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CREDITS

LAST STAND AT ISANDLWANA

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game @ www.strategyandtacticsmagazine.com

1.0 INTRODUCTION

1.1 Game Premise

Last Stand at Isandlwana is a two-player tactical wargame of low complexity simulating the last 90 to 240 minutes of that infamous and legendary battle of the Anglo-Zulu War. The Zulu player is on the offensive, attempting to wipe out the entire British force on the map as quickly as possible. The British is attempting to win by having some remnant hold out longer than occurred historically or, alternatively, by having some portion of his command escape off the map and get back to relative safety at Roarke's drift (located off the map's west edge). The game is easily adapted to solitaire-play.

1.2 Scale

Each game turn of *Last Stand at Isandlwana* is equal to 5 to 20 minutes of real time, depending on the tempo of action in each turn. Each hexagon represents 217 yards (200 meters) from side to opposite side. Each British unit-counter represents a company (or equivalent) or a detachment of infantry (or other specialist types forced into the infantry role). On the Zulu side, the individual units each represent temporary battlefield agglomerations of about 100 to 200 warriors.

> **Designer's Note:** *For Last Stand at Isandlwana to perceptually and emotionally simulate the movement and dynamism of a horrific event like the one depicted, I synthesized some elements and fragmented others. I hope the result contributes to the idea of simulation as merely a concept of mechanical analysis, while at the same time enabling it to explore the realm of the mythic and emotive. Effective design transcends the mere exposition of numeric data and procedural structure, no matter how well executed, and goes on to provide players with a broader and fuller palette for understanding the deeper history being simulated.*

LAST STAND AT ISANDLWANA

2.0 COMPONENTS

2.1 Inventory
The components to a complete game of *Last Stand at Isandlwana* include these rules, a 34x22inch map sheet and one sheet of 176 die-cut unit-counters. Players will need to provide themselves with one or more regular (six-sided) dice to use in resolving combat and other probabilistic events that will occur during play. All die rolls in the game are made using one six-sided dice.

2.2 The Map
The map illustrates the militarily significant terrain found across the Isandlwana battlefield when viewed at this scale. A hexagonal (hex) grid is printed over the map to regulate the placement and movement of units across it, much as the squares on chess and checkers boards. A unit is in only one hex at any one instant.

Each hex contains natural or manmade terrain features that can affect the movement of units and combat between units. The various types of terrain on the map have had their exact real-world configurations altered slightly to make them coincide with the hex-grid. The relationships among them from hex to hex, however, are accurate to the degree necessary to present players with the same space/time dilemmas faced by their historic counterparts in this situation.

Every hex on the map has a unique four-digit identification number printed within it. They are provided to help find exact locations more quickly and to allow for the recording of unit positions if a match must be taken down before it can be completed.

Example: The Ledge, where the last of the British made their final stand, is in hex 1206.

2.3 Tables & Tracks
Turn Record Track (TRT): Is printed on the map and is used to record the current game turn. British reinforcements should be placed on the track in the box corresponding to their turn of arrival.

Turn Sequence: The Sequence of Play serves as a reminder for the order of phases within a game turn (5.0).

Terrain Key: Shows the different types of terrain that made up the battlefield. Below each symbol is the movement point (MP) cost to enter or cross the displayed terrain (7.0) and the defense factor for that terrain (8.0).

2.4 Seating
The British player should sit off the map's west edge, facing east, with the Zulu player sitting opposite him off the east edge.

2.5 Counters
There are 176 unit-counters in the game, most represent British soldiers or Zulu warriors. Other counters are provided as markers and memory aids. After reading these rules at least once, carefully punch out the counters. Trimming off the dog ears from their corners with a fingernail clipper will facilitate easier handling and stacking during play and enhance their appearance.

2.6 British Combat Units
Each British infantry unit-counter displays its nationality by its color scheme.

2.6.1 British Unit Counter
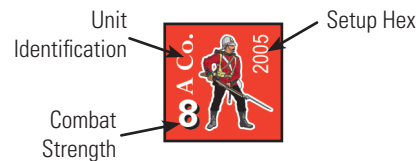
Important: Some British units are printed with a single number, rather than a four-digit hex number. The single number represents the game turn they arrive.

> **Note:** Units are not printed with their movement allowance. See 7.0 for details concerning movement allowances.

2.6.2 British Unit Step Reduction Counters

If a British unit is printed with a dot in its upper-right corner, that means it is a substitute unit, that only comes into play when the full-strength version of its formation sustains losses in combat. Only one unit per British company (or company equivalent) is ever in play on the map at any one time. See sections 2.0 and 8.0 for further details.
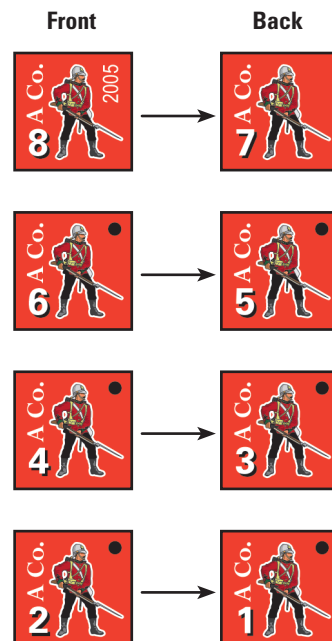
2.6.3 British Leader Counters

British leader counters are not back printed. The front displays the leader name and hex set up number. The abbreviated names on the counters represent the following individuals.

Durnfurd: Lt. Col. Anthony Durnfurd

Pulleine: Brevet Lt. Col. Henry Pulleine

Wardell: Capt. George Wardell

Young: Capt. Reginald Younghusband

> *Designer's Note: The four officers included in the game as their own counters are those I judged to have had an influence on the battle that went beyond their immediate unit commands and surroundings.*

2.6.4 British Company Units

The below units represent company sized units.

