

ZULUS ON THE RAMPARTS!

2ND EDITION

THE BATTLE OF RORKE'S DRIFT

RULES



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[1.0] INTRODUCTION

Zulus on the Ramparts! is a solitaire *States of Siege™* game of **The Battle of Rorke’s Drift** in South Africa during the Anglo-Zulu War of 1879 (*as depicted in the film Zulu*). At this battle, approximately 140 British soldiers and auxiliaries defended a small compound (*in an area less than half the size of a baseball field*) against 4000+ crack Zulu warriors – *and won*. This action saw more Victoria Crosses awarded (*the highest medal for bravery in Britain*) to a single regiment at a battle than any other before or since. Its legend has grown to become one of the greatest “stands” ever in military history.

In *Zulus on the Ramparts!*, you control the besieged British forces and the game system controls the attacking Zulus.

Glossary

iButho: A troop of Zulu warriors that roughly equates to a “Regiment” (*or “guild”*) based on age-group and marital status. Although the plural of iButho is “amaButho,” we will call them “iButhos.” The four iButhos in this game comprise the Zulu uNdi corps. This corps formed the Zulu reserve at Isandlwana earlier that day, but because that battle was won so quickly, these iButhos did not get to share in the glory. They impetuously advanced across the Buffalo River into Natal to Rorke’s Drift spoiling for a fight and another easy victory.

iMpi: A Zulu army, consisting of several iButhos. Also the Zulu word for “war.”

Standee: A game piece that is assembled together so that its icon information “stands up” perpendicular to the game map (*as opposed to lying flat and parallel to the game map*).

[2.0] GAME EQUIPMENT

- One game board
- 10 plastic stands
- 50 Action cards
- 82 game pieces
- 5 six-sided dice
- 1 Rules booklet

[2.1] The Game Map



The game map depicts the Mission Station at Rorke's Drift on 22-23 January 1879 with the "interior" of the encampment as the central hub of the game's action and four tracks emanating outward from it like spokes.

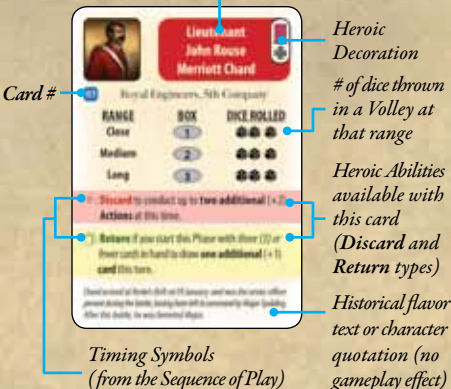
Each of the tracks represent a military approach vector used by the Zulu battle formation known as "the fighting bull-buffalo." It consists of four units of maneuver: the Chest, the two Horns, and the Loins.

The map also includes various holding boxes and other data to facilitate and organize play.

[2.2] Action Cards

These cards are used to provide the activities and heroics that help you defend Rorke's Drift and narrate the story of this battle.

(Title) Event, Quotation, or Hero Name



How to Read the Cards

There are four basic types of cards:

Heroes: These cards have pictures of individuals on them. Some can fire a Volley, but all have special Heroic Abilities.

Groups: These include the two **Natal Native** units and **G Company**. They each represent significant (*100+ men*) forces allied to the British defenders. They function similarly to Heroes in most respects.

Volleys: Each card with a gray title box and showing dice is a **Volley** card, which is used to fire at one approaching Zulu **iButho**.

Events: The *Night Fighting Begins*, *Lord Chelmsford's Relief Column*, "Steady, Lads... Steady" plus the two "movie events" (from the film *Zulu*), *Sing "Men of Harlech"* and *Cattle Stampede* are all special event cards.

Card Color Keys

Background colors

Always used

Optional or Variant

Card # box colors

#: Has special set up Rules

#: No special set up Rules

Title Text colors

White: Normal (*as per Title Box color*)

Red: British military

Brown: Natal Native

Title Box colors

British soldiers

British commissariat

Natal Native soldiers and groups

Special characters and groups

Volunteer clergy

British volley

Special & Movie events

Hero Decorations

Distinguished Conduct Medal:

The second highest award for gallantry in action (*after the Victoria Cross*).



Victoria Cross:

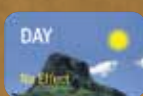
The supreme award for gallantry of the highest order in the face of the enemy.



Counters, Standees, and Markers



Before your first game you have to construct the standees. Punch out the standee counters (iButhos, Heroes, and On Fire; 10 total) and carefully place each into a plastic stand as shown here to the left.



iMpi Chits



Event Chit



Where (Left Horn)

Movement Chit

[2.3] The Playing Pieces

Each rounded standee and the plastic piece forming its base represents an **iButho** charging the defenses of Rorke's Drift.

Each **iButho** is composed of 2 or more pieces (*i.e., its standee is one piece, with additional Hit marker pieces bearing the same shield marking as its standee stacked beneath it*). That entire stack forms a single **iButho** and it moves together at all times. **iButho** standees and **Hit** markers each represent around 250-500 warriors.

The various **Information** markers (*both flat and standees*) indicate the status, possession, or effect of an important game Action or situation.

The round playing pieces are **iMpi** chits that come in two varieties: **Movement** and **Event** chits.

[3.0] SET UP

Follow these steps to set up the game:

1. Take the four **iButho** standees and randomly place one on each of the #5 boxes on the game tracks.

Then stack each **iButho's** corresponding square **Hit** markers beneath it, creating a stack to bring it up to full strength.

Important, set aside each **iButho's Hit** marker with a gold stripe. These are not used in the Standard Game. *They are added to make the game more challenging when using Optional Rule 12.1.*



Example: The uThulwana iButho sets up with 4 matching **Hit** markers beneath it.

2. Place the **Zulu Victory** marker between the two #0 (*Outer Perimeter*) boxes and the **Ammunition / Water Low** marker in its "Ammo/Water Available" holding box near the center of the map (*you need to pass out the ammunition when the game begins*) along with the **Building Barricades** markers in their box.



The **Day** marker goes in the Day / Night box. Set aside the **Night** marker until it is needed.



Place the remaining square and rectangular markers to one side, off the map.

3. Place the round (*iMpi and Event*) chits in an opaque container (e.g., a coffee cup, inverted pith helmet, or empty ammunition box) and mix them up. This forms the "**iMpi cup**" from which these chits are drawn at random.



4. Sort through the cards and set aside cards: #32 – 50 (i.e., those with the rough/dark background). They are not used in the Standard Game; various *Optional Rules (12.0)* introduce them.

Then take cards #1 – 31 and set aside cards #1 – 5 (with the **blue Card # box**).

- A. Shuffle the remaining cards (#06 – 31), face down, and then deal out a mini-stack of 3 cards. Add card #01 (*Lord Chelmsford's Relief Column*) to this mini-stack and shuffle them together. Place this now 4-card mini-stack nearby; these cards form the bottom of the **Draw Pile**. *Thus, the Relief Column will appear near the exhaustion of the Draw Pile toward the end the game.*
- B. Cut the remaining cards into two roughly equal piles. Place the first pile on top of the Draw Pile (i.e., on top of the 4-card mini-stack you just set aside). Then place card #02 (*Night Fighting Begins*), face down, on top of the growing Draw Pile. *Placing this card thus means that night will fall about halfway through the game.*
- C. Place the second pile on top of the Draw Pile. This completes its construction.

- Grab cards #03, 04, and 05 (*Lieutenants Chard, Bromhead, and "Here they come..."*). These cards form your starting hand. *It's 3:30 PM, 22 January 1879. Each turn represents about 15 minutes of real time.*

[4.0] SEQUENCE OF PLAY

Each turn consists of the following Phases that must be conducted in order. Note that each Phase is identified by a **Turn Order Symbol** (e.g., "➡") for quick identification on other game components (*to indicate the timing of certain activities*):

- iMpi Phase (●)**: Draw one iMpi chit from the iMpi cup.
- iButho Phase (➡)**: Perform the Action(s) required for the iMpi chit just drawn (*see 5.0*). If a Zulu iButho enters the box containing the **Zulu Victory** marker, you immediately lose (11.0).
- Action Phase (⊕)**: Usually, you may perform **one** Action at this time (6.0).
- Card Draw Phase (📄)**: Usually, you draw one card off the top of the Draw Pile and place it in your hand (7.0). If the *Lord Chelmsford's Relief Column* card is drawn, the game ends immediately (11.0).
- Hero Phase (♁)**: You may "Put Forth" one **Hero** card (*for free*), thus making it **available** (6.2 and 8.0).
- Housekeeping Phase (🧹)**: If you have more than **five (5)** cards in your hand at this point, **discard** down to five (9.0). If no iButhos remain in play, you immediately win the game (11.0).
- A question mark symbol (?) indicates the timing for that hero's ability is variable.

