such cards to the pile of eliminated cards (space on the map with pictures of Boers).

Active Player, who lost the Battle, can remain in the same area.

Second, who lost, is forced to retreat into adjacent area of his own. Boer forces cannot retreat to the area with "Garrison" marker. For the purposes of this rule only, players have to assume that all British areas have a "Garrison" marker. Boer player can retreat to the area that is occupied by another Boer leader, but it is forbidden to have two main leaders in the same area.

If leader cannot perform retreat, he is eliminated from the game.

9.0 Combat – Skirmishes.

Skirmish resolution procedure.

Skirmishing forces.

Each player uses at least **three** battle cards during Skirmishes. Additional cards can be received through *Ability* rating of the leader and Boer fortifications.

Active player chooses one Single Use Card, then Second chooses his Single Use Card.

British player draws remaining cards from Multiple

Use Cards. Boer player then shuffles the deck and draws randomly up to the limit of three cards.

British player during resolution of Skirmish can use only one "**British artillery**" card.

Regular war (Turns I and II).

Players draw additional cards equal to their leader's *Ability* rating.

If British player is a Second and fights in the British area or Boer area with a "Garrison" marker, then he can use *Charisma* rating instead.

Boer trenches (Turn II) .

If Boer player is a Second and the area where Skirmish is being fought, contains a "Fortifications" marker, he receives additional cards equal in number to the value on the marker (1 or 2).

Partisan war (Turns III and IV).

Players draw additional cards equal to *Charisma* rating.

British player has to play "**British cavalry**" card but he doesn't have to use it in a procedure of resolving the skirmish.

Because of the card limit in the deck, British player in one round can initiate three skirmishes maximum.

Clarification: The rule is supposed to show the function of cavalry units. They had to find and fix enemy units in position, until greater force arrives.

Arraying forces for skirmish.

Second, and after him the Active Player, places in his battle zones (left, centre, right) one card each. Both sides place them face up.

Resolution of a skirmish.

Active Player and Second make Morale Checks for each battle card. Failed test means that the card is turned face down (card does not take part in skirmish). In their place player can use additional cards without having to test their *Morale*. Active player can do that as first.

Player add *Strength* value of all their cards that are facing up.

Declaring a winner.

Skirmish ends in a tie, if *Strength* totals are equal.

Skirmish is won, if one of the players' total is greater.

Effects of a skirmish.

Players do not suffer losses in battle cards because of skirmish.

Loser Active Player remains in the same area.

Second, who lost, is forced to retreat into adjacent area of his own. Boer forces cannot retreat to the area with "Garrison" marker. For the purposes of this rule only, players have to assume that all British areas have a "Garrison" marker. Boer player can retreat to the area that is occupied by another Boer leader, but it is forbidden to have two main leaders in the same area.

In Turns III and IV Boer side has to retreat into any adjacent area (even if it belongs to the enemy).

If leader cannot perform retreat, he is eliminated from the game.

10.0 Losses of Boer commandos in Turns III and IV.

If, because of skirmish resolution, Boer player as a Second is forced to retreat into the areas belonging to Empire, he must check for losses of Boer commandos. Areas that belong to Empire and areas with "Garrison" marker are British areas.

To check for losses in Boer commandos, players have to roll a die.

Both players roll at least one die.

Boer player receives additional dice for *Charisma* rating of his retreating leader.

British player receives additional dice for having following markers in the area to which retreat is being done: "Garrison", "Scorched earth" and "Blockhouse" (for each marker one additional die) plus in some areas for the event "Africans" (one die). Also, British player receives extra dice equal to *Charisma* rating of British leader.

Players roll their dice and choose the highest result. If Boer player won, he doesn't suffer losses. If not, he discards permanently one, randomly drawn battle card.

In case of tie, loss depends on the presence of **Kitchener** leader. If he is present in the area or an adjacent area, Boer player loses the card.

Retreat is continued for as long until Boer leader arrives in Boer area or joins another Boer leader or will suffer a loss in accordance to procedure above (meaning, he stops in the area where he suffered that loss).

11.0 Victory conditions.

1. Boer player can win in Turn I if he will capture by siege three garrisons - **Ladysmith, Kimberley and Mafeking** by the end of that Turn.

2. British player has to capture political centres for both of Boer republics areas - **Bloemfontein, Johannesburg and Pretoria** until the end of Turn II. Additionally, he has to occupy **Belfast** and resolve the event "Annexation of Transvaal". If he won't be able to meet those objectives, game ends with Boer victory.

