



equals a foot along the deployment area front; re-roll irrelevant results. E.g. If a Zulu unit originally allotted to the right horn zone is Destroyed it is immediately placed in the right horn zone deployment area (5 feet wide). Roll a D6 for the exact position; the result is the position in linear feet. Re-roll a D6 result of 6. Resurrected units may move on the turn following their destruction.

Terrain

Mount Isandlwana is impassable to all troops.

The camp areas and the wagon park block line of sight, but do not affect movement or melee. However, units in contact with the wagons are immediately Disordered but automatically remove the disorder marker after the movement phase when they clear the area unless engaged in melee. British units crossing a camp area (e.g. to defend the camp) become disordered as per the wagons.

The Zulus must attempt to overrun the British camp modules. To overrun a camp the Zulus must be in contact with the camp module and fight a melee with the abstracted occupiers of the camp - see Victory Conditions rules below.

The donga is treated as a depression in all respects, affecting movement into and out of the donga, and rendering troops inside the donga invisible to troops on the "flat" unless these are on the edge of the donga looking in.

All hills and ridges are gentle slopes.

Victory Conditions

Victory is determined by the number of British camps overrun by the Zulus at the point where the Zulu casualties roughly match those of the historical engagement (1000-2000).

To overrun a camp the Zulus must be in contact with the camp module. On the turn of contact the Zulus must fight a melee round against the abstracted defenders of the camp. The Zulus gain a +1 modifier for the melee in addition to any other modifiers applicable to the Zulus. The hypothetical defenders do not roll for the melee. To overrun the camp the Zulus must achieve a Shaken effect or better against the camp which is then removed from play and considered over-run. Failure to achieve a Shaken effect or better means that the Zulus are pinned in place and must fight another round of melee in the next turn. While this is considered a melee, the Zulus cannot be negatively affected by the camp defenders.

If the British player decides to move a unit into the camp to defend

the position, a normal melee is fought. The actual position of the British defenders in the camp module is irrelevant; as long as the Zulus are in contact with the camp they are assumed to be fighting its defenders. If the British unit is destroyed or is forced to recoil out of contact with the module, the camp is also assumed to be over-run.

Victory assessment

- No camps overrun: Glorious British victory
- 1 camp overrun: limited British victory
- 2 camps overrun: limited Zulu victory
- 3 camps overrun: Zulu victory
- 4 camps overrun: Glorious Zulu victory
- 5 camps overrun: Massacre!

Note that the wagons are not considered a camp.

Game Length

The game ends at the end of the turn that the Zulus lose 15 or more units. Assess victory by the conditions outlined above.

Figure Availability:

The Zulu War is well serviced by figure manufacturers and I apologize for the inevitable omissions that follow. In 25/28mm Old Glory, Black Tree, and Redoubt make the finest figures for the campaign. All three ranges offer interesting characters and personalities in addition to the rank and file. I have figures from all of these ranges but must confess that the majority of my Zulu impi are from Connoisseur. Although these are not quite up to the same standard as the previously noted ranges, Connoisseur Zulus come with cast on weapons and shields, are cast in a high quality metal by J&T Miniatures who are a delight to deal with, and are reasonably priced. Not having to glue shields and weapons onto the figures is a huge advantage and one that I wish would be done more frequently by manufacturers even if it does limit pose options.

I am less familiar with 15mm figures, but have been impressed by the Essex figures for the Zulu War. Old Glory makes a large range that has been positively reviewed - they now offer a Rorke's Drift set with all the buildings, defenses, and lots of figures.

In other scales Pendragon Miniatures offer a 10mm range and in 6mm Irregular Miniatures can provide the necessary hordes for the largest battles of the war.