

Side Activation:

- Black Card: Defender
- Red Card: Attacker

Unit Activation:

- **2-10** 1 Action
- **Face** 2 Actions [see nat reinf] and Resolve Melee
- **Ace** 3 Actions [see nat reinf] and Resolve Melee
- **Ace Spades** (first) as above plus relief column placed
- **Ace Spades** (second) relief arrives: defender wins
- **Joker** No actions: native reinf on all sides plus reshuffle deck. [if relief column is placed, reshuffle on 2nd Joker]

Actions:

- Move
- Shoot
- Chang facing of Gun
- Special (force door, break down barricade, combine small imperial units, man gun with infantry, one action per infantry fig: the last two if within 6")

Native Morale:

- **Check** whenever group losses fig
- **1D6 Roll > # casualties inflicted succeeds; lower fails (remove)**

Fire Combat:

- **Infantry: 1D6 per fig totalled**
- **Gun: 8D6 (-2 ea casualty)**

Hits:

- **Open:** Each multiple of 6
- **Soft Cover:** Ea multiple of 9
- **Hard Cover:** Ea multiple of 12

Casualties:

- Remove Immediately
- Leader figures last

Arc of Fire & LOS:

- **Infantry:** 360 degrees; own unit figs do not block, others do.
- **Guns:** 45 degrees to front
- **Blocking Terrain:** High walls, intervening objects and features, other units.

Movement:

- **Imperial Infantry: 6"** (measure from leader & place figs around leader)
- **Native Infantry: 8"** (measure from any figure & place figs around that fig)
- **Out of Building:** measure from door or center of side
- **Floor to Floor:** 1 Action
- **To or from Roof:** 1 Action
- **Linear Obstacle:** full move (if undefended)
- **Field Gun:**
Before Firing: as infantry
Post Firing: Static (may face only)

Melee:

- **Resolve Face Card or Ace turn**
- **1D6 per fig in unit in contact**
- **Simultaneous (both sides roll)**

Casualties:

- **Enemy in Open:** Mult of 6
- **Hasty Barricade:** Mult of 9
- **Bldg or Prep Posn:** Mult of 12

Native Morale: If natives suffer casualties, check morale before deciding winner/loser. If natives eliminate all opposing figs, no morale check needed.

Loser:

- **Lost most figs in fight, or**
- **if tie, fewest figs remaining**
- **if both are tied, attacker loses**
- **Loser retires full move**

Winner: may occupy loser ground, to include crossing defended

Native Reinforcements:

Picture or Ace:

If there are no melees, the native player assigns 1-4 to table edges. Roll 1D6: 1-4 reinforcement appears on assigned table edge. 5,6, no reinforcement. See Native Composition below

Native Composition:

- Roll 2 average dice plus 1D6.
- If D6 is 6, then place special group (fanatic or firearm); # figs equal to larger of Average dice
- If D6 is not a 6, then place a group of melee figs; # equal to sum of Average dice.