A Co: Company A, 1st Battalion, 24th Regiment of Foot

C Co: Company C, 1st Battalion, 24th Regiment of Foot

E Co: Company E, 1st Battalion, 24th Regiment of Foot

F Co: Company F, 1st Battalion, 24th Regiment of Foot

H Co: Company H, 1st Battalion, 24th Regiment of Foot

G Co: Company G, 2nd Battalion, 24th Regiment of Foot

NB: Battery N, Royal Artillery (fighting as infantry)

2.6.5 British Detachments

The below units represent detachments of small groups of about 20 men from other units or survivors from units destroyed earlier in the battle.

1BB: 1st Battalion Band

1BP: 1st Battalion Pioneers

RB: Rocket Battery survivors

P40R: Detachment from 40th Regiment

2BG: 2nd Battalion Guards

28RD: 2nd Battalion Rear Area Detail

2BP: 2nd Battalion Pioneers

2.6.6 British Ad Hoc Units

The below units represent small British Ad Hoc formations formed either before or during the battle.

Lt. A: Lt. Edgar Anstey & his ad hoc breakout group

QP: Quartermaster James Pullen & his ad hoc counterattack group.

St. Iz: Capt. George Shepstone & the IziGqoza Zulus

Important: The "Lt A," "QP" and "St Iz" units, are not leader units (there are no leader counters for these officers). They are ad hoc company-equivalent combat units, and none of the rules given for leaders apply to them.

2.7 Zulu Combat Units

The Zulu units in the game are essentially anonymous. Each unit represents a constantly forming and reforming ad hoc grouping of warriors, all intermingled from the dozen Zulu regiments committed to the battle.

Important: Zulu unit counters do not show their combat strength. Zulu units are all one step and have a combat strength of six (8.0).
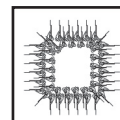
2.8 Markers

Other counters are provided as markers and memory aids. Details of their uses are given in the sections noted below.

Turn Marker (4.0)

Queens Colors Marker (5,9, 5.10, 7.8 & 8.10)

Formed Square Marker (3.2 & 7.7)

Ammunition Wagon Marker (3.2, 4.1, 5.9, 7.8, 8.7 & 8.10)

Done Marker (8.2)

3.0 SET-UP

3.1 Prepare to Play

Players should first decide who commands each side. Place the turn marker in the first box of the Turn Record Track. The British player set up first.

3.2 British Set Up

Place all British units with a four-digit set up location number directly in that numbered hex.

> *Note: Hex 2004 starts the game overstacked. The overstack must be resolved by the end of the first British Movement Phase.*

**Example:** The Ammunition Wagon is placed in hex 1008.

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- Place the Queen's Color marker and the Lt. A. unit in the "2" box of TRT.

- Place the seven British detachment units (2.6.5) in any hexes on the map containing a wagon or tent symbol that does not currently have any other British units (except the hex containing the ammunition wagon marker) occupying the hex. No more than one of these units may be placed in one hex.

- Set aside, within easy reach, the done and formed square markers. Similarly set aside within each reach, sorted into stacks according to the various companies to which they belong, the British substitute units.

3.3 Zulu Set Up
Divide the Zulu units into seven groups of 16 counters each. Place one group in each of the seven onrush hexes around the edge of the map.

Zulu Onrush hex
See 8.14
See 8.14
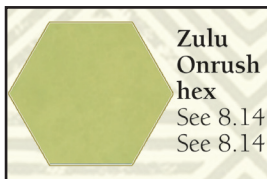
4.0 HOW TO WIN

4.1 British Sudden Death Victory (Live to Fight Another Day)
If, during any British Movement/Combat or Reaction Phase (5.2), that one or more British combat units, accompanied by the ammunition wagon and the Queen's Colors, move into any hex along the west edge of the map from 0105 through 0114, inclusive, play stops and the British player is declared to have won the game.

4.2 British End Game Victory (Survival)
If, at the end of turn six there is any British combat or leader unit still on the map (not eliminated), the British player is declared to have won the game.

4.3 Zulu Victory (Massacre)
If, at any point in the game, there are no British leaders and/or combat units on the map; and the British player did not meet the requirements of 4.1, the Zulu player is declared to have won the game.

Important: All British company and company-equivalent units, as well as detachments and ad hoc groups, are combat units.

5.0 SEQUENCE OF PLAY

5.1 Phases
Each turn of *Last Stand at Isandlwana* is divided into a series of sequenced steps called phases. Every action taken by a player must be carried out in the appropriate phase as described below. Once a player has finished his activities for a phase, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

5.2 The Turn Sequence Outline
The turn sequence outline is given below. At the end of each turn's Phase VII, move forward the turn marker to the next higher numbered box

on the TRT. Keep up that process and sequence until one player achieves a sudden death victory, or the end of game turn six is reached, whichever occurs first (4.0).

I. Zulu Movement Phase

II. British Reaction Phase

III. Zulu Attack Phase

IV. British Movement or Combat Phase

V. British Combat or Movement Phase

VI. Zulu Sniping Phase

VII. British Leader Fatalities Phase

5.3 Zulu Movement Phase
During this phase, the Zulu player may move as many of his units as he wants. All Zulu units have a movement allowance of six (7.0).

5.4 British Reaction Phase
Each British combat unit that has one or more Zulu units located in hexes immediately adjacent to it may fire against any one of those Zulu units.

- Unlike in the Phases IV and V (see below) there is no ranged fire during this phase; all combat is from hex to adjacent hex.

- If British units in more than one hex are mutually adjacent to the same Zulu unit, they may combine their fire into one combat.

- British units may not split their combat strength; each British unit must direct their full combat strength into one Zulu unit.

- Combat is not mandatory.

Important: British reaction fire is conducted by units firing on one adjacent enemy unit. During the British Combat Phase, British units may split their fire.