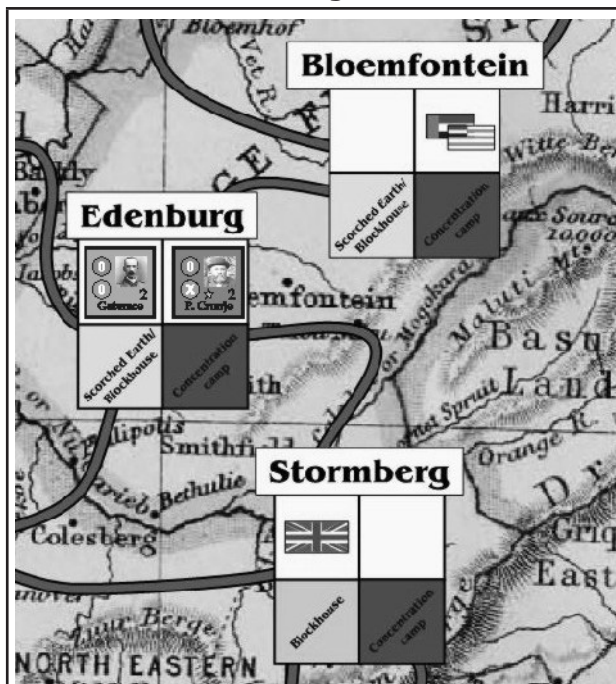
3. Boer surrender takes place immediately when the number of "Concentration camps" built by British is higher than the number of still available Boer commandos.

4. If *War Funds* level will drop to 0, Boer side loses immediately.

5. If *Prestige* level will drop to 0, peace talks begin. Thanks to them Boer republics will retain some form of independence in regards to Great Britain - Boers win.

12.0 Examples.

1. Procedure of resolving battle.



In Turn I, British leader Gaterace occupies the area of Edenburg. Boer leader P. Cronje starts movement from Bloemfontein. After entering the Edenburg area he still has 1 Movement Point and he attacks Gaterace. Battle occurs as P. Cronje is main leader - his counter has a star.

In battle, both players use at least 6 cards. Let's assume that British player had chosen for himself Single Use card "**The Scots**" and took 5 Multiple Use cards. Card "**Trains**" has to be used - let's assume that others are not available for now. British cards are then as follows:



Boer player picked card "**Volunteers from Europe**" and drew remaining five randomly. He has following cards:



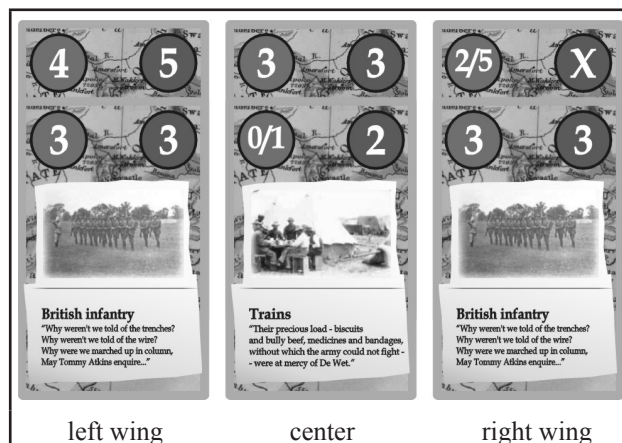
Neither of players receive additional cards. In this battle the British player is Second and he is placing cards first. Following cards go to appropriate battle zones:



Next, Boer player places two cards in each battle zone:



Second adds one card to each zone:



Boer player makes a *Morale Check* for each card. Let`s assume that they were as follows:

right wing: 2 and 3.

center: 4 and 3.

left wing: 1 and 5 - Boer commando with *Strenght* of 3 does not take part in the battle.

British player makes a *Morale Check* for cards that he has added later. Let`s assume that they were:

left wing: 4 - "**British infantry**" card does not take part in the battle.

center: 1

right wing: 2.

Neither of players have additional cards which could have been used, so on the battlefield remains:



Comparison of results in each battle zone.

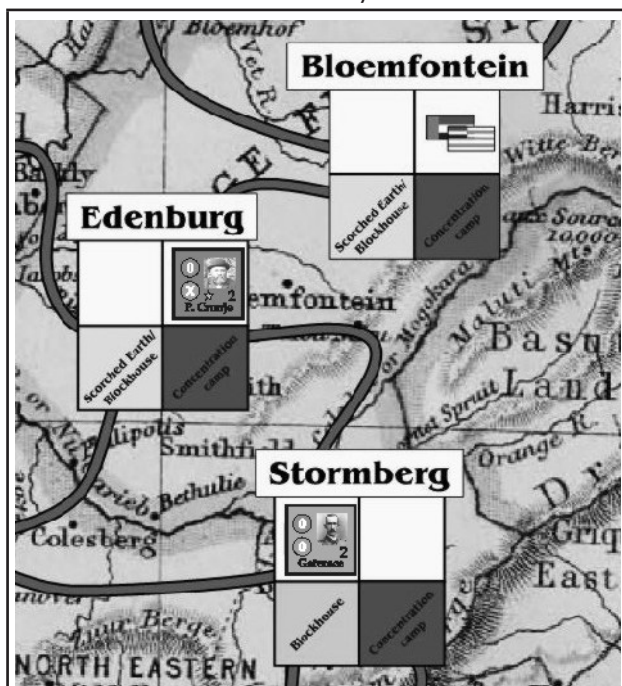
British left wing against Boer right wing - 4 to 8 -

Boer player's success.