A complete game of *Zulus on the Ramparts!* consists of as many turns as required until either victory is achieved or defeat occurs.

[5.0] THE iBUTHO (➡) PHASE

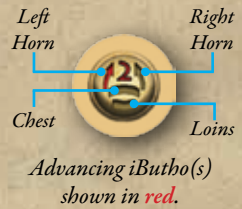
During this Phase, the iMpi chit drawn during the immediately preceding iMpi Phase (●) is implemented as listed below.

Discarded markers are removed from play and not returned to the iMpi cup after being implemented.

iMpi chit Explanations

[5.1] Advance Marker

The iButho of the fighting bull-buffalo formation (*Chest, Horn[s] or Loins*) **shown in red** on that iMpi chit is moved the



indicated number of boxes along its track toward the **Zulu Victory** marker; i.e., the next consecutively lower-numbered box(es).

If that iButho is routed / eliminated (6.7.4), ignore any Advance results for it. (*Do not draw another iMpi chit in this case.*)

Example: The **Advance** marker illustrated here shows that the **Loins** advance 2 boxes. Note that the Loins have the fewest **Advance** markers, but move more boxes at a time, on average, representing Zulu military tactics.



Discard this marker after implementing it.

[5.1.1] iButho Integrity

An **iButho** unit and all of its remaining **Hit** markers are always moved together as a stack, even when removed from play.

[5.1.2] iButho Movement Restrictions

The red boxes representing the **interior** of Rorke's Drift (*shown below, numbers 0, 0, -1, and -2*) can be entered by *any* **iButho**, but only one at a time in each of these four spaces.



The four tracks funnel down to only two tracks at their **0** spaces, with the **Left Horn** and **Loins** converging on the upper **0** space, and the **Chest** and **Right Horn** sharing the lower **0** space. These two tracks merge again down to only *one* track at the **-1** space.

When multiple **iButhos** are instructed to move by the **iMpi** chit, they are moved in this order (*to avoid traffic jams*):

1. The **iButho** on the lowest-numbered box (*i.e., the "closest"*) moves **first**;
2. If their box numbers are the same, the **strongest iButho** (*i.e., the one with the most Hit markers still under it*) among those tied takes precedence;
3. If their current strengths are equal, the **iButho** with the higher **starting** strength value (*i.e., the one printed on it*) takes precedence.

An **iButho** cannot enter an **interior** box if there is already another **iButho** there. Other **iButho(s)** attempting to enter that interior box are blocked and must remain in their preceding box.

[5.1.3] Blocking Markers

Entering a building that is on fire (*5.3.1*) automatically ends that **iButho's** movement for that turn.



Also, some locations can be defended by certain **Heroic Defense** markers (*tall, rectangular standees*). Before an **iButho** can enter a defended box, a die is rolled and compared to the **Heroic Defense** marker there.



If one of that **Heroic Defense** marker's numbers is rolled, the defense succeeds and the advancing **iButho** is stopped; it does not enter that defended box and ends its movement that turn in the next higher-numbered box adjacent to it.

If the roll is lower than the **Heroic Defense** numbers, the defense fails and the advancing **iButho** enters that box normally; place the **Heroic Defense** marker back into the stock and its associated **Hero** or **Group** card is returned to your hand. (*A skillful fighting withdrawal preserves that card.*)

Example: Currently available (*6.2.1*) is **Private Hook**, and so his **Heroic Defense** marker is automatically placed in the **Hospital** box. If an **iButho** attempts to enter the defended **Hospital** box, it is stopped on a roll of or , and succeeds in occupying the **Hospital** on any other die roll.



[5.1.4] Movement Sequencing

When multiple **iButhos** are instructed to advance, move each *one box at a time* until all have completed their movement either by pressing forward that many boxes, or being stopped by a blocking marker.

[5.1.5] Zulu Victory

If an **iButho** moves into the box occupied by the **Zulu Victory** marker, the game immediately ends in defeat (*see 11.0*).



[5.2] “R” Marker

Note: This is **not** an **Advance** marker. When an “**R**” **iMpi** chit is drawn, perform all of these Steps in this *exact* order:



A. iButhos Regroup: Each **iButho** unit on the map in a #**3**, **4**, or **5** box that has lost any of its **Hit** markers recovers **one** of them. Remove that **Hit** marker from the Zulu Casualties box and replace it under its **iButho** standee.

B. iButho Rally: **iButho** units that have Routed (6.7.4) are returned to play. Stand them back up in their #**5** box (*stacked atop whatever Hit markers they have left*). Note that they **do not** recover a **Hit** marker as per A (*above*).

C. Retreat iButho Markers: Each **iButho** unit on the map in a #**2** or **lower** box is retreated back to the next consecutively higher-numbered box on its track.

D. Rest the Lads: This turn, you cannot fire any Volleys. *The Zulus have “gone to ground,” laying low in the grass, and not presenting themselves as targets.*

Discard this marker after implementing it. There are **three** of them in the mix.

[5.3] Event Markers

Event markers are ones that do *not* show the fighting bull-buffalo formation on them. These are explained below:

[5.3.1] Building Ablaze

Consult the **Building Ablaze Table** on the Reference Sheet (*located on the back cover of this rules booklet*). Determine the proper column to use (*depending on whether one or both the **Hospital** and/or **Storehouse** are currently on fire*), and roll a die. The results are:



Hospital or Storehouse Ablaze: That building has ignited; place an **On Fire** marker in its box on the map to denote this.

OTHER Ablaze: Whichever building *was not* on fire now is; place an **On Fire** marker in *its* box on the map.






No Effect: Nothing happens or changes.

One Fire Extinguished: You must remove the indicated **On Fire** marker (“*One Fire Extinguished*” means that it is your choice should both buildings be currently ablaze). Place the appropriate **Hero** marker back in that box if that Hero is currently available. *Note that buildings can be reignited during the game!*

Return this marker to the **iMpi** cup after implementing it if it is **Day**. If it is **Night**, **Discard** this marker after implementing it. There are **two** of them in the mix.

Burning Building Effects

While a building's box is on fire, apply the following effects:

- If there is currently a **Heroic Defense** marker there, place it back into the stock and **that Hero's card is returned to your hand.** *An orderly withdrawal is made.*
- A Zulu **iButho** entering that box **must stop** and can advance no further that turn (5.1.3). It can advance from that space normally on a future turn.
- You can fire Volleys *into* but **not through** the fire. That is, you can fire Volleys into box #1 on that track, but not higher-numbered boxes while that track's building is on fire.
- A Zulu **iButho** that is attacked while **in** a burning building box retreats on rolls of  and  (not just ; 6.7.4).
- The **-1 DRM Night** penalty is not applied.

Most of these points are summarized on the On Fire marker's standee.

The fires illuminated the Zulus at night, denying them much of the benefits of the cover of darkness. Because it had been raining for some days prior to this battle (*although the weather was clear on 22-23 January*), the thatched roofs were still damp when ignited. Thus they slowly smoldered and burned for a very long time.



[5.3.2] iNdluyengwe Forward!

Move the **iNdluyengwe iButho** forward **two (2)** boxes.



Discard this marker after implementing it.

This Zulu **iButho** was comprised of younger, unmarried men who were eager to prove themselves and advanced boldly in the fight.



[5.3.3] Prince Dabulamanzi

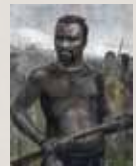
Roll one die and return that number of **Advance** markers (*not "R" markers or Events*) from among those discarded and place them back into the **iMpi** cup. If there are not enough, take all of those that are available; if there are more available than the die roll result, flip them upside down, mix them up and choose the number required at random.



If it is **Day**, **Return** this marker to the **iMpi** cup after implementing.

If it is **Night**, **Discard** this marker after implementing it.

Prince Dabulamanzi was the half-brother of Zulu King Cetshwayo; he was the Zulu commander on the spot at the battle of Rorke's Drift.



[5.3.4] Rifles Overheat

Draw another **iMpi** chit; if it is an **Advance** marker, implement it normally during the **iButho** Phase; if it is *not*, return that marker to the **iMpi** cup without effect.



Regardless, during the **Action** Phase this turn, your Volleys have a **-1** Die Roll Modifier (*DRM*) as per 6.7.5.

Return this marker to the iMpi cup after implementing it.

The Martini-Henry rifle did a superb job, but overheated with prolonged firing, as happened at Rorke's Drift. It had a brutal kick into the shoulder and the soldiers kept trading sides or just laying their rifles on top of the ramparts to fire them instead of aiming properly to rest their battered shoulders.

[5.3.5] Seniority Debate

If they are currently available (*i.e., not currently assigned to building a barricade or formed into the Reserve Platoon*), both of the Lieutenants **Chard** and **Bromhead**, Commissary **Dalton**, and Sergeants **Bourne** and **Windridge** cards **must be returned to your hand** (*they can re-enter play normally*). **Skip the remainder of this turn (including the Housekeeping Phase) and proceed with the iMpi Phase of the next turn. You will have to sort out your hand size next turn.**



Discard this marker after implementing it.

