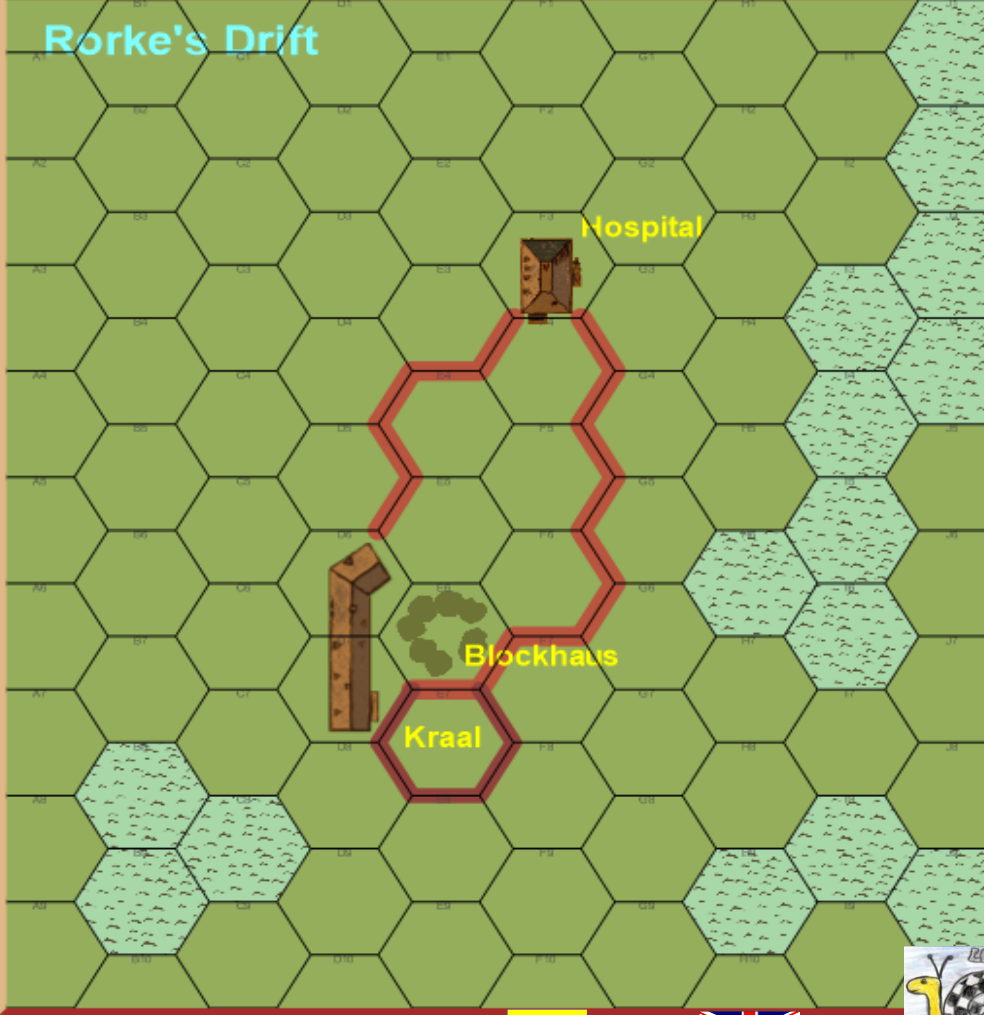


# Rorke's Drift



## SS Rorke's Drift

22<sup>nd</sup> January 1879  
 The Zulu Prince Dabulamanzi kaMaphande wants to exploit the victory at Isandlwana and gain honour, so he decides to attack with its 4,500 men the British outpost at Rorke's Drift held by just the B company, 2<sup>nd</sup> Battalion, 24<sup>th</sup> Regiment... It will be one of the most gallant actions of the British Army!

### SS.1 SET UP

Use the Rorke's Drift map.

### SS.1.1 Historical Set Up

English:

- Chard Officer
- Brouville Officer
- B Company 1<sup>st</sup> Platoon Inf
- B Company 2<sup>nd</sup> Platoon Inf
- B Company 3<sup>rd</sup> Platoon Inf
- Mixed Infantry (Artillery, Engineers, Services and Commissariat) Inf
- Wounded Inf
- Cattle

Zulu:

- Prince Dabulamanzi kaMaphande Ras
- 10 Spear units Spear
- 2 Rifle units Rifle (fires as Banded)

### SS.1.2 How to start. Unit setup:

The Zulu units enter from any hex of the left or right side of the map. The British set up within the mission station, the Wounded unit must be in the Hospital. The game Initiative from the 1<sup>st</sup> turn will be Zulu. The Zulu player will be the first to act putting the turn marker on its flag in the appropriate map box. He/she will be the first Active player, while his/her opponent will be the Inactive player. The turn marker will record who is the Active/Inactive player during the Turn Sequence.

+1 F Chard - 3	+1 F Brouville - 3	2 / 24 0 3	2 / 24 0 3	2 / 24 0 3	Wounded 0 3	Cattle 5	Mix Inf 0 3
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Prince - 3	2 3	2 3	2 3	2 3	2 3	2 3	2 3
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TURN	2 3	2 3	2 3	2 3	2 3	2 3	2 3
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HIT	HIT	HIT	HIT	HIT	HIT	HIT	HIT
HIT	HIT	HIT	HIT	HIT	HIT	HIT	HIT

### SS.2 Special Rules

#### SS.2.1 British Rifle Fire

The British rifles were Martini Henry breech loading rifles. Add +1 DRM for any British Fire or Opportunity Fire.

#### SS.2.2 Cattle

The Cattle will run away from the Kraal as soon as it is opened by any British unit (any unit moving next to any hex of it) and move a full movement. The British player will decide from which hex will start movement. Cattle do not cross walls and if encounters a wall, just roll a d6; with odd it goes left, if even, it goes right. Any unit on its route suffer a step reduction (on Hit).

#### SS.2.3 Hits

The Zulu units need to receive two hits in order to be eliminated. If the unit receives a single hit, it suffers a step loss and must receive a Hit marker; if it is hit again, the unit is eliminated; in Malele get -1 DRM. The British units need to receive a hit only to be eliminated.

### SS.3 Terrain Effects Chart (TEC)

#### Scenario Specific Terrains

Kraal: consider this hex like Open Terrain.  
 Brou: consider these hexes as Open Terrain.  
 Houses, Hospital: consider these hex like Village Hexes.  
 Biscuit Blockhaus: consider this hex like Village hex; here the British units get a +2 DRM in Malele and the Zulu need all the printed Movement Allowance points to enter).  
 Walls: consider these hexes like Zebra Hex in Maseru (need all the printed Movement Allowance Points to cross).

### SS.4 Victory conditions

The British player must eliminate a minimum of 8 combat units (the Ras counts).  
 The Zulu player must eliminate all the British units.