Example: A Co. may fire at the Zulu unit in hex 0608 but cannot fire at the Zulu unit in 0708. E Co. could fire at the Zulu unit in 0708 by itself, or it could combine with A Co. to fire at the Zulu unit in 0608.

5.5 Zulu Attack Phase

Each Zulu unit that has one or more British units located in hexes adjacent to it may attack any one of those British units.

- Each Zulu unit attacks independently.

- More than one Zulu unit can fire on the same British unit. Resolve each Zulu firing on a British unit separately.

- British leaders cannot be the target of an attack. Combat is not mandatory.

Example: In the below diagram, the Zulu player has multiple options during his Zulu Attack Phase.
1) The Zulu unit in hex 0607 could fire at A Co. and the Zulu unit in hex 0509 could fire at E Co.
2) The Zulu unit in hex 0607 could fire at E Co and the Zulu unit in 0509 could fire at A Co.
3) Both Zulu units could fire at either E Co. or A Co. (but not both). In this case each Zulu would conduct a separate attack against the selected British target.

5.6 British Movement & Combat Phases

At the start of each turn's Phase IV, the British player announces whether he will conduct that phase as a movement or a combat phase.

- If he chooses combat for Phase IV, Phase V is then automatically a Movement Phase.

- If he chooses movement for Phase IV, Phase V is then a combat phase.

- He only has choice over the order of those two phases; he may not choose two of one and none of the other. Combat in these phases may be both adjacent and ranged (8.0).

Example: In phase IV the British player chooses to conduct movement. Phase V would then automatically be a combat phase.

5.7 Zulu Sniping Phase

The Zulu player rolls one die and then eliminates that number of steps (one through six, in total) from any combination of British combat units on the map that he has one or more of his own units adjacent.

- No more than one step may be taken from any one eligible British unit.

- If two or more British units are stacked together, each unit in stack could suffer one hit.

- British leaders cannot suffer hits.

- If there are fewer total British units adjacent to Zulu units than the total calculated hits, the remaining hits are ignored.

- Beginning game turn three, the Zulu player adds three to the die roll for the remainder of the game.

- The Zulu player designates the British units that suffer hits.

Important: Sniping is conducted differently than when conducting Zulu attacks during the Zulu Attack Phase.

Example 1: At the beginning of the Zulu Sniping Phase during turn one, there are four British units adjacent to Zulu units. The Zulu player rolls one die with a result of three. The Zulu player selects three of the four adjacent British units to each loose one step.

Example 2: At the beginning of the Zulu Sniping Phase during turn two, there are four British units adjacent to Zulu units. The Zulu player rolls one die with a result of five. Each of the four adjacent British units would suffer one step loss. The remaining hit is lost as each British unit may only take one step loss.

Example 3: At the beginning of the Zulu Sniping Phase during turn four, there are eight British units adjacent to Zulu units. The Zulu player rolls one die with a result of five. He adds three to die roll achieving a total of eight hits. Each of the eight adjacent British units would suffer one step loss.

> **Designer's Note:** The estimate is that about one-in-four Zulus at the battle had firearms, which means, in aggregate, they had more guns there than did the British. As it was, though, most of that Zulu weaponry consisted of old Brown Bess muskets. Further, the Zulus were not good marksmen. That was due to lack of practice, that in turn was due to not having the large quantities of shot and powder to enable much practice. Even more, they were not trained or organized for volley fire. Toward the very end of the battle, however, it is estimated they had by then picked up off the ground some 200 to 400 Martini-Henrys, that were easier to load and fire than were their muskets.

5.8 British Leaders Fatality Phase

The Zulu player rolls one die for each British leader that is in a hex adjacent to one or more Zulu units (only one die roll per leader).

- A die roll of one or two eliminates the leader. It is immediately and permanently removed from play.

- The Zulu player must designate the leader that is being targeted.

Designer's Note: This procedure simulates the effect of Zulu warriors being able to recognize officers and senior NCOs and selectively singling them out for fire.

5.9 Turn 2 British Arrivals

At the start of turn two, prior to the commencement of the normal phase sequence, the British player receives two new units: The Queen's Colors and Lt. Anstey's *ad hoc* breakout group (Lt. A.). The Queen's Colors must be placed in the hex containing the ammunition wagon. The Lt A unit may be placed in that same hex or any hex adjacent to it (in both cases also considering any prohibitive Zulu presence). Once on board, the Anstey unit functions as any other British combat unit.

5.10 Declining to Show the Colors

Instead of deploying the Queen's Colors onto the map, the British player may decide (as was done during the real event by the British commander) to have the flag sent off the battlefield. That decision must be made immediately when the flag becomes available, and it may not be changed afterward. This decision effectively cancels the effects of 4.1 (the British player cannot achieve a sudden death victory) and 8.12.

6.0 STACKING

6.1 Stacking

Stacking is the word used to describe the piling of more than one friendly unit into the same hex at the same time. Stacking only counts at the end of each unit's or stack's movement and the end of each advance-after-combat.

6.2 Overstacking

If a hex is ever found to be over-stacked at the times mentioned above, correct the situation as follows:

- If the overstack is surrounded by enemy units (all adjacent hexes are enemy occupied), all units in violation of stacking are eliminated.

- If there is an adjacent hex (not occupied by enemy units) that a unit could move into, units in excess of the stacking limits may displace into that hex. If more than one such hex exists, the enemy player (the one not controlling the offending units) selects the hex the over stacked units displace to.

6.3 British Stacking

The British player may stack up to eight strength points in a hex.

- He may stack any number of units in a hex if the total combat strength stacked in the hex is less than eight strength points.

- Leaders, ammunition wagon and Queen's Colors do not count against stacking.

6.4 Zulu Stacking

Zulu units may not end a phase stacked.

- Only one Zulu unit is allowed in a hex.