Lieutenant Chard, an engineer, was the senior officer present (*and, therefore, in command*) at Rorke's Drift, although Bromhead commanded the infantry company there.



[5.3.6] Washing of the Spears

Look at the lowest numbered box occupied by *any* **iButho**. Retreat *every* **iButho** on that same-numbered box by one box along its track (*but not beyond its #5 box*). When this occurs in the **# -1** box, it might cause an additional **iButho** unit to Retreat if there is a traffic jam at the **0** box (*see 6.7.4 re: displacement*).



Discard this marker after implementing it.

Example: The **iNdlondo** and **uThulwana** **iButhos** are in their respective **1** boxes, while the other two Zulu **iButhos** are in their **3** and **4** boxes. For this Event, **both** the **iNdlondo** and **uThulwana** **iButhos** would move one box back to their respective **2** boxes.

When a Zulu **iButho** made a kill, they stopped for a ritual purification.

[5.3.7] Zulu Snipers

Draw another **iMpi** chit; if it is an **Advance** marker, stop drawing; if it is not, return it to the cup and draw again until you draw an **Advance** marker, and then implement it normally during the **iButho** Phase. If there is no **Advance** marker in the cup, **Advance all iButhos 1 space.**



During the **Action** Phase this turn, your Volleys have a **-1 Die Roll Modifier (DRM)** as per 6.7.5.

The Zulus had a good many men with rifles and muskets up on the nearby hills. They fired into the British defenses with some effect, mostly forcing the British to keep their heads down.

Return this marker to the iMpi cup after implementing it.

[6.0] THE ACTION (⊕) PHASE

During this Phase, you can perform **one Action** (possibly more, e.g., see 6.1) using your cards and the defenders of Rorke's Drift.

3. **Action** Phase (⊕), 6.0
 - Put Forth 1 Hero or Group (6.2)
 - Form Reserve Platoon (6.3)
 - Construct 1/3 of a Barricade (6.4)
 - Fight a Building Fire (6.5)
 - Distribute Ammo/Water (6.6)
 - Fire a Volley/Melee (6.7)

[6.1] "Free" Actions

In addition to the one Action allowed each turn (although certain **Hero** cards award additional Actions) during this Phase, any number of "free" Actions can be also be performed.

Which Actions are "Free?"

1. Every **Hero** or **Group** card's special abilities occurring during the **Action** Phase (⊕), including their Volleys, are **always** free Actions.
2. Some specific cards award a "free" Action (e.g., #05, "Here they come...")
3. Every Action that occurs during any other Phase is also a free Action.
4. Event cards (e.g., "Steady, lads... steady".)

[6.2] "Put Forth" a Hero or Group

To use its **Abilities** (i.e., to fire its Volley or perform one of its listed special abilities), a **Hero** or **Group** card must first be "**Put Forth**." This Action consists of taking that Hero card from your hand and placing it, face-up, on the **Tableau** (that area of table directly in front of you). Putting Forth a **Hero** or **Group** card costs one Action when performed during the **Action** Phase. Once performed, that Hero or Group's status is now "**available**."

Example: The situation is desperate and three Zulu iButhos are each one box away from the **Outer Perimeter** and defeating you.

As your Action this turn, you Put Forth **Lieutenant John Rouse Merritt's Card**, placing his card face-up on the Tableau.



Now "available," you opt to immediately use his "**Discard**" (*Heroic Sacrifice*) ability as a free Action which gives you two additional Actions this turn, and boy do you need them!

You use one Action to complete the **Inner Barricade** (6.4, giving you a little breathing room), and with your second Action you use an available Private to distribute ammunition and water (6.6, making your Volleys more effective).

Hero Card Notes

Available Heroes and Groups are at the ready and can perform any of their listed abilities (including firing their Volley) as a free Action.

Key words for **Heroic Abilities** include:

[6.2.1] While Available

While that **Hero** or **Group** card is available (*i.e., on the Tableau*) and not tasked to another activity (*see 6.3 or 6.4*), that **Hero** or **Group** card automatically performs this continuous “Heroic Defense” ability for free. Place that **Hero** or **Group** card’s **Heroic Defense** marker in the indicated box as a reminder of this ongoing effect.



Remove a **Heroic Defense** marker from the map when:

- That **Hero** or **Group** card is no longer available (*or you task it with an activity, 6.3 or 6.4*);
- That box or any lower-numbered box is occupied by an **iButho** (5.1.3) – also, return that Hero’s card to your hand;
- Its building is on fire (5.3.1) – also, return that Hero’s card to your hand. The **Hero** card can be Put Forth again, but its **Heroic Defense** marker is not replaced until the fire is extinguished (6.5) and there is no **iButho** unit in that or any lower-numbered box, at which time it is automatically replaced the moment those conditions are met.

In these latter two cases, that Hero “falls back” to your card hand in safety.

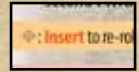
[6.2.2] Return

To use this card’s **Heroic Effort** (*i.e., “Return”*) ability in yellow highlight, remove it from the Tableau and return it to your hand, from which it can be Put Forth again (6.2).



[6.2.3] Insert

To use this card’s Heroic Effort (*i.e., “Insert”*) ability in orange highlight, remove it from the Tableau and place it, face-down, back in the center of the Draw Pile. *Eventually, this card will be redrawn and that Hero can be Put Forth again (but you will have to hang on a bit longer because you added another card to the deck).*



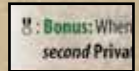
[6.2.4] Discard

Every Hero or Group has at least one **Heroic Sacrifice** (*i.e., “Discard”*) ability in red highlight. Note, its Volley, if fired, is *also* a **Heroic Sacrifice** ability.

After performing this ability, that card is discarded (*i.e., placed face-up in a Discard Pile next to the Draw Pile*).

[6.2.5] Bonus

These cards are easier to Put Forth during the **Hero** Phase (8.0).



[6.2.6] Penalty: Discard

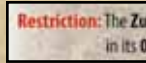
These cards are automatically discarded, without a redraw, if the conditions of the listed penalty apply.



The arrival or departure of these cards at the battle are, in effect, “random events.” Thus, if their timing is off, these cards are automatically removed.

[6.2.7] Restriction

The prerequisite condition must be met before you can play this **Event** card.



Actions Requiring an Available Hero

Most other Actions require the use of one (*or more*) available **Hero** or **Group** cards on the Tableau to perform them, as explained in 6.3 through 6.6.

Important: Cards with their titles in **white** boxes **cannot** be used to perform any of these Actions (6.3 to 6.6).

These heroes were either in the camp and busy, such as Surgeon Reynolds and his dog, or these groups were outside the camp completely.

[6.3] Form Reserve Platoon

As seen along the bottom of the map, one available Lieutenant **and** one available Sergeant **or** another Lieutenant (*i.e., two cards total*) are required to perform this Action.



Move those two Heroes' cards to that part of the map to indicate their **committed** status; **they are no longer available** and cannot perform other duties while they are standing in the Reserve Platoon.

Place the **Reserve Platoon** marker inside the compound on the map to show that the two decisive **Commit Reserve Platoon** cards are a step closer to being played.



You may “break up” the Reserve Platoon at any time for free (*and reforming it would require another Action*). Simply return the **Reserve Platoon** marker to the stock and place the two **Hero** cards used to form it back into your hand.

[6.4] Construct a Barricade

By constructing barricades, you move the **Zulu Victory** marker *backward* to the **interior boxes**: -1 (*Inner Barricade*) and -2 (*Final Redoubt*).

One available Lieutenant **or** Sergeant is required to perform this Action. Move that Hero's card to the bottom map area indicating his **committed** status; **he is no longer available** and cannot perform other duties while organizing construction.

You may cease building barricades at any time for free (*to recommence would again require an Action and an available Lieutenant or Sergeant*). Simply place the **Hero** card used back into your hand.

Procedure

It is a three-step process to complete the next barricade.



The **first** Action is spent to move the available **Hero** card *and* place the **Barricade 1/3 Built** marker in the next-available lower numbered interior box (*i.e., -1 or -2*).

The **second** Action may be spent on that or any subsequent turn (*if that Hero is still there; if not a new one must be assigned*) to stack the **Barricade 2/3 Built** marker on top of the other.



The **third** Action spent completes that barricade by:

1. Removing the two **Barricade** markers from the map and setting them aside,
2. Placing the (*exhausted*) Hero leading its construction back into your hand, and
3. Moving the **Zulu Victory** marker to the next-lower numbered box symbolizing its completion. Now a Zulu **iButho** needs to reach *that* box in order to defeat the British.



These three Actions are generally accomplished over multiple turns, although you can perform this Action more than once per turn when permitted.

