

ZULUS

Each arrival zone of the Zulu attack formation starts with 6 units of Zulus. The Zulu commander must divide the remaining number of Zulu units (12) between each of the three zones; any distribution of these 12 units is permitted.

At the start of play roll a D6 for each zone of the Zulu attack; the die result equals the number of Zulu units from that zone available on table at the start of play. The rest of the Zulu units come on as reinforcements. Use Zulu Arrival Chart II at the start of play.

Zulus re-roll on the Arrival chart for reinforcements if the zone that has been generated has exhausted its allotment of units. If the reinforcement roll results in a no arrival, automatically allow one "regular unit" onto the table for that zone.

Zulu control

Roll a D10 for each Zulu zone each turn at the start of each Zulu movement phase. If the result is less than the number of Zulu units on-table in that zone the Zulus must move towards the British at their full movement allowance into the LOS of the British.

Once committed to the attack the Zulu units may not voluntarily withdraw. Once the Zulus of a particular zone are visible and on the move, control rolls need not be done for that zone.

TERRAIN

Slopes onto the plateau do not count as hills for movement and melee. Spotting onto the plateau is restricted to 6 inches from the open ground of the river plain due to unrepresented undulations. Units on the plateau do not have the LOS restricted except by distance and by the actual "hills" on the plateau.

The scrub offers protective cover but does not block LOS across the plateau spurs. The scrub does block LOS from the plain onto the plateau.

The scrub and the wagons cause disorder for units moving through these features, but no other movement penalty.

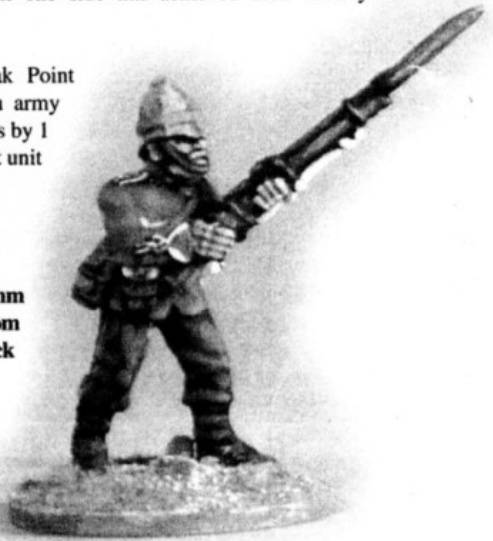
VICTORY

Zulus win if they destroy 4 companies of British foot (infantry, naval brigade, engineers). The British win if they destroy 10 Zulu units (accounting for the Floating Break Point*) AND destroy the Kraal. If the British do not destroy the Kraal they must destroy 17 Zulu units to win, again accounting for the Floating Break Point.

GAME LENGTH

The game lasts until one side has achieved their victory conditions.

*The Floating Break Point means that the Zulu army Break Point increases by 1 for every British foot unit destroyed.



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