- An unlimited number of Zulu units may move through a hex to another hex, however, at the end of the phase there may be only one Zulu unit in a hex.

Exception: Any number of Zulu units may stack in each onrush hex.

6.5 No Fog of War

The scale of the game obviates he need for the usual fog of war rules concerning stacking. The Zulu player is always free to examine the units beneath the top unit in British stack.

7.0 MOVEMENT

Each unit in the game has a designated movement allowance (MA) representing the number of movement points (MP) that unit may expend in one movement phase. Units have the following movement allowance:

Zulu: All Zulu units have a MA of six.

British Combat & Leader Units: British units have a MA of four.

Ammunition Wagon: The wagon has a MA of two when moving along a road, and a MA of one when not moving along the road.

Formed Square Units: British units that are under a formed square marker (i.e., those units that are in a square formation) have a MA of two.

Static British Units: Capt. George Shepstone & the IziGqoza Zulus (the St. Iz unit) are static units. It has a MA of zero and may not move. The Queen's Colors has zero MA; however, it moves with the ammunition wagon (i.e. it must remain in the same hex as the ammunition wagon, even if the wagon moves).

7.1 Movement Procedure

Each unit is moved from hex to adjacent hex, expending MP from their movement allowance for that phase for each hex entered.

- MP may not be saved from one phase or turn to the next, nor may they in any way be given or loaned from one unit to another.

- Each unit's or stack's movement must be completed before the movement of the next unit or stack is begun.

- Once you have moved a unit or stack, you may not redo its movement that phase or turn unless your opponent graciously permits it.

- Units are not required to stop their movement when moving adjacent to enemy units.

Important: Zones of control are not used in the game. The ability of the Zulu units to flow around pockets of resistance is a major component of the design intent.

7.2 I-GO U-GO

Both players may move their side's units during their own movement phases, and no friendly movement takes place during the opposition's movement phases.

- A player is not required to move all his units in each of his movement phases.

- You may choose to move none, some, or all of them within the strictures given below, in each of your movement phases.

- A moving unit need not expend all its MP before stopping.

- A unit may never exceed its movement allowance during a single phase or turn.

7.3 Required Hex Entrance Cost
No unit may move into a hex unless it has sufficient MP available to pay all involved costs.

7.4 Stack Movement
Zulu units are always moved one at a time. British units may be moved singly and/or as stacks.

- If a British stack is moving, it may drop off units along the course of that move; however, those dropped off units may not then begin a separate move that same phase even if they have MP otherwise remaining to them.

- A moving British stack may only pick up units in the last hex of its move (though it could move into and through a hex containing other British units or stacks).

7.5 Terrain Costs
The number of movement points required to enter each type of terrain is shown in the terrain key on the map.

7.6 Enemy Occupied Hexes
Units may never enter an enemy occupied hex.

7.7 British Square
The British player may, on a case-by-case basis form a unit into a square. This is done during the unit's movement in Phases IV or V. Alternatively a force already in square may be taken out of that formation.

- It costs two MP to go into or out of square.

- Units in square have a MA of two MP.

- Units that exit square formation prior to moving may move after exiting square but have only two MP remaining.

- There is no limit on the number of British forces that may be in square at any given time. If you need more markers than the six provided in the counter-mix (unlikely) use coins.

- When British units are attacked while in square, add one to the defense factor of the hex (never increase above 6)

Example: A British unit in square is in a clear hex (defense factor of 2). The defense factor of the hex for this attack is 3.

- British units that fire when in square subtract one strength point from each unit firing while in square.

7.8 Ammunition Wagon & Flag Movement
The ammunition wagon may only move into clear, tent terrain and/or road hexes.

- Moving along a road is defined as moving from one road to another road thru the hexside the road crosses.

- If moving along the road, the ammunition wagon has a MA of two.

- If not moving along the road, the ammunition wagon has a MA of one.

- Road and non-road movement may not be combined during the same phase.

- If the Queen's Colors have been raised (i.e., placed on the map) the flag must always be stacked with the ammunition wagon.

Important: The road does not speed the movement of any units, other than the wagon. All other units moving along a road pay one MP for any hex entered.

> *Designer's Note: The wagon need not be escorted by combat units for it to be able to move (though it is wise to always keep it well escorted).*

7.9 Capt. George Shepstone & the IziGqoza Zulus
The St. Iz unit is a static unit. It cannot move from its set up hex, nor may it form square.

Important: It cannot attack in any phase, it only defends in place in its hex (it does count against a Zulu victory via rule 4.3).

> *Designer's Note: The IziGqoza were Zulus who'd allied themselves with the British. Though they and their British commander, Capt. Shepstone, took part in the earlier flight of the mounted colonial troops from the battlefield, it appears that Shepstone was somehow wounded to the point of no longer being ambulatory. Rather than desert him on the field, the IziGqoza formed around him and fought until their last.*

8.0 COMBAT
The combat factors of the British units are printed on counters, and those same numbers represent their step strength. All Zulu units have a step strength of one (1) and a combat strength of six (6).

8.1 General
During each side's Combat or Attack Phase, that side's units may attack enemy units within range.

- A unit's combat strength can never be modified to a strength less than one.

- All modifiers (both combat strength and defense strength) are cumulative.

- Combat is executed by totaling the strengths of all the units firing into a given hex, and then subtracting the modified defense strength listed on the Terrain Key of the hex from the total modified combat strength. The resulting number is the hit number.

8.2 Strictures
Each unit may conduct one attack in each friendly combat or attack phase.

- A unit is never required to attack.

- A player may choose to fire with some, none or all his eligible units during each of his combat phases throughout the game.

- A player need not declare all his attacks at the beginning of his combat phase; he announces and executes them one targeted-hex at a time in any order he chooses.

- The resolution of an attack into one hex must be completed before that of the next hex being attacked is begun.

