

## Rules for Zulu (Rorkes Drift)

Zulu Move  
British Move  
British Fire  
Zulu Fire  
Melee  
Surgeon Reynolds

### Movement

British = 4"  
Zulu = 6"

### Movement Modifiers

Cross obstacle	-2"
Light wound	-1"
Serious wound	-2"
Crawl	-2" (Figures with wounds can always move 1")
Stand	-1"
Turn 90° +	-1"
Walk backwards	-2"
Open/close door	-1"
Pass through hole	-2"
Carry mealie bag/box	-1"
Assist wounded	-1" to yours +1 to wounded
Climb onto roof	-6" must be assisted
Jump from a roof	Full move
Make hole in wall/roof	8pts (each turn a figure is trying to make a hole, roll one d6 and deduct from the original 8. When 8 or above has been accumulated a hole has been made).

### Movement Restrictions

Zulu's must stop adjacent to the British for one turn when breaking through, unless there is a gap larger than two base widths between the figures.

A British figure with a Zulu in contact to the front and rear simultaneously **cannot** move away. If a British figure has a Zulu in front and one on each side it can move backwards but must stay in contact with a corner of both of the Zulu figures that were to its side before moving.

### Rifle/Revolver Fire

#### British firing

Roll dice to see if a hit is scored. Remove one Zulu for each hit.

Revolver maximum range is 18" hits on C and M. revolvers can fire twice per turn. (Hollywood style reloading when you have a moment you can reload as many bullets as required for the next round of fighting).

The British **cannot** fire if they were in melee during the last turn and have a Zulu in contact during this turn.

#### British Fire Die (White): Close/Close/Medium/Long/Blank/Blank

Hits are achieved by rolling the appropriate letter for the range:

C	0 – 6"
M	6" – 18"
L	18" +

At 18" plus only an L will hit, 6" – 18" L and M will hit, 0 – 6" C, M and L will hit.

#### Zulu Firing

Ranges the same as above.

#### Zulu Fire Die (Black): Close/Medium/Long/Blank/Blank/Blank

### Oskarburg Terrace

Roll once per turn during the Zulu fire phase using the normal to hit die. Only a roll of 'L' will hit.

### Fire Modifiers

Target behind wall or at door/window      Close and Medium only.

When a hit is achieved roll the wound die for effect.

### Wound Die (Red) Minor/Light/Light/Light/Light/Serious.

2 x Minor = Killed – if a Minor wound is rolled, roll again if another Minor wound is rolled the figure is killed.

Any British figure that receives a Serious wound will fall down.

Single Minor wounds are ignored unless inflicted on a figure that already has a Serious wound.

### Melee

The Zulu player always chooses the order of melee. All Zulu's in contact **must** fight. A single Zulu figure can never fight more than one British figure in the same turn.

British get 2 dice and the Zulu gets 1 dice. Both sides roll for each melee, compare the highest roll of each side, the highest of these is the winner if equal it's a draw and will continue into the next turn.

If more than one v one then roll all dice at the same time only one wound can be inflicted per turn.

If a lone Zulu is in contact with more than one British figure it must fight both simultaneously.

### Melee Modifiers

British with rifle	+1 to all dice rolled
Attacking wall / door / window / higher ground	-1 from all dice rolled
Attacking hole in wall	-2 from all dice rolled
Light wound	-1 from all dice rolled
Serious wound	-2 from all dice rolled
Hero status	+1 to all dice rolled
Attacking from rear	+2 to all dice rolled
Zulu with rifle	-1 from dice
Stood up this turn	-1 to all dice rolled

If the Zulu loses – figure is removed from table.

If the British lose – roll a wound die.

Loser of melee is pushed back winner can take the ground of the loser. If a serious wound the figure will be pushed back and fall down.

### Wounded

Two light wounds will become a serious.

Serious and any is killed (including a minor wound inflicted on a serious)

### Surgeon Reynolds

Wounded British can move to the surgeon for treatment. When they arrive at the storehouse (temporary hospital) all light wounded can return after one whole turn in the hospital. Serious wounded must roll two d6 the total of which will be the number of turns they must stay in the hospital before returning. If a double one is rolled the figure dies. When the wounded return to the fight they do so as fresh troops with no restrictions. The surgeon can attend to more than one serious wounded figure per turn but if he does roll an additional different coloured d6 when seeing how long he stays in hospital. The additional die will not affect the number of turns he will stay in hospital but if a one is rolled and a one is rolled on either of the other dice the figure will die.

e.g. A 1 and 4 are rolled with the two white dice and a 1 is rolled on the coloured die – result is figure killed.

A 3 and 5 are rolled with the two white dice and a 1 is rolled on the coloured die – result is 8 turns in the hospital.

If Zulu's break into the storehouse any recovering figures can fight but as seriously wounded.

### Killed Zulu's

Zulu's removed from play cannot enter the table again until **all** Zulu's have left and re-enter.

Zulu rifleman when killed are removed and cannot be used later.

### Starting fires

Every time a shot is fired up through or down through a roof, roll two d6 any double and a fire starts.

The fire will spread 1" all around the starting point every turn until the whole roof is ablaze. When all of the roof above a room is burning the room must be emptied by the end of the next turn, any figures still in the room after that are killed. The British can set light to a roof on any turn by simply saying they wish to and where.

### Dice used in the game

Standard D6

Red six sided dice with letters added on the sides **M/L/L/L/L/S** used for wounds on British figures.

White six sided dice with letters added to the sides **C/C/M/L** plus two sides left Blank used for British firing.

Black six sided dice with letters added to the sides **C/M/L** plus three sides left Blank used for Zulu firing.