

## S5 Rorke's Drift

22<sup>nd</sup> January 1879

*The Zulu Prince Dabulamanzi kaMapande wants to exploit the victory at Isandlwana and gain honour, so he decides to attack with its 4500 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!*

### S5.1 SET UP

Use the Rorke's Drift map.

#### S5.11 Historical Set Up

##### English:

Chard	Officer	
Bromville	Officer	
B Company 1 <sup>o</sup> Platoon	Inf	
B Company 2 <sup>o</sup> Platoon	Inf	
B Company 3 <sup>o</sup> Platoon	Inf	
Mixed Infantry (Artillery, Engineers, Services and Commissariat)	Inf	
Wounded	Inf	
Cattle		

##### Zulu:

Prince Dabulamanzi kaMapande Ras  
10 Spear units Spear  
2 Rifle units Rifle (fires as Bande)

#### S5.12 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 1st 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.

### S5.2 Special Rules

#### S5.21 British Rifle Fire

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

#### S5.22 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 (an Hit).

#### S5.23 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 Melèe get -1 DRM. The British units need to receive a hit only to be eliminated.

### S5.3 Terrain Effects Chart (TEC)

#### Scenario Specific Terrains

**Kraal:** consider this hex like Open Terrain.

**Brush:** 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 Melèe and the Zulu need all the printed Movement Allowance points to enter).

**Walls:** consider these hexes like Zeriba Hex in Metemma (need all the printed Movement Allowance Points to cross).

### S5.4 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.