- A targeted hex must contain at least one enemy unit.

- A single attack can only target a single enemy occupied hex.

> **Designer's Note:** *If you need a memory aid to help recall if a given unit has already fired during a phase, maintain a common facing among all your units and rotate each one 180 degrees when it fires or use the done markers provided in the counter-mix. On the Zulu side, you may instead temporarily flip the counter over until the end of the phase.*

8.3 Firing Procedure

The attacking player designates the target hex and his in-range units he wants to attack that hex.

8.3.1 British Fire

British units may fire separately or in conjunction with other units.

- Each Zulu unit may only be fired on once per phase.

- British units may split their fire into multiple hexes if the total combat strength used does not exceed the current strength of the unit.

- Modify the combat strength of each attacking unit for range (8.4) and formation (7.7).

- Total the modified combat strengths of all attacking units. The resulting number is the total attack strength for that attack.

- Determine the defense factor of the hex being targeted (Terrain Key). Subtract the defense factor from the total attack strength (determined above). The resultant number is the to hit number for that attack.

- Roll one die, if the result is less than or equal to the hit number, the targeted Zulu unit is eliminated. (8.6)

8.3.2 Zulu Attacks

Each Zulu unit must make a separate attack.

- A British unit may be subjected to more than one attack each phase.

- All Zulu units have a combat strength of six.

- Each Zulu unit may fire into one hex in each friendly combat phase throughout the game.

- Determine the defense factor of the hex being targeted (Terrain Key). Determine modifiers based on leaders (8.9), Queen's Color's (8.10) and formation (7.7). Subtract the modified defense factor from the Zulu

attack strength (six). The resultant number is the to hit number for that attack.

- Roll one die, if the result is less than or equal to the hit number, the target unit suffers one step loss. In the case of multiple British units in a hex, the Zulu player determines which units suffer the hits after the die roll (8.6). The Zulu player may distribute all hits as he desires.

Important: Units in this game have no defense factors; terrain determines the defense strength for all attacks.

8.4 Range

Zulu units have a range of one. British units have a maximum range of three.

- The distance is counted in hexes, through which it may project its fire. Do not count the attacking unit's hex; do count the targeted hex.

- Modify the combat strength of British units (not Zulu) for the effect of range as follows:

> **One Hex (adjacent unit):** Add one to the units combat strength.
>
> **Two Hexes:** Range has no effect on combat strength.
>
> **Three Hexes:** Subtract one from the firing units combat strength.

Important: Range is determined, and modifiers applied for each British unit.

Example: One British unit (strength of 3) and a second unit (strength of 4) are firing at a single Zulu unit; the first unit is firing at a range of one (adjacent) and would have an effective strength of (3 + 1 = 4) The second unit is firing at a range of three and would have an effective combat strength of (4 − 1 = 3). The total combat strength firing at the Zulu unit would be (4 + 3 = 7).

8.5 Line of Sight

If firing at an odd angle across the hex grid, count the range in hexes the most direct possible route to the target hex.

- Heights hexes may not be fired into or through.

- No other terrain or units block the ability to fire into or through a hex.

- It is permissible to fire along the edge of a heights hex.

Example: A British unit in hex 1206 could fire into 1006 or 0907.
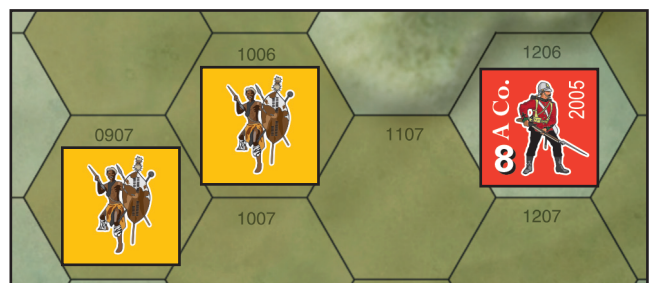
8.6 Hits

Hits on an enemy unit during the British Reaction, British Fire, and Zulu Attack Phases are achieved by rolling a result less than or equal to the determined hit number (8.3).

- A die roll of one (1) is always a hit.

- A die roll of six (6) is always a miss.

- A hit on a Zulu unit eliminates the unit.

- A hit on a British unit, reduces that unit by one step/strength point. See 2.5.2 for information on British counter step strength.

- British units consist of from one to four counters. When taking a hit, if the counter is showing the side with the higher strength, flip it over to its reduced side.

- If the counter is already showing its reduced side, replace it with another counter with the same ID that shows the correct reduced strength for the unit. Continue this process until a counter with a strength of one receives a hit. At that time, remove the counter from the game, that unit is eliminated.

Example: The below diagram shows the three counters that depict the Lt. A. unit.

- Leaders are not affected by combat results. If all British combat units are eliminated in a hex containing a leader, treat the leader as follows:

- If there is a path of hexes, of any length, not occupied by Zulu units the leader may move to the closest British occupied hex.

- If a path of hexes as mentioned above does not exist, the leader is automatically eliminated.

Important: Other than receiving a hit during the British Leaders Fatalities Phase, this is the only way a British leader can be eliminated.

8.7 Advance After Combat

British units may never advance after combat. In the Zulu Attack Phase, Zulu units may advance after combat if all British units in the target hex are eliminated. One attacking Zulu unit can advance into the targeted hex (no further) immediately after all fire has been resolved against that hex.

Exceptions: Queen's Colors and ammunition wagon are not combat units. If all British combat units are eliminated in a hex containing these two counters, a Zulu unit may advance into the hex, and eliminate the ammunition wagon and colors unit (the wagons and colors have been captured).

8.8 Zulu Recycling & Onrush Hexes

When a Zulu unit is eliminated, the owning player places the eliminated unit into the appropriate onrush hex listed below.

