

# VARIANTS CARD

VARIANT	DETAILS	BALANCE RATING
 <b>1</b> <b>2</b>	<b>Transfer a Mounted Infantry Regiment:</b> May only be chosen in conjunction with '2nd Royal Fusiliers Start at Full Strength'. Remove a mounted infantry regiment from play. The 'South African Light Horse' are mounted infantry.	-1
	<b>Close Order:</b> Add two 'Close Order' event chits to the <i>British Event Chit Cup</i> .	-1
 -1	<b>Botha Brave:</b> May not be chosen if 'Combat at West' chosen. If in its starting area, the Vryheid commando cannot be suppressed. Treat any suppressed result as disrupted instead.	-1
 -2	<b>Fourie Enters:</b> May not be chosen if 'Combat at West' chosen. The '4th Group Released' event chit will now apply to the Middleburg and Johannesburg commandos only. If the <i>Confidence Marker</i> is three boxes higher than the <i>Game Turn Marker</i> at the start of a turn, General Fourie joins the battle. Place a <i>Released Marker</i> on each commando in the 'Robinson's Drift area'. They will subsequently move into the map area unless battalions or regiments are present, in which case they will move into the map area only if it is vacated by these units.	-2
 -2	<b>River Crossing:</b> When a drift area with the <i>Drift Marker</i> showing 'Drift' is about to be entered by a British unit, roll two dice and check the <i>British Order Reaction Table</i> . Use the row corresponding to that unit's leader. If the result is 'Ignore Order', the unit may not enter the drift area, must stay where it is and if in play, the <i>Planned Objective</i> and <i>Objective Markers</i> of its brigade are removed.	-2
	<b>No Hlangwane:</b> May not be chosen if 'Combat at West' chosen. Remove the '1st Group Released' event chit from play. Set-up the 1st Group commandos at the alternative starting area.	-3
	<b>Hesitate:</b> Add five 'Hesitate' chits to the <i>British Event Chit Cup</i> .	-3
	<b>Confidence Higher:</b> Place the <i>Confidence Marker</i> in a higher box than '1' on the <i>Turn &amp; Status Track</i> during Game Set-up. The Balance Rating is the same as the number of boxes above '1'.	-n

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	<b>Railway Bridge Not Down:</b> Place the railway bridge marker in the 'Railway Bridge' area. This area will now function the same as 'The Bridge' area.	+1
	<b>2nd Royal Fusiliers Start at Full Strength:</b> May only be chosen in conjunction with 'Transfer a Mounted Infantry Regiment'. Replace the 2 SP battalion with the 4 SP battalion.	+1
	<b>Hart Brave:</b> If Major-General Hart is panicked, treat the result as 'No Effect'.	+1
	<b>No Strength Marker:</b> If a commando is released, do not place a <i>Variable Strength Marker</i> when it fires.	+1
	<b>Inclement Weather:</b> Artillery target an area up to a range of 2 areas. Batteries target an area up to a range of 1 area. Shell fire target dice roll cumulative modifier of -2 applies.	+1
	<b>Reconnaissance:</b> Do not place a <i>Drift Marker</i> in the '1st Pont Drift' and/or the 'Bridle Drift' areas. During <i>Drift Marker</i> placement, only select the number required to be placed in the un-investigated drift areas.	+1 (for each drift selected)
 	<b>Combat at West:</b> May not be chosen if 'Botha Brave', 'Fourie Enters' or 'No Hlangwane' chosen. The '4th Group Released' event chit will now only apply to the Middleburg and Johannesburg commandos. Set-up one infantry brigade and one brigade of batteries in the '8' box of the <i>Turn &amp; Status Track</i> . Set-up the 'Vrede', 'Senekal' and 'Frankfort' commandos in the alternative starting area. At the start of game turn 8, throw one dice and apply the same result as SP losses to both the infantry brigade ( <i>only</i> ) and the commandos ( <i>in total</i> ). Refer to the <i>Status Chart</i> and adjust <i>Confidence</i> and <i>Loss Markers</i> if necessary. Now place both brigades in the 'Johannesburg' starting area and a <i>Released Marker</i> on each commando. The British may not enter Red Hill or adjacent areas before game turn 8.	+2
	<b>Not Hidden:</b> Do not place <i>Hidden Markers</i> on Boer units during set-up.	+2
	<b>Road to Ladysmith:</b> -2 confidence ( <i>instead of -1</i> ) for each British unit that enters the 'Towards Ladysmith by Road' area.	+2
	<b>Buller Command:</b> Balance Rating is dependant on how many extra CP are allocated. Unless Buller is killed, these extra CP are collected each <i>British Command Points Segment</i> .	+n