Centre - 4 to 8 - Boer player's success.

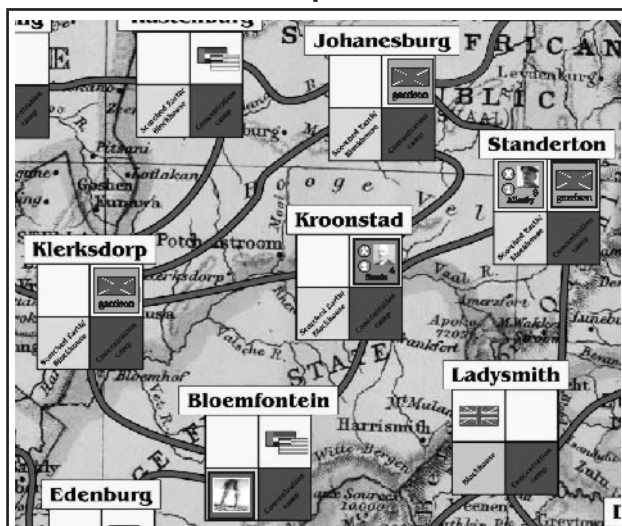
British right wing against Boer left wing - 8 to 2 - British player's success.

Battle was won by Boer player as he gained two successes in three battle zones. British player has to discard one randomly drawn card to his reinforcement deck. Leader Gaterace has to vacate the area. Boer player can use Single Use Card "**Volunteers from Europe**" again at the beginning of next round, when he will be an Active Player.



Situation on the map after resolving the battle in the area of Edenburg.

2. Skirmish resolution procedure.



In Turn III Boer leader Smuts occupies Kroonstad area. British leader Allenby starts his move in Standerton and enters Kroonstad. Skirmish occurs.

Active player, that is British, chooses Single Use Card as first. Next, he takes two remaining cards and Boer player randomly draws three "**Boer commando**" cards.

After that, British player receives one additional card, because of *Charisma* rating of Allenby.

Boer player draws two additional cards, thanks to Smuts' *Charisma* rating.

Second, that is Boer player, places his cards in battle zones as first. Let's assume that two cards remained "**Boer commando**" with *Strenght* of 2 and *Morale* of 3.

British player also places his cards in the battle zones, he remains with one "**British infantry**" card with *Strenght* and *Morale* of 3. Let's assume that battle zones look as follows:

Boer player's cards.



British player's cards.

Players make a *Morale Check* for each card. Let's assume that Boer player results were:

left wing: 2 - card stays;

center: 4 - card stays;

right wing: 5 - card doesn't participate in skirmish, but can be replaced with remaining card with *Strenght* of 2 and *Morale* of 3.

Let's assume that British player results were:

right wing: 5 - "**Canadians**" card doesn't participate in skirmish, but can be replaced with remaining "**British infantry**" with *Strenght* of 3 and *Morale* of 3;

center: 2 - card stays;

left wing: 1 - card stays.

After substitutions, on the battlefield are cards as follows:

Boer player's cards.		
left wing	center	right wing
 Boer commando "We and our horses had marched for forty hours on end, and we were all but finished for lack of sleep and rest."	 Boer commando "All the Catholics and Irishmen of the Free State were loyal with the Federal cause from the beginning."	 Boer commando "But it was impossible, with my three hundred and fifty men, to surround two thousand."
British player's cards.		
right wing	center	left wing
 British infantry "Why weren't we told of the trenches? Why weren't we told of the wire? Why were we marched up in columns, May Tommy Aldise enquire..."	 British artillery "The artillery fire keeping two Commandos on the right completely out of action."	 British infantry "Why weren't we told of the trenches? Why weren't we told of the wire? Why were we marched up in columns, May Tommy Aldise enquire..."

Players total their *Strenght* ratings. With result 11 to 9 skirmish is won by the British player. Boer player doesn't suffer any losses, but he has to retreat.

3. Boer commando loss check.

Example 2 continued.

Smuts can retreat only to **Bloemfontein** area - all remaining adjacent areas have "Garrison" markers. Let's assume also that earlier in turn British player resolved event "Africans".

After retreat of Smuts, player needs to check the losses of Boer commandos. Boer player rolls three dice because:

- one die is always rolled plus
- two additional dice because of Smuts' *Charisma* rating.

British player rolls four dice because:

- one die is always rolled plus
- one die - **Bloemfontein** area has "Scorched earth" marker plus
- one die - Allenby's *Charisma* rating plus
- one die - "Africans" event is in play.

Let's assume that the highest result of Boer player was 5 and British 6.

It means that Boer player has to permanently discard one, randomly chosen card "**Boer commando**". His retreat ends in **Bloemfontein** area, because that's where he suffered his loss.

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Author of this game encourages everyone to ask questions, as he will do his best to provide all the answers.

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