- If a Zulu unit is eliminated in a hex in or east of the 14xx row, it may only be recycled into play via one of the four onrush hexes in that same part of the map (1601, 2301, 2506 and 2013).

- If a Zulu unit is eliminated in a hex in or west of the 13xx hex row, it may only be recycled into play via one of the three onrush hexes in that same part of the map (1201, 1314, and 0401).

- The Zulu stacking limit in those hexes is infinite; however, Zulu units moving out of them do so one at a time (though any number may move out that way over the course of a Zulu Movement Phase).

- No more than one Zulu unit may attack out of any given onrush hex during a Zulu Combat Phase.

- The Zulu player need not empty onrush hexes of his units simply because there are one or more units in them; any number of Zulu units may remain indefinitely in onrush hexes.

- British units may never move into any onrush hex and, if they attack into one, only one Zulu unit can be effected. Onrush hexes are otherwise considered clear terrain.

8.9 British Leader Presence

If a British unit or stack receives a Zulu attack while one or more of the four leader counters are present in its hex, add one to the defense strength of that hex. One is the maximum that can be added, no matter how many leaders are present in the hex.

8.10 Presence of the Queen's Colors

- During the Zulu attack Phase, add one to the defense factor of a hex if a British unit is stacked with the Queen's Colors.

- During the British Combat Phase (not Reaction Phase), add one to combat strength of all British units stacked with the Queen's Colors.

- If at any time in the game, the Queen's Colors are captured by the Zulus (a Zulu unit enters the hex containing the Queen's Colors) all British combat strengths are reduced by one for the remainder of the game.

8.11 British Ammunition Shortage

During the last turn of the game all British combat strengths are automatically reduced by one.

Exception: British units operating in the wagon's hex, as well as hexes immediately adjacent to it, are immune to this penalty.

8.12 Ammunition Wagon & Queen's Colors

The ammunition wagon and Queen's Colors do not have combat values or steps.

• If the ammunition wagon is captured by the Zulu, all British units immediately suffer the firing penalty noted in 8.11.

9.0 SOLITAIRE RULES

Players should find this game suitable for solitaire play.

9.1 British Player

The British side should be played by the human (good luck in surviving).

9.2 Zulu Rules

• Move Zulu units so that every hex possible hex that a Zulu unit could reach and that is adjacent to a British unit is occupied. If two or more British units are equal distance from a Zulu unit, determine the Zulu unit's move by rolling one or more dice. Odds should be equal for each British unit.

• If the ammunition wagon and Queen's colors are on the map, and Zulu units are within their movement allowance to move adjacent, those adjacent hexes must be occupied first.

• After all Zulu units have moved that could reach an adjacent hex to a British unit, or if all hexes adjacent to British units are occupied by Zulu units, the Zulu will then move to occupy all hexes two hexes away from a British unit. This continues until all Zulu units have moved.

• Zulu units entering from an onrush hex must move onto the map unless there are no open hexes within 6 MP available.

• During the Zulu Attack Phase, all British units adjacent to Zulu units must be attacked. If there are not enough Zulu units adjacent to British units to fulfill that requirement, Zulu units must be allocated to the strongest British units that are adjacent to Zulu units (i.e. first attack the strongest units, then the next strongest, etc.).

• If eligible, Zulu units will always advance after combat.

• During the Zulu Sniping Phase, any casualties inflicted will be inflicted on the strongest British units first (in the same manner as Zulu attacks).

10.0 OPTIONAL BRITISH SET UP

The below free British set-up is a what if scenario. Play balance will swing in favor of the British.

10.1 British Set Up

Place all British units with a four-digit set up location in hex east of the 09xx hex row and west of the 20xx hex row. Units may not be overstacked.

• The Ammunition Wagon must be placed in hex 1008.

• The St. Iz. Unit must be placed in hex 1005. All rules pertaining to this unit remain in place.

• Place the Queen's Color marker and the "Lt. A." unit in the "2" box of TRT.

• Place the seven British detachment units (2.5.5) in any hexes on the map containing a wagon or tent symbol that does not currently have any other British units (except the hex containing the ammo wagon) occupying the hex. No more than one of these units may be placed in one hex.

• Set aside, within easy reach, the "done" and "formed square" markers. Similarly set aside within each reach, sorted into stacks according to the various companies to which they belong, the British substitute units.

Examples of Play

British Reaction Phase

After completion of the Zulu Movement Phase, the British player finds A Co. surrounded by Zulu units. His plan is to have A Co. cut its way out of the surrounding Zulu and move to a position to support Durnford and C Co. During the Reaction Phase. each British unit can only fire on one adjacent enemy unit. Since the goal is to get A Co. joined up with C Co. the British player declares he will use A Co. to fire at the Zulu unit in hex 0808. A Co. has a combat strength of 8 and is firing at a range of 1, which adds one to the combat strength of the firing unit, giving A Co. a combat strength of 9 (8.4). The Zulu unit is in a clear hex, the Terrain Key notes it as having a defense factor of 2. The British player has a hit number of 7 (8+1-2=7) (8.3). Even though he has a final combat strength of 7, the British player must still roll to hit, due to a die roll of 6, always being a miss (8.6). Luckily, he rolls a 2, which eliminates the Zulu unit. He cannot advance after combat (8.7). He then designates C Co. to fire at the Zulu unit in hex 0909 (hoping to clear a path for A Co. to join up during the British Movement Phase. In this case, C Co. has a modified combat strength of 5 (4(printed strength) + 1 (adjacent hex) = 5, giving the unit a hit number of 3 (5 (modified strength) – 2 (defense factor of hex) = 3. The player rolls a 4. Since the die roll is greater than the hit number, there is no affect. At this point the Reaction Phase ends.