[6.5] Fight a Building Fire

If there is a building on fire, you can attempt to extinguish it (*i.e., remove the On Fire marker from play*).



Procedure

One available **Hero** card is required to perform this Action. Place that **Hero** card back into your hand, roll a die on the Fire Fighting Action column of the Building Ablaze Table (*located on the back of these rules*), and apply the result as per 5.3.1.

[6.6] Distribute Ammunition / Water

While the **Ammunition / Water Low** marker is on the map (*where it sets up and is returned after using the "Volley Fire by Ranks" and "Commit the Reserve Platoon" cards*), **all** player Volleys (6.7) have a **-1** Die Roll Modifier (**DRM**) penalty (*see 6.7.5*). To remove this penalty, you must spend an

Action and have one available Hero (*of any rank or type*) perform this task. Place that **Hero** card back in your hand, and remove this marker from play.

Attacking the Zulus

[6.7] Fire a Volley

When you fire a **Volley** (*the generic term we use here for "shooting the guns" as opposed to the title of any specific card*), you are discarding a card to perform an Action against a single, targeted **iButho** in an effort to eliminate and/or retreat it.

You can fire more than one Volley per turn. Volleys fired on the same turn do **not** have to be fired at the same **iButho**.

To fire a Volley, perform these Steps:

1. **Target** one Zulu **iButho** within range.
2. **Discard** one card showing a Volley of dice and different ranges.
3. **Roll** the indicated number of dice for the range to the targeted **iButho**.
4. **Apply** the results to the target **iButho**.

[6.7.1] Targeting an iButho

To be an eligible target, an **iButho** must be on the map at either **Close Range** (*in its #1 box, or the interior boxes #0 or -1 – assuming the Zulu Victory marker is not also there or else the game would be over*) conducting "melee" combat; **Medium Range** (*in its #2 box*); or **Long Range** (*in its #3 box, although the outside Group cards, Natal Native Horse, and G Company can be used to fire Volleys into the #4 box as well as at Long Range; see 12.3.3 and 12.3.4*).

Zulus on the Ramparts!

If an **iButho** is currently in an **interior** box (*i.e.*, 0 or -1), the one on the lower-numbered box **must** be the target of any **Volley** not fired by an outside **Group** card.

Burning Building Obstacle

If there is a building on fire (5.3.1) on its track, that **iButho** cannot be targeted if it is in a box #2 or higher (*i.e.*, you cannot fire beyond a burning building).

[6.7.2] Discarding a Volley Card

As an Action, a card in your hand with a gray title box that shows Volley dice on it, is placed directly into the Discard Pile to fire its Volley. Note that an available **Hero** or **Group** card is **not** required to fire a **Volley** card.



As a **free** Action, an **available Hero** or **Group** card that has Volley dice on it can be placed directly into the Discard Pile to fire its Volley (*as a Heroic Sacrifice*, see 6.2.4).



Unlike Volley cards, Hero and Group cards cannot “fire from your hand,” but at least firing them is a free Action (*if at a dear cost*).

[6.7.3] Rolling Volley Dice

Roll the indicated number of dice shown on the discarded card (6.7.2 above) for the range to that **iButho**. This group of dice, rolled together, constitutes a single **Volley**.

[6.7.4] Applying the Volley Result

Sort through the dice rolled in a Volley. Apply all **Hits** first, *then* apply all **Retreats** (*see below*).

- Each result of , , or is a **Miss**. These have no effect.
- Each result of is a **Retreat**. The targeted **iButho** is retreated one space (*back to the next-highest numbered box along its track*) for each Retreat it receives.

» **Important:** If the target **iButho** is in or retreats through a box with a **burning building**, all results from that Volley are also considered Retreats.



» If that box being retreated into is an interior box (*i.e.*, a #0 box) that is currently occupied by another **iButho**, because of the Stacking Limit (5.1.2), **displace** the **iButho** already occupying the box needed to be retreated into (*by retreating it one box to clear a path*), and *then* retreat the targeted **iButho**.

» If an **iButho** must retreat beyond its #5 box, it is **Routed**. Tip its standee over in its #5 box to indicate this status. It retains all of its remaining **Hit** markers. It is stood back up again (*i.e.*, it “*vallies*”) in its #5 box and resumes play normally if an “**R**” **iMpI** chit is later drawn (5.2).

- Each result of is a **Hit**. Remove one **Hit** marker from beneath that **iButho**'s standee and place it in the Zulu Casualties box on the map.



If it has no **Hit** markers remaining and suffers another Hit, then the **iButho** standee itself is eliminated (*permanently removed from play*) and placed in the Zulu Casualties box. Ignore any Hits in excess of eliminating the targeted **iButho** unit.

[6.7.5] Die Roll Modifiers (DRMs)

When one of the **Ammunition** / **Water Low** or **Night** markers are on the map (*or the Rifles Overheat or Zulu Snipers Event chits occurred that turn*), subtract one (-1) from the **single** highest die roll result each Volley.



If *multiple* -1 DRMs apply that turn from the above list, then one is subtracted from **each of that many of the highest** die roll results in that Volley.

Example: You fire a Volley of four dice with the results and .

Because the British are low on ammo/water **and** it is **Night** with no buildings on fire (*i.e., there are two -1 DRMs applicable to that Volley*), one is subtracted from each of the **two** highest die rolls, so the final result is , , , and . Thus, the targeted **iButho** suffers no **Hits** and **Retreats** one box.

Conversely, when the **G Company Arrives** marker is on the map (*see 12.3.4*), you may **add one (+1)** to any **single** die roll result of your choice (*e.g., raise a single to a , or a to a*) to each Volley fired outside of camp (*i.e. at a #1 box or higher*).



When *both* a +1 and -1 DRM apply, they simply cancel each other out; apply **no** die roll modifier for either of those two circumstances, but apply *additional* -1 DRMs normally.

[6.7.6] Repeat Volleys

If you fire more than one Volley at the same **iButho** during a single turn, the result of each Volley is applied separately and completely before the next Volley is fired.

[7.0] CARD DRAW () PHASE

During this Phase, you must draw **one** card off the top of the **Draw Pile**.

Exception: Note that Lieutenants **Chard** and **Bromhead** both have the special ability, if used, to allow the drawing of additional cards that turn.

[7.1] No Discarding

You cannot *discard* cards at this time. Discarding is only allowed as instructed.

[7.2] Player Intelligence

You can freely examine at any time the used **iMpi** chits and cards in the Discard Pile.

[8.0] HERO PHASE ()

During this Phase, you may Put Forth, for free, **one Hero** or **Group** card from your hand (*as per 6.2*), making it immediately available.

In addition, these **Bonus** placements can supplement that one card you Put Forth:

- **Private Matters:** Most **Hero** cards featuring a Private allow you to Put Forth a *second* Private for free *at this time* (*only, not as an Action*), if you have another one in hand (*i.e., they can be Put Forth in pairs during the Hero Phase*).

- **Dick:** If the **Hero** card for **Dick** (*the fox terrier belonging to Surgeon Reynolds*) is in your hand, it can always be Put Forth for free during the **Hero** Phase.

[9.0] HOUSEKEEPING (👉) PHASE

During this Phase:

First, check to see if all **iButhos** are routed or eliminated; if so, you have won the battle and the game is over (11.0).

Second, check the Tableau to see if Color Sergeant **Bourne** is **available**.

- **If so**, begin the next turn.
- **If not**, count how many cards are in your hand (*note that available and committed Hero and Group cards on the Tableau or map are not counted as “in your hand”*). If you have more than **five (5)** cards in your hand, you must **discard** down to five cards (*placing those you decide to discard face-up in the Discard Pile*). Discarded cards are permanently out of play. Afterward, begin the next turn.

Example: You have 7 cards in hand and had to employ Color Sergeant **Bourne** in a Noble Sacrifice this turn, sending his card to the Discard Pile. You are going to need to discard 2 cards at this time.

But wait! Surgeon **Reynolds** is available! You opt to use his ability to recover a discarded **Hero** card who is immediately available, and reclaim **Bourne**; thus you can hold onto all 7 of your cards now. After doing so, as per his card, you must roll a die to discover **Reynolds’** fate.

[10.0] NIGHT

After revealing the **Night Fighting Begins** card (#02), it is immediately discarded (*in effect, it is a “wasted draw”*) and the **Night** marker is placed in the **Day / Night** box on the map for the rest of the game.



At **Night**, there is a **minus one (-1) DRM** (as per 6.7.5) penalty applied to all Volleys **unless** at least one building is currently on fire (5.3.1), in which case this effect is ignored.



[11.0] VICTORY & DEFEAT

The game ends in one of three ways:

1. In a **Military Defeat** immediately upon a Zulu **iButho** entering the box containing the **Zulu Victory** marker.

Every living thing is massacred with Zulu ritual sacrifice.

