



Native Infantry Clan/Iviyo/Band \_\_\_\_\_

Tribe/Ibutho \_\_\_\_\_

Total Unit Casualties (Mark Off As They Occur)								Leader KIA WIA	
1 KIA WIA	2 KIA WIA	3 KIA WIA	4 KIA WIA	5 KIA WIA	6 KIA WIA	7 KIA WIA	8 KIA WIA	9 KIA WIA	10 KIA WIA
11 KIA WIA	12 KIA WIA	13 KIA WIA	14 KIA WIA	15 KIA WIA	16 KIA WIA	17 KIA WIA	18 KIA WIA	19 KIA WIA	"But A First Class Fighter Must"

Morale	
Major Morale	2 D6
Leaderless Score To Move	1 D6

Critical Morale Test Every Turn When Unit Has Lost Over Half Original Strength.

Unit Fires As:

Firearm Range In Inches:

Throwing Spears?

D20 Chances To Hit By Target Class

Class I MASS OR CLOSE ORDER IN CLEAR	Class II OPEN ORDER, GUN CREWS IN CLEAR	Class III PRONE OR ROUGH TERRAIN	Class IV BUILDINGS, WALLS, ENTRENCH- MENTS

Mark Off "Volleys" As Fired  
(Optional Rule)

7	6	5	4	3	2	1
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## THE SWORD AND THE FLAME

### Movement Chart

There Are No Penalties For Moving  
Through Rough Terrain

Open Order Or Mass Formation	Cross Country	On Road	Charge	Road Charge
	3D6	Not Allowed	4D6	Not Allowed
Prone	1D6		Not Allowed	

To Pass  
w/ Leader      w/o Leader

Critical & "Pinned" <sup>2</sup>  
D6

w      w/o

Charge Completion <sup>1</sup>  
D6

w      w/o

Stand And Fight <sup>1</sup>  
D6

w      w/o

Rally <sup>1</sup>  
D6

w      w/o