Zulu Attack Phase

In this phase, all Zulu units that are adjacent to enemy units may conduct their attacks. There are still 5 Zulu units adjacent to A Co. so all 5 may fire. Each Zulu unit has a combat strength of 6. Zulu units do not receive any strength modifiers, so each unit ends up with a hit number of 4

(6-2(defense factor for clear terrain) =4). Zulu units may not combine their attacks but may designate more than one unit to attack the same target, so the Zulu player rolls a die five times (8.3.2). He rolls a 4, 5, 6, 3, & 2. Since his hit number is 4, he achieves 3 hits on A Co. The British player will replace the 8-strength counter with the 5-strength A Co. counter. Two Zulu are adjacent to C Co. Each unit ends up with a hit number of 1. 6 (combat strength) – 5 (defense factor of 4 + 1 for leader) = 1. One unit rolls a 1 and the other a 5, inflicting one hit on C Co. The British player flips the 4-strength counter over to the its 3-strength side.

British Movement or Combat Phase

Since the goal of the British player is get the two companies in the same hex, he elects to conduct a Combat Phase, which means he will conduct all fires, and then conduct movement. He decides to fire with A Co. first, firing at the unit in hex 0909. He has a hit number of 3 (5 (combat strength +/- 0 (no modifiers) – 2(defense factor of hex) =3). He rolls a 2 and eliminates the Zulu unit. C Co. then fires on the unit in hex 0908 with hit number of 2 (3 + 1 (range of one) – 2 (defense factor of target hex) = 2). C Co. rolls a 4 and misses.

British Movement Phase

The British player now moves A Co. to hex 1008 at cost of 4 MP (1 (hex 0808) + 1 (hex 0909) + 2 (hex 1008). The 2 MP cost of hex 1008 is due to the Wagon symbol (Terrain Key). The two companies can stack in the same hex due to their total combat strength being 8 or less (leaders do not count for stacking).

LAST STAND AT ISANDLWANA

Zulu Sniping Phase

For this example, assume that the two above units are the only British units adjacent to a Zulu unit. Since this is game turn 2. The Zulu player rolls one die with no modifiers. The result is 3. The Zulu player can designate three British units that are adjacent to a Zulu unit to suffer one hit each, but since there are only two British units adjacent, the Zulu player can only designate two units to take one hit each. C Co. is reduced to combat strength of 2 and A Co. is reduced to a combat strength of 4.

British Leader's Fatalities Phase

The Zulu player now rolls one die for each British leader that is adjacent to a Zulu unit. The Zulu player designates Durnford as the target. He rolls a 3, which is a miss (leaders are only hit on a die roll of 1 or 2). At this point if neither player has met their sudden death victory condition, the turn marker would be moved to the 3 box and play would resume with the Zulu player moving any or all Zulu units.

Combat Reference Charts

British Reaction Phase

During the British Reaction Phase British units may only fire at adjacent units. Do not use the range modifier.

Use the below procedure when attacking in the British Reaction Phase, Zulu Attack Phase and the British Combat Phase.

British Combat Strength Modifiers When Firing	
All modifiers are cumulative	
+1	Range of one.
-1	Range of three
-1	If in square formation
-1	*Game turn six
-1	Ammunition wagon captured
+1	If stacked with the Queen's Colors
-1	If Queen's Colors has been captured.

*If stacked with or adjacent to ammunition wagon are exempt from this penalty.

A unit's combat strength can never be reduced to less than one.

Modifiers to the defense Factor of Hex	
Applies to British Units only.	
+1	British leader is present in hex
+1	Target unit is in square formation
+1	Target unit is stacked with Queen's Colors

Resolution

British: Modify the combat strength of each individual unit firing then total the results. Subtract the modified defensive value of the targeted hex from the total. The result is the to hit number.

Zulu: Zulu units fire individually. Subtract the modified defense factor of the target hex from six. The result is the to hit number.

Roll one die, if the result is equal to or less than the above total, a hit is achieved.

No matter the to hit number:
  A die roll of "1" always a hit
 A die roll of "6" always a miss

Zulu Sniping Phase

The Zulu player rolls one die. The result is the number of adjacent British units that take one step loss. If he number rolled is greater than the number of adjacent British units, remaining hits are ignored.
Add "3" to the die roll beginning GT 3.

British Leaders Fatality Phase

The Zulu player rolls one die for each British leader that is in a hex adjacent to one or more Zulu units. A die roll of one or two eliminates the leader. It is immediately and permanently removed from play.