2. In a **Military Victory** if there are no Zulu **iButhos** left in the fight during the **Housekeeping** Phase (*i.e., they have all been Eliminated or Routed as per 6.7.4*).

Legitimately, you have good news to send back to London that offsets the disaster that morning at Isandlwana.

3. In **Political Face-Saving** immediately upon revealing the **Lord Chelmsford’s Relief Column** card (#01).

Lord Chelmsford makes it back on the morning after the disastrous defeat at Isandlwana to find that you've held out. Much is made back home of this success and many medals and citations are awarded as a result, but it has little strategic significance on the course of the Anglo-Zulu War. *This is the historical outcome.*

When one of these game-ending events takes place, tally your score to determine the final Victory Level.


Victory Point (VP) Schedule





- +1 VP for each **available** or **committed Hero** or **Group** card *without* a medal symbol by his name; *such cards in hand or the Discard Pile are worth 0.*
- +2 VPs for each **available** or **committed Hero** or **Group** card *with* a medal symbol by his name; *such cards in hand or the Discard Pile are worth 0.*
- +3 VPs for each **Zulu Hit** marker in the Zulu Casualties box.
- +4 VPs each for the **Hospital** and **Storehouse** if it is **not** currently burning.
- +6 VPs for each **Zulu iButho** unit in the Zulu Casualties box for wiping it out to the last man. (*You score +0 VPs for Routed iButhos.*)
- +10 VPs if the Relief Column card (#01) is drawn (*i.e., a Zulu iButho never reached the Zulu Victory marker to end the game.*)
- -X VPs for each **Heroic Support banner** marker (*NNC [-7], NNH [-5], and G Co. [-10]*) in play on the map.

Whether the game ends in Military or Political Victory or Defeat, your Victory Level is determined by how this battle will be remembered in the pages of history according to the following schedule:

VP Total	Historical Victory Level
24 or less	Tragic Defeat (<i>Zulu Major Victory</i>)
25 – 34	Ignoble Defeat (<i>Zulu Minor Victory</i>)
35 – 39	Standoff (<i>a Draw; Inconclusive</i>)
40 – 49	Minor Victory (<i>Zulu Setback</i>)
50 – 59	Major Victory (<i>Zulu Defeat; The historical result</i>)
60+	Epic Victory (<i>Zulu Debacle</i>)

FAQ

Q: One of **Private William Jones'** Heroic Abilities is "to change any single die's result in a Volley to a .

Can this be combined with the +1 DRM modifier provided by **G Company Arrives** marker? That is, can I say: "W. Jones is currently available; how convenient! By Jingo, I'll discard old Jonsey (*he is 39, after all*) to change one of my three dice rolls from this Volley from a  to a ! And then, by Jove, I'll add G. Co's +1 DRM modifier to improve that  into a ! And another Zulu casualty marker bites the dust!" Or is that "not cricket?"

A: That's entirely cricket! These sorts of things "combo" (*combine*) as best you can take advantage of them, provided everything is done in accordance to the rules (*and the Sequence of Play, in particular*).

EPILOGUES

Tragic Defeat

With the quick collapse of the mission station at Rorke's Drift, Prince Dabulamanzi kaMpande maintained the momentum of his 4,000 warriors, pressing further into Natal province. After feeding and resting his warriors around Rorke's Drift on the night of 22-23 January, in the morning just before dawn he pressed them forward once again, this time the 12 kilometers to Helpmekaar, where another engagement with a small British force ensued.

The hour-long Battle of Helpmekaar on the morning of 23 January saw the remnants of the Natal Native Horse, regrouped and hastily deployed to the south to screen the road to Greytown, hardly participate as they were still reeling from the previous day's encounter at Isandlwana. As they had at Rorke's Drift the previous day, the Natal Native Contingent once again fled, this time northwards toward Dundee (*where their British officers would eventually face court-martial for cowardice*). All that remained to defend Helpmekaar's two isolated stone houses and five storage sheds filled with reserve stocks of ammunition, biscuits, grain, and forage was G company of the 24th Regiment under the leadership of Major Spalding and Captain Rainforth. Without the benefit of even the improvised fortifications that defenders at Rorke's Drift enjoyed, the Zulus pressed forward to repeat in miniature their victory at Isandlwana of the morning before, with the remnants of G Company falling back to the north. A clutch of men led by Captain Rainforth made a last stand at a small chapel some distance away, but the Zulus did not press further.

Prince Dabulamanzi captured the 24th's Regimental Colors at Helpmekaar, and spent a brief time looting the depot before disbursing his forces to return across the Buffalo River

upon hearing the news of Lord Chelmsford's column approaching from Rorke's Drift. The Zulu success in this raid on Natal province caused considerable panic among the white settlers there. The trophies of war brought back to King Cetshwayo kaMpande spared his half-brother, Prince Dabulamanzi, the King's wrath (*after the King had expressly forbidden his forces to cross the Buffalo River*) and a celebration was held in the Prince's honor.

With the quick collapse of the mission station at Rorke's Drift, Prince Dabulamanzi kaMpande was forced to submit his warriors to the cleansing ritual at the hands of the iziNyanga (*shamans*) following hours of pillaging which was considered "honors of war." This had the added advantage of reorganizing the amaViyo (*military companies of 50 warriors*) as they assembled to undergo the required ritual before returning to Ulundi (*King Cetshwayo's royal residence*) to receive individual awards for bravery.

Meanwhile, Major Spalding, having reached Helpmekaar at 2:00 PM, departed with two companies of the 1/24th under Major Upcher for Rorke's Drift. At about sunset, Major Spalding, who had pushed ahead of the main column, encountered an iMpi from Dabulamanzi's force at Rorke's Drift who began skirmishing nearly three miles from Rorke's. Seeing the Zulu in front of him, Spalding ordered a counter-march back to Helpmekaar, the principal advanced depot for the Chelmsford's Column, unaware that the remnants of Chelmsford's Column were at Isandlwana.

When Spalding arrived with the news that Rorke's Drift had fallen and the Zulu were marching on Helpmekaar, it was enough to throw Natal into panic. Sir Henry Frere immediately ordered the 5th Engineer Company to Spalding's location, and two companies of the 99th to march from Cape

Town to Helpmekaar. Meanwhile, the Native Contingent deserted en masse, and mounted volunteers disbanded to protect their individual homes while Dabulamanzi's iMpi gathered behind the Oskarburg heights and dispersed on their way home.

Ignoble Defeat

The bad news of 22 January continued as 23 January dawned. Lord Chelmsford's column arrived at the burning, blood-soaked ruins of Rorke's Drift at around 8:00 AM. The aftermath of the battle showed that the defenders had resisted, but not for long and without much success judging by the abandoned scene of battle. Every man-jack in the column could tell, and their morale fell completely as the situation presently looked bleak with their forces defeated and supplies destroyed.

Early the previous night, Prince Dabulamanzi kaMpande's 4,000 warriors broke through the barricades of the British defenders and put all living things in and around the mission station to the spear. The exhausted warriors went through cleansing rites near the drift that evening, posting scouts to watch the Buffalo River for news of the invading British forces and to the south along the road to Helpmekaar. Word had arrived to Prince Dabulamanzi that the British had made a showing the previous afternoon on the Helpmekaar Road, and were currently just across the river on the Zulu side. The Zulus made a show of their triumphant warriors in a line of battle above the drift near the mission station, which saw a flurry of activity as the British deployed to meet them.

But there would be no engagement. The British were not inclined to press ahead as their ammunition was reduced to the few cartridges each soldier carried, and while the British made a show of deploying for battle, they would initiate no assault. Prince Dabulamanzi put Rorke's Drift to the torch and his warriors to

their feet and quickly departed the now blazing mission station, moving swiftly around the British column and back across the Buffalo River at the Middle Drift into Zululand.

The news of the double-disasters at Isandlwana and Rorke's Drift reached the newspapers on 11 February causing considerable consternation in London, shocking civilians reading their newspapers and shaking the Disraeli government. Dabulamanzi returned to Ulundi to a cold reception, offering only that he had successfully stormed and taken "the house" at Jim's Place before retiring to his imuzi (*homestead in the coastal region of eNtumeni*) near the abandoned mission at Eshowe.

Standoff

After a final Zulu assault during the pre-dawn hours of 23 January, the depleted ranks of the defenders of Rorke's Drift had their backs to their final redoubt – a much-shortened line that their numbers were barely holding. When they heard the sounds of another Zulu assault massing around them in the darkness, the British soldiers tried to muster their last ounce of courage as they counted their few remaining rounds, and steeled themselves like their bayonets for the final defense of their seemingly hopeless position.

But the rustling in the distance proved to be Prince Dabulamanzi's Zulu iMpi taking their leave of the battlefield. The British defenders were thirsty and sorely bruised on both shoulders from the constant kick of their Martini-Henry rifles firing through the night. Just as they were ready to accept that the next assault would finish them, it never came.

