ZULU

ACTIVATING YOUR UNITS
* At the Double
* Attack
* Fire
* Form Close Order
* Go to Ground
* Move
* Rally
* Skirmish
* Volley Fire

TESTING TO TAKE NON-FREE ACTIONS
Roll two dice and add the total, modified by the unit's Discipline:
* If the total is equal to or higher than your Leader's Leadership value (or 8+ if Leaderless), the unit succeeds and carries out that action.
* If the total is lower, the unit fails. It remains stationary, taking no action at all

THE REDOUBT
* May only be occupied by a single unit
* Counts as Hard Cover and an Obstacle
* Occupying unit has 360 Line of Sight
* Occupying unit counts as being in Close Order

RECYCLING UNITS
* An Activation Card may be spent to remove a single unit from the table or to deploy an off table unit
* Units may either be deployed from an available table edge, or 6" behind a screening unit.
* a Screening Unit is a unit no further than 6" from a British Unit and must contain 50% or more of its starting figures.

THE PINNING TEST
Roll two dice, add the total, and from this:
* Subtract one for every casualty that the unit has taken in the action causing this test
* Modify by the unit's Discipline

The result must equal or better the Leadership value of the unit's Leader to pass the test (or 8+ if Leaderless).

* If passed, the unit does not add any additional markers, but retains any Pinned markers it already has.
* If failed, the unit retains its Pinned markers, and adds one additional marker.

THE RALLY TEST
To take a Rally test, roll two dice, add the total, and from this:
* Subtract one for every Pinned marker the unit has
* Modify by the unit's Discipline

The result must equal or better the Leadership value of the unit's Leader to pass the test (or 8+ if Leaderless).

* If passed, the unit is no longer Pinned and removes all Pinned markers. It may take no further action in your turn, unless a Joker is played, but unless the unit is Pinned again before your next activation phase begins, it can be activated as normal at that time.
* If failed but the final total is above 2, the unit remains pinned. It must also immediately retreat a half move.
* If failed and the final total is 2 or less, the units immediately routs and is removed from the game.