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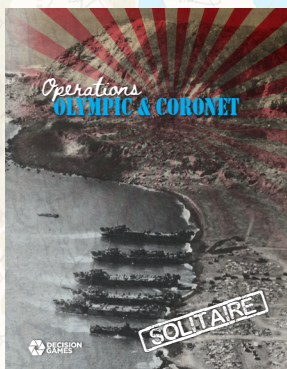
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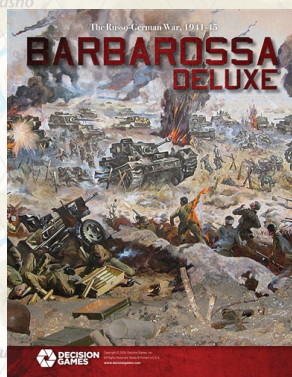
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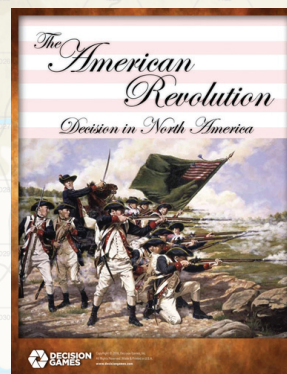
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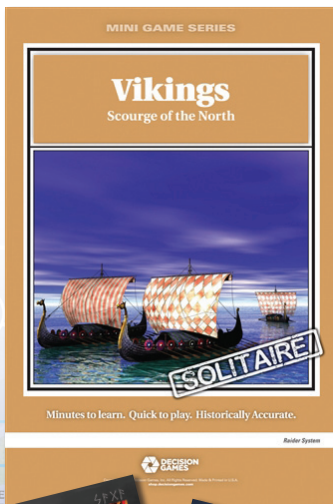
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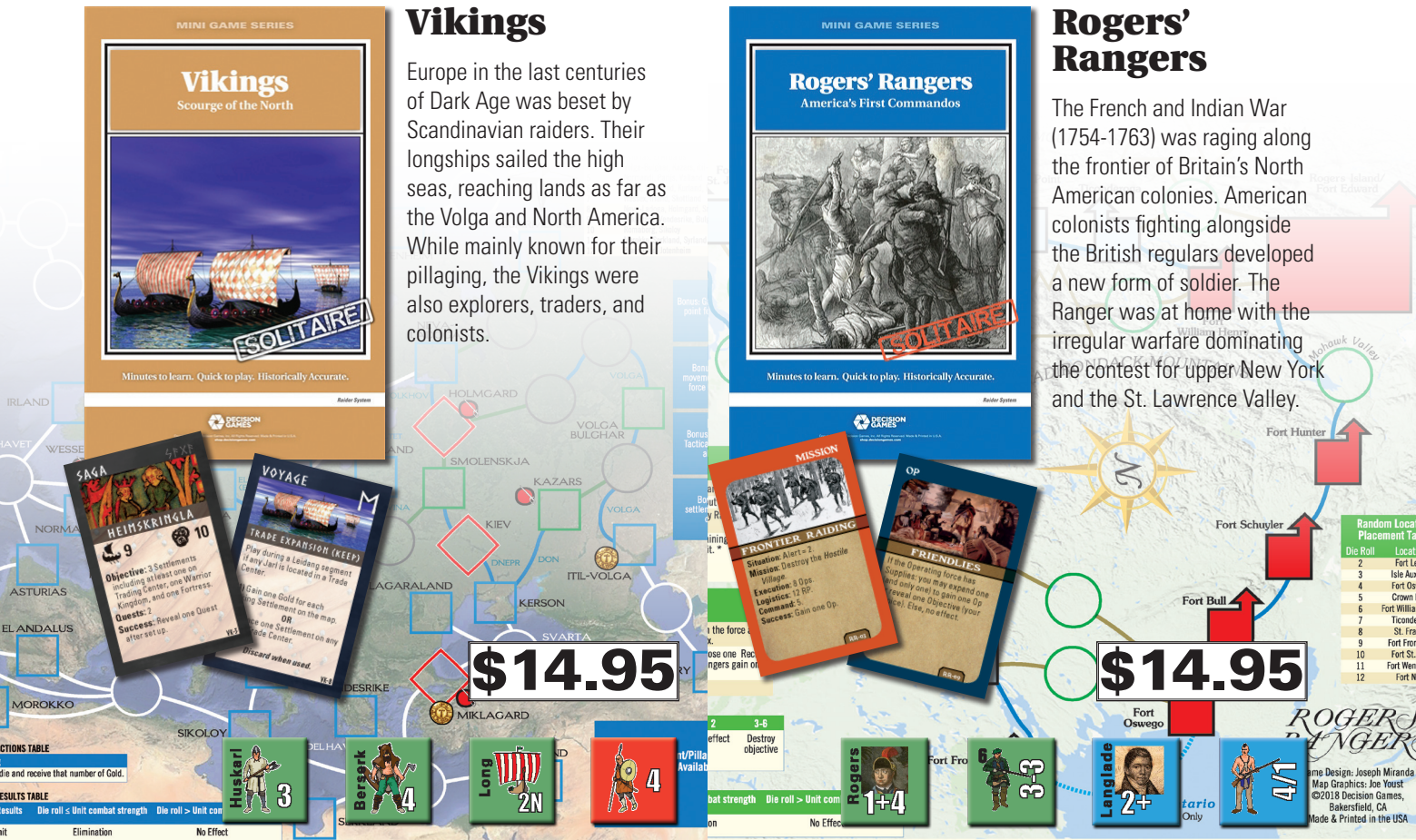
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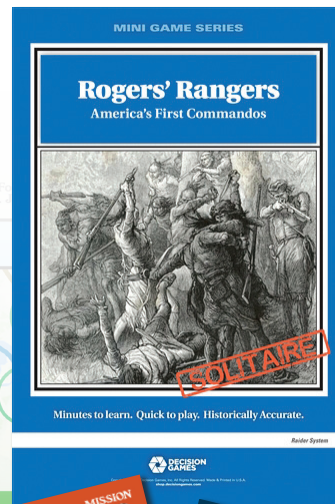
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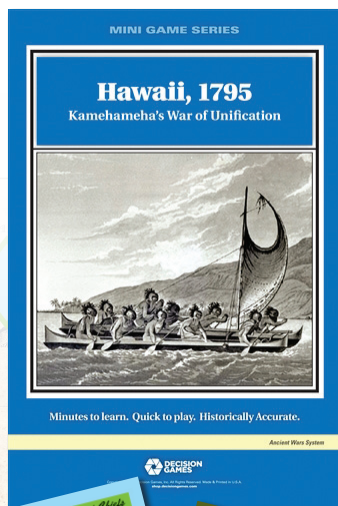
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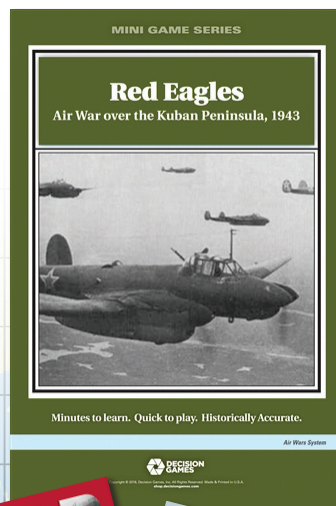- Eight page system rule booklet plus exclusive scenario rules

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