The Zulu warriors, who were tired when they had arrived for battle the previous afternoon, were now completely spent after repeated assaults against the British ramparts, and departed under the remaining cover of darkness

with little to show for their exertions. When news of this stalemate reached King Cetshwayo, he was very displeased that his iMpi had disobeyed his directions not to attack fortified positions and that this disobedience had cost the lives of so many warriors despite the tempting near-victory they almost achieved.

Back in London, news of the British debacle at Isandlwana could not be ameliorated by any particular good news from this engagement at the mission station. Although Prime Minister Disraeli and his cabinet were not ready to charge Chelmsford with incompetence, British popular opinion decidedly turned against him, and with him Sir Henry Frere who had initiated the hostilities on his own initiative.

Minor Victory

When the Zulu charges finally subsided after midnight on 23 January, the defenders at Rorke's Drift hastily took stock of their situation in anticipation of another attack. In their tight confines, the fire-illuminated darkness was enough to estimate their losses, killed and wounded, at about 40 men; water was critically short and the Zulus were still thick between the British soldiers and the Buffalo River below them at the drift. Ammunition was all but gone, and the sergeants organized groups to ferret among their fallen comrades and scrape together every live round they could find among them. Other details were formed under the direction of Acting Commissariat Officer Dalton to rebuild the inner rampart of ammunition boxes, where the British still had enough soldiers to make a proper stand to greet the next attack they expected would come.

But the Zulu officers could tell that these soldiers were going to stand together and fight to the last man and Prince Dabulamanzi knew that he could push his exhausted warriors no farther against them. Zulu losses had mounted

and still the red-coated soldiers remained. It wasn't long after he'd ceased launching assaults to rest his warriors and consider his situation that scouts brought back word of the British column returning from Zululand. There were several British soldiers, not killed at Isandlwana the day before, approaching. That decided matters for the prince, and he ordered his iMpi to retreat from Jim's Place (*the mission station at Rorke's Drift*) and return to Zululand. His half-brother, King Cetshwayo, would not be happy about his iMpi invading Natal, and unhappier still that his half-brother had disobeyed the King's most important directions to not cross the Buffalo River or attack a fortified position.

Back in London, the news of the minor victory at Rorke's Drift was a little sop to a public reading of the disaster at Isandlwana. While trying to salvage the reputation of British forces in the central column, dispatches from London with praise for the defenders of Rorke's Drift were faint, with only a few citations among the survivors; it was not enough of a victory to be either particularly helpful in the war or worth celebrating back home, and many summed up the situation saying that "it could have been worse." Eventually, it would lead to the disgrace of Lord Chelmsford in the newspapers, and he would be replaced, after much political maneuvering in London.

Major Victory (*the historical outcome*)

The Zulu attacks lost momentum between 10:00 and 11:00 PM on the night of 22 January when Prince Dabulamanzi realized that the British would not be overrun and were still secure behind their barricades. The exchange of rifle fire continued with some intensity for a few hours after the assaults died down. The last shots were fired by 4:00 AM on 23 January, and it became clear as dawn rose that the Zulus had withdrawn. Witnesses

of their retreat saw these fierce Zulu warriors so exhausted that they were dragging their shields in their departure, which was still a better fate than the 351 dead Zulu warriors counted at Rorke's Drift. *(Fallen Zulu bodies along the line of retreat would turn up for days after the battle, while many more warriors were maimed, or died at home).*

By 8:00 AM, Lord Chelmsford's column beheld an unexpected sight – the retreating Zulus from the battle at Rorke's Drift, but since each soldier had only the ammunition he could carry, the British did not wish to engage them and so watched them cross their front as they withdrew back to Zululand. Neither side was interested in attacking at this juncture, so much so that the Native Contingent among Lord Chelmsford's force engaged the retreating Zulus in shouted conversation as they passed. But the aftermath of the disaster at Isandlwana was still to be reckoned with, and the British War Office and Colonial Office went through extraordinary efforts to trumpet this rather inconsequential, if clear, victory at Rorke's Drift to help ameliorate the shocking and more significant defeat of 1,200 men the previous day.

The exaggeration of this victory at Rorke's Drift resulted in the issuing of 11 Victoria Crosses, a record number for a single regiment at a single battle, with Lord Chelmsford violating protocol by adding Lieutenants Bromhead and Chard as an afterthought, to the list of those recommended for citation. A further four Silver Medals for Distinguished Conduct were also issued from this engagement.

For their part, the Zulu attackers returned home from Rorke's Drift to national ridicule, making themselves a laughing stock for trying to capture some of the glory of Isandlwana on their own. These brave warriors were mocked as “women who ran away for no reason at all, like the wind.” Prince Dabulamanzi pointed out that they

did burn down the hospital, but that was too little and he was sent home until called upon to command another iMpi later in this war.

Epic Victory

The decisive victory at Rorke's Drift proved greatly beneficial to the morale of the British forces relieving them from Lord Chelmsford's retreating column, and the news also bolstered the frayed nerves of the white residents of Natal who were in near-panic at the prospect of a Zulu invasion. Capitalizing on this small triumph to show the army “the way it was done,” Lord Chelmsford regrouped his forces again in the vicinity of Rorke's Drift and once more crossed the Buffalo River in February, deliberately not seeking reinforcements from Great Britain. This helped play down his disgraceful loss at Isandlwana which appeared less significant than the truth bore out.

The British War Office sent fresh supplies and some reinforcements anyway, and they arrived just in time to renew the vigor of Chelmsford's far more cautious and stalled second incursion. The lessons of the drift were not lost on the British Army during the Zulu War, and each column would advance and fortify its camp in enemy territory, awaiting Zulu attacks against it. Eventually, the Zulu citizen-army wore itself out repeatedly storming these ramparts, much as they had at Rorke's Drift.

In the great traditions of the British Army, soldiers have long looked back to events at Rorke's Drift as a shining moment of gallantry and bravery in the face of impossible odds, and how the stalwart British soldier can overcome all obstacles. In future wars, when British soldiers were in battle surrounded and outnumbered, the commander would encourage the beleaguered men to “Remember Rorke's Drift!”

[12.0] OPTIONAL RULES

Any or all of the following Optional Rules may be used separately or together in any combination that you desire:

[12.1] Stronger iButhos

During **Step 1** of the set up, include for each **iButho** its additional (*gold striped*) **Hit** marker, thus making each **iButho** that much harder to eliminate.



No VP adjustment for using this variant.

[12.2] Melee Combat

Cards #24 (“*Fix... bayonets!*”) and #25 (“*Ready... En Garde!*”) are not affected by any **-1 DRM** penalty for **Night Fighting** (see 10.0) if used at **Close Range**.

-1 VP for using this variant.

These cards represent melee combat, up close and very personal. Night would have little impact on such fighting.

[12.3] Adding the Optional Cards

Each Optional card can be added separately to the game, or you may try them in any combination (*including using them all*). These optional cards, #32 – 50, have a distinctive rough/dark background.

-1 VP for each card added to the deck using this variant.

Note: Each card added enriches the narrative and decision-making, but lengthens the game (*thus making it more challenging to hang on and win, but also potentially adding more Victory Points*).

Deck Balancing

There is a designed ratio of **Hero** to **Volley** cards in the game. To help maintain that ratio when adding optional cards, include **one** of the five additional **Volley** cards (#s 44 to 48) when you add each of:

- **Reverend Smith** (#32)
- **Corporal Allen** (#33)
- Each complete *pair* of **Privates** or the dog, **Dick** (#s 34 to 39)

To use these **Hero** plus **Volley** cards in your game, simply add the desired ones (*above*) to the deck at the beginning of set up Step 4.

The **Random Event** cards (#s 40 to 43) and the **Movie** cards (#s 49 and 50) do not require balancing out with a **Volley** card when added to the deck.

The Movie Cards

The **Movie** cards (#s 49 and 50) did not happen at the actual battle, but they recreate very stirring scenes from the epic blood-and-thunder film, *Zulu*, which featured actor Michael Caine.



To use these **Movie** cards in your game, just add the desired ones to the deck at the beginning of set up Step 4.

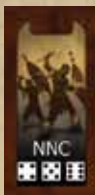
The Random Event Cards

The **Random Event** cards (#s 40 to 43) are so named because, even when added to play, their respective **Penalty: Discard** texts often precludes their participation. They represent the “what ifs” of the Battle of Rorke’s Drift, and including them allows you to explore these possibilities.

Each card has its own special rules:

[12.3.1] Natal Native Contingent (card #40)

This **Group** card represents a force located *inside* Rorke's Drift, which means it can do Actions that a Hero can do, like pass out ammunition and put out fires, etc. It has a **While Available** ability, and thus a **Heroic Defense** marker (6.2.1) associated with it, to guard the **Outer Perimeter** spaces provided all **iButhos** in play are at least in their #1 spaces or higher. In this case it protects *both* #0 spaces until *either* is occupied by an **iButho**, at which point it is returned to your hand.



