

# FLASHMAN IN THE AFRIBORIAN GAME



## **AFRIBORIA COLONIAL WARGAME RULES SUPPLEMENT**

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# FLASHMAN IN THE AFRIBORIAN GAME

## Afriboria colonial wargame rules supplement.

### INTRODUCTION.

Brigadier-General Sir Harry Paget Flashman (V.C. K.C.B., K.C.I.E.) (1822-1915) is the main (fictional) character in a very successful series of novels by George MacDonald Fraser and as such takes part in most (military) events of the Victorian era. The goal of this "Afriboria" supplement is to let the character of Flashman take part in your miniature wargames. Other than the additions mentioned below, the game is played as a standard "Afriboria" colonial wargame. **Victory conditions and game scenario must always be set in a way that does not allow the Flashman player to keep sir Harry safe and sound to the rear...**

### COMMAND CARDS.

- **FLASHMAN SPECIAL COMMAND CARDS:** allow a specific (or special) action by our hero as mentioned on the card in question.

The **FLASHMAN SPECIAL COMMAND CARDS** are combined & shuffled into one deck for the game with the standard and other special command cards from the Afriboria game.

The cards in the game can be supplemented by cards designed by whoever wishes to create a new scenario (take care to keep in mind the balance and spirit of the original game!).

At the beginning of each game, the players take the number of standard/special *command cards* as per scenario. The information on the cards is only revealed when they are played.

### GAME TURN.

The player listed in the staffing notes goes first. If no mention is made of this, a die is thrown; highest score chooses who goes first.

1. **Play a standard/special *command card*.**

**In case a Flashman special command card is played by player A, player B (the opponent) has the option to challenge the card by casting one battle die:**



**counters the Flashman order on the card, but player A may still activate one single unit.**



**the Flashman order on the card is executed by player B instead of player A, after which player A may still activate one single unit.**



**Player B moves Flashman (alone) (true to his character...) a full move distance towards his side's baseline (terrain effects are ignored). In case Flashman is *commanding* any unit(s), he thus *gives up command*.**

**Other symbols have no effect.**

2. **Order units.**
3. **If your standard/special commands card mentions so, take (blind) an *event card* (in case event cards are used in the game).**
4. **Accept the *event card* (without viewing it!) or pass it on to the opponent who **MUST** activate this card in his next turn.**
5. **Move the ordered units.**
6. **Battle.**
7. **Draw a new *command card*.**

## FLASHMAN AND OTHER CHARACTERS IN THE GAME.

Are treated as “commanders” (possibly non combatants with no + influence on units) and might only be “wounded” instead of “killed”. If they are wounded and alone in a hex, they can be taken prisoner and may be counted as victory points. It goes without saying that Flashman himself may never be killed... A Flashman scenario should normally specify the number of male and female characters on each side. If not, the card deck includes some cards to decide when (additional) characters make their appearance on the tabletop. There is also a “Flashman” card included in case you do want our hero to appear only later in the game.

## RETREAT

After all *hits* have been resolved and casualties removed, *retreats* must be resolved.



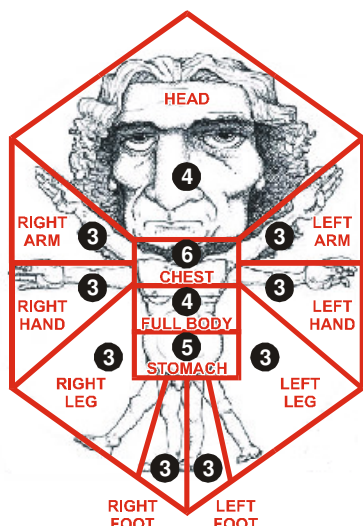
**Forced retreat:** in case Flashman is in the same hex, the defending unit must - for each flag symbol rolled during the *battle - retreat* 1 hex towards its own side of the battlefield (even if this means that it has to leave the ZOC of its commander when being part of a *company*). If the **defending unit** is **accompanied by Flashman** it **has no option** to make a **saving throw** for flags, (even if this means that it has to leave the ZOC of its commander when being part of a *company*).

*Terrain* has no effect on *retreat* moves.

## SINGLE COMBAT

One FLASHMAN SPECIAL COMMAND allows Flashman to be challenged to a duel by an opponent's character. The duel consists of 5 rounds with 1 battle die with saving throws. Highest score wins. The staffing notes must specify whether Flashman's opponent may be “killed” or “wounded” only. In case of a draw, honour is satisfied and both parties retire.

### SINGLE COMBAT ADVANCED RULES.



For this combat system you need a special D12, a copy of the drawing to the left & a chip or marker per player. The staffing notes must mention the number of hit points for each character in the game.

Each side of the special D12 mentions a part of the body (**HEAD, RIGHT ARM, STOMACH** etc).

**Prior** to the **attacker casting the special D12**, the **defender** places **his** chip (or marker) in one of the red zones on his copy of the drawing (this is where he intends to block the enemy's suspected strike). The **attacker** then casts the special D12. If the result of the dice throw is identical to the body part in the zone marked by the defender or in an adjacent zone sharing a common side with the marked zone, the attack has failed. Otherwise, the defender figure is injured. For each injury inflicted, an number of hit points (white number in black circles on the drawing) is deducted from the figures' total. A figure with 0 hit points remaining is killed (except Flashman or other characters who (according to the scenario) cannot be “killed” - they then surrender).