

iNtombi River Rules v.4 (Including Cavalry)

Sequence of Play

Zulu Fire
Zulu Move
British Fire
Zulu Melee
British Move
British Melee

Movement

British 6"
Zulu 8"
Mounted 12"

Movement Modifiers

Fix bayonet Whole move (Cannot fix bayonet in a tent)
Cross river (British) 3" per turn (Roll for swept away after every move if still in the river)
Cross river (Zulu) 4" per turn (Only roll when entering the river)
Climb on wagon rocks etc -3"
Jump off wagons rocks etc -2"
Swept away by river 8" (Per turn)
Fired -3" (British) -6" (Zulu)
Reloading (British) -3" (Note – if you fire and move you cannot fire on next turn)
Mount / dismount -6"
Move from or through ZOC* -2" (Cumulative)

*ZOC is a base width (approx 1") in front and to the sides of a figure.

Crossing Rivers

On every turn a British figure is crossing the river roll 3 d3, if all are the same number the figure is swept away 8" per turn. On each turn after (until the figure leaves the table or is swept ashore) roll 2 d3, any double and the figure is swept ashore. Roll to see which side. If a figure is swept ashore it will take 2 turns to recover before continuing its movement.

Zulu's crossing as a unit roll 1 d3 for every 6 figures the result will be the number of figures swept away (Zulu's only roll once on entering the river). Remove Zulu's that are swept away as casualties.

Tents

British must roll for how many figures can get out of the tents on each move – roll 2 d3 for each tent before the British move phase. Each figure must deduct 1" for every figure that gets out during the turn.

e.g. First figure can move 6", Second figure moves 5", Third figure moves 4".

If the Zulu's get to the tents and block the exit's the British can knock the tent down and exit that way. A tent cannot be collapsed by the British until the tent is empty or the exit has been blocked