If used for its **Heroic Sacrifice**, its **Heroic Defense** marker is removed from play and its **Natal Native Contingent** marker is placed on the map *inside* the compound to remind you of its new permanent effect, which is to give you **an additional die to roll** (🎲) when firing Volleys at any **iButhos** at **Close Range** (*only; i.e., in its #1 or lower box*) for the rest of the game.



-7 VPs if you make this **Heroic Sacrifice** to gain this benefit (*this is in addition to the -1 VP for adding it to the deck*).

To add this **Group** card to the game, shuffle it into the **top half** of the deck at the beginning of set up Step 4C, prior to placing it on top of the Draw Pile.

If drawn **before** firing your first Volley, add it to your hand and play it normally. If drawn *after* firing your first Volley, immediately remove it from play without effect (*i.e., it is a wasted draw – they fled*).

Historically, these native levies helped for some time building the barricades of the outer defenses, but then fled *en masse* when the Zulus arrived.

[12.3.2] Major Spalding (card #41)

This **Hero** card represents the officer commanding *inside* Rorke's Drift.



While in play (*i.e., in hand, available, or committed to a task*) he:

- Can serve any function that a lieutenant can (*he actually outranks them*).
- Allows you to *ignore* the effects of the **Seniority Debate** Event chit (5.3.5). *Do not redraw; nothing happens.*



This card is used as any other **Hero** card, including for its **Heroic Sacrifice**, which is to die gallantly inspiring the men, thus allowing you to Put Forth every Hero in hand.

To add this **Hero** card to the game, shuffle it into the **top half** of the deck at the beginning of set up Step 4C, prior to placing it on top of the Draw Pile.

If drawn **before** firing your first Volley, add it to your hand and play it normally. If drawn *after* firing your first Volley, immediately remove it from play without effect (*i.e., it is a wasted draw – the Major did not return in time*).

Major Spalding was in command of Rorke's Drift, but left earlier that morning to discover the whereabouts of G Company. Adding this card to the deck gives you a chance to have him return in time and be available at the battle to lead its defenses.

[12.3.3] Natal Native Horse (card #42)

This **Group** card represents a force located *outside* of Rorke's Drift.

It has a massive Volley versus boxes #3 and #4. Alternatively, it can be discarded for its **Heroic Sacrifice**. Its **Natal Native Horse** banner marker is placed on the map *outside* the compound to remind you of its new permanent effect, which is to give you **an additional die to roll** (🎲) when firing Volleys at any **iButhos** at **Medium** and **Long** Ranges (*only; i.e., in its #2 or higher box*) for the rest of the game.

-5 VPs if you make this **Heroic Sacrifice** to gain this benefit (*this is in addition to the -1 VP for adding it to the deck*).

To add this **Group** card to the game, shuffle it into the **top half** of the deck at the beginning of set up Step 4C, prior to placing it on top of the Draw Pile.



If drawn **before** firing your first Volley, add it to your hand and play it normally. If drawn *after* firing your first Volley, immediately remove it from play without effect (*i.e., it is a wasted draw – they fled as they did historically*).

These 100 horse soldiers, led by Lieutenant Henderson, were the organized remnants of their original 400 which fought earlier that morning at the battle at Isandlwana. When the Zulus arrived, they were screening Rorke's Drift, but after firing a single volley, their ammunition and morale low, they left the battlefield, riding past the camp as they fled. This not only lowered the morale of the British soldiers left to defend Rorke's Drift, but it caused the Natal Native Contingent's morale to crack, and they also fled at that moment.

[12.3.4] Captain Thomas Rainforth brings up G Company (card #43)

This **Group** card represents a force located *outside* of Rorke's Drift.

It has a massive Volley versus boxes #3 and #4. Alternatively, it can be discarded for its



Heroic Sacrifice. Its **G Company Arrives** marker is placed on the map *outside* the compound to remind you of its new permanent effect, which is to give you **a +1 DRM** (*see 6.7.5*) when firing Volleys against any **iButhos** at any positive-numbered Range (*i.e., outside the camp*) for the rest of the game.

-10 VPs if you make this **Heroic Sacrifice** to gain this benefit (*this is in addition to the -1 VP for adding it to the deck*).

To add this **Group** card to the game, shuffle it into the deck at the beginning of set up Step 4.

If drawn **during a Night Turn**, add it to your hand and play it normally. If drawn *during a Day Turn*, immediately remove it from play without effect (*i.e., it is a wasted draw – G Company, itself, is attacked and cannot come to the rescue*).

[12.4] Zulu Morning Attack

With all of the additional optional cards added and being reinserted into the deck for certain Heroic Abilities, it is possible that the **iMpi** chits can be exhausted before **Lord Chelmsford's Relief Column** arrives (*i.e., card #01 is revealed*), ending the game.

Should this occur, the Zulus conduct their final assault on the Mission Station that they had prepared for the morning of the second day (23 January). *Historically, they called off this surge at the last moment when Zulu scouts on a nearby ridge saw the approaching British Relief Column.*

[12.4.1] The Final Assault

If, at the beginning of the **iMpi** Phase, there are only two chits left in the cup (*which are the Rifles Overheat and Zulu Snipers Events*), discard them (*ignoring their effects*) and perform all of the following steps (*this might occur more than once*):

- **Zulu iButhos:** Immediately place each surviving **iButho** on its respective **#3 box** and apply an “**R**” **iMpi** chit result (*see 5.2*).

Hint: During your Action Phase, try to remove the “**Ammunition/Water Low**” marker if it is on the map; this may be your last chance to do so (*see 12.4.3*)!

- **iMpi Cup:** Return all of the **Zulu Advance** chits (*excluding the “R” chits*) to the **iMpi** cup and remove all others from play. Do not draw one this turn. *Return none of the Event or “R” markers to the cup; there is simply no time!*
- **Zulu Dawn:** Replace the **Night** marker with the **Day** marker and end **Night** effects.



[12.4.2] “Here they come again...”

During the **iMpi** Phase of all remaining turns, keep drawing and applying **iMpi** chits, one at a time, until their **total Advance numbers equal or exceed 4**. *The Zulu final assault is an all-out attack! Be prepared to make Heroic Sacrifices to survive this onslaught....*

Example: It is the Zulus Final Assault, and in the **iMpi** Phase you draw a **Right Horn 1 Advance** chit. After applying that, you draw again and this time find an **All iButhos 2 Advance chit**. Since the total Advance numbers only total **3**, you draw again. Now you find a **Head 1 Advance**. If all of that hasn’t found you defeated yet, continue the turn.

[12.4.3] Ammunition Shortage

If the “**Ammunition/Water Low**” marker is in its on-map box from this point (*i.e., Dawn*) forward, **it can no longer be removed** (*as per 6.6*). *The last rounds are being fired!*

No VP adjustment for using this variant.

[12.5] Officers

Historically, there was no Seniority Debate (5.3.5) as Major Spalding left Lt. Chard clearly in command. If desired, you can remove that **iMpi** chit during set up.

Also, colonial officers could not command British soldiers. In game terms, you should not allow Lt. Adendorff to perform the duties of a Lieutenant during play.

-2 VPs for using this variant.

Credits

Game Designer: Joseph Miranda

Graphic Designer, Documenter, and Game Developer: Alan Emrich

Map Art: Tim Allen

Illustrations: Clark Miller

Special Thanks: Stanley Baker and Cy Endfield

Playtesters: Dennis Bishop, Jeff Cherpeski, Wes Erni, Lance McMillan, Kim Meints, Stephanie Newland, Richard Pardoe, and Petra Schlunk

Proofreaders: Bill Barrett, Avalon Emrich, Leigh Toms, Ian Wakeham, and Karen Wolterman

DESIGNER'S NOTES

Originally, I was going to call this game “Rorke’s Drift Syndrome.” This was a term coined by game design legend Richard Berg for situations that make great “reads” in military history (*or action in the movies*), but just do not play out well as games.

I was inspired to design *Zulus on the Ramparts!* after playing Darin Leviloff’s *Israeli Independence* game, also published by Victory Point Games. It features a game system (*and launched VPG’s States of Siege™ game series*) that includes two particular elements that neatly fit the action at the battle of Rorke’s Drift. First, the player is positioned to defend a central position against several enemies coming in from multiple directions. Second, there is card play that not only allows for the usual game randomization, but also “tells a story,” as game developer Alan Emrich so eloquently (*and often*) puts it to his students and game designers.

My contribution to the *States of Siege™* game series was to (*literally*) put cards in the player’s hand, thus affording the opportunity to make real command decisions while trying to thwart myriad foes. To do this, the enemy’s maneuver (*and other*) events were separated into chits picked from a cup. The game becomes one not so much of fire and maneuver, but rather of sorting through options and making tough decisions. The player must trade off various advantages, as represented by the Heroic Abilities on the cards. In development, a whole game-within-the-game of card hand management evolved as Heroes had to “rest and recover” (*return to the player’s hand*) after certain actions, and were “wounded” (*discarded*) after others (*including leading a desperate volley of urgent fire*). Players must make these choices and live (*or die*) with the consequences.

Zulu forces are shown in their tactical employment of chest, horns and loins of “the fighting bull-buffalo,” a formation where the center pins the enemy, the flanks move for envelopment, and at the decisive moment the reserve is committed. In game terms, the loins have a lower chance of moving than the other parts, but often once they have been committed they will come in very quickly. This places the player in a situation to guess not only where the next threat is coming from, but how fast it will be moving!

Zulu tactics worked against a larger British force at Isandlwana on the morning of the battle of Rorke’s Drift, but failed at this battle. One of the reasons for its failure was the much higher level of leadership and initiative at Rorke’s Drift. Indeed, there is a temptation here to do another game on Isandlwana, where the British have a much larger force but, in game terms, fewer cards to play. In the future, there may be other designs in the works, some giving you a chance where the original defender was wiped out: Custer’s Last Stand, Gordon at Khartoum, Dien Bien Phu, and Khe Sanh.

- *Joseph Miranda*

[1 3.0] EXAMPLE OF PLAY

It is the first turn, and you are not using any Optional Rules. The Zulu **iButhos** begin as shown, along with the **Day** marker and the **Ammunition / Water Low** marker.

With the game set up, you hold in hand *Lt. Chard*, *Lt. Bromhead*, and the “*Here They Come...*” cards and begin the first turn by consulting the Sequence of Play (4.0).



During the **iMpi** Phase, you pull the **Right Horn Advances 2** marker. Since you have no Heroes available that can apply an ability during this Phase (e.g., *Dalton* or *Schiess*), you proceed to the **iButho** Phase and advance the Right Horn's **iButho** (*uThulwana*) two spaces from its **5** to its **3** box (as shown to the right).



Now it is your **Action** Phase, and you have got to start making decisions. Typically, with no Hero cards available on the Tableau, you would **Put Forth** a Hero card from your hand (6.2) so that it would be ready at your next opportunity to use it. However, with the largest **iButho** (5 strength, including its standee) moving into Volley range this turn (to its 3 box, where it is now at Long range) and a Volley card in hand that is most effective at that range (“*Here They Come...*”), you consider conducting that Volley. However, with the **Ammunition / Water Low** marker on the map, the pall of a -1 die roll modifier (**DRM**) is enough to get you to forego firing at this time (with you hoping this **iButho** does not move any closer next turn and remains at your optimal range for that Volley card), and instead you opt to Put Forth *Lt. Chard*.

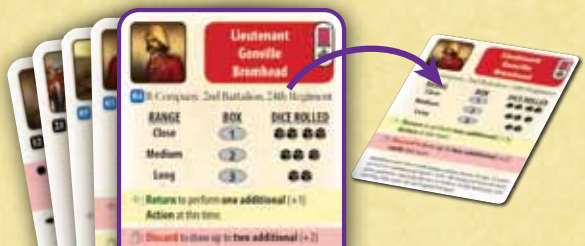


With your single Action now performed for this turn, you proceed to the **Card Draw Phase** and draw one card. It is a Volley card, *“Independent! Fire at will!”*

Wishing for another Hero card to help with the work around the mission station, you employ **Chard’s Return** ability at this time. It allows you, if you have three or fewer cards in hand at the start of this Phase (*you had two*), to return **Chard** to your hand to draw an additional card. So, **Chard** is removed from the Tableau where he was available and returned to your hand (*so there are four cards in it*) and you draw the next card, which is **Corporal Schiess**.



During the **Hero Phase**, you Put Forth **Lt. Bromhead**, hoping that his ability to provide an additional Action will come in useful next turn.



With four cards remaining in hand after Putting Forth **Bromhead**, there is nothing to do during the **Housekeeping** Phase, and so you **commence the next turn** with the **iMpi** Phase and draw the Event **Zulu Snipers**, which inflicts an incurable **-1 DRM** to your Volleys this turn; it also requires drawing again until you get an **Advance** hit, which you do: **All Advance 1**. The Zulus so move in the **iButho** Phase and are closing in as shown below:



Bromhead, Put Forth last turn, has not yet performed an Action (so his card remains face-up below the map); thus he is still "available".

During your **Action** Phase the pressure is really on! As much as you would love to fire at the **Right Horn** in its 2 box, the *two* **-1 DRMs** (from *Low Ammo* and *Zulu Snipers*) do not bode well for achieving an effective result. You need to do something about that.

For your Action this turn, you Put Forth **Schiess**. Then, returning **Bromhead** to your hand for an additional Action, you get **Schiess** to pass out water and ammo, which removes that accursed marker from the map and returns **Schiess** to your hand for his efforts.

You draw 1 card in the **Card** Phase and there is **Commissary Dalton**, bringing your hand up to 6 cards (3 *Heroes* and 3 *Volleys*).



During your **Hero** Phase, instead of Putting Forth **Bromhead** for (potentially) another extra Action next turn, you instead Put Forth **Dalton**. This has the benefit of placing his While Available standee in the threatened **Storehouse** to hopefully slow the **uThulwana iButho** which is already next to it!



With your hand back down to 5 cards, you needn't discard any during the **Housekeeping** Phase, and so you start the next turn....

During the **iMpi** Phase, you pull the **Both Horns Advance 1** marker. The pressure will be on the Storehouse! You consider using **Dalton's** Discard ability to ignore this **iMpi** chit draw, but the situation is not that desperate yet. Hopefully, his standee will stop them during the ensuing **iButho** Phase.



And the **iButho** Phase happens next, with the Left Horn advancing one space to its 3 box, and the Right Horn clashing with Dalton's standee. On a roll of **3, 4** or **5, 6**, the **uThulwana iButho** is stopped, and you roll a **4**, so that **iButho** remains parked in the 2 box, next to the **Storehouse** which **Dalton** just successfully defended!

During the **Action** Phase, you decide to fire a Volley at this threatening **iButho**, and so play from your hand the **"Independent! Fire at will!"** card which grants you a roll of two dice (**2d6**). The results are a **1** and a **5**, with the **5** being a **Hit**; and one **Hit** marker is thus removed (per 6.7.4), reducing the **uThulwana iButho** to 3 **Hit** markers remaining (plus its standee, for a total of 4 strength left). You have drawn first blood!



This example ends here. Good luck surviving against the overwhelming odds!

Reference Sheet

Sequence of Play (4.0)

- iMpi Phase** (●): Draw 1 iMpi chit
- iButho Phase** (➔): Implement chit; 5.0
- Action Phase** (⊕), 6.0
 - Put Forth 1 Hero or Group (6.2)
 - Form Reserve Platoon (6.3)
 - Construct 1/3 of a Barricade (6.4)
 - Fight a Building Fire (6.5)
 - Distribute Ammo/Water (6.6)
 - Fire a Volley/Melee (6.7)
- Card Draw Phase** (☞): Draw 1 card; 7.0
- Hero Phase** (♠): Put Forth 1 hero; 8.0
- Housekeeping Phase** (℞), 9.0
 - Zulus Defeated?** See 11.0
 - Discard down to **5 hand cards**

Volley Dice Results (6.7.4)

- , ●, or ● = Miss
- = Miss (*Retreat from Building Ablaze*)
- = Retreat
- = Hit

Optional Hero/Group Card Reminders

After you fire your first Volley, the following cards, if drawn, are useless (*i.e., discarded without effect and no redraw is made*): **Major Spalding** and **Natal Native Horse**.

During a Day turn, the following card, if drawn, is useless: **G Company**.

iMpi Chits (5.1 - 5.3)



G The chits with these symbols are returned to the iMpi cup (*the Prince Dabulamanzi and Building Ablaze chits are returned on Day turns only*)



Building Ablaze Table (5.3.1)

Die Roll	None Ablaze	One Ablaze	Both Ablaze	Fire Fighting Action (6.5)
●	Hospital Ablaze	<i>OTHER</i> Ablaze	<i>No Effect</i>	<i>No Effect</i>
●●	Hospital Ablaze	<i>OTHER</i> Ablaze	<i>No Effect</i>	<i>No Effect</i>
●●●	Hospital Ablaze	<i>OTHER</i> Ablaze	<i>No Effect</i>	<i>No Effect</i>
●●●●	Storehouse Ablaze	<i>No Effect</i>	Hospital Fire Extinguished	One Fire Extinguished
●●●●●	Storehouse Ablaze	<i>No Effect</i>	Storehouse Fire Extinguished	One Fire Extinguished
●●●●●●	Storehouse Ablaze	One Fire Extinguished	One Fire Extinguished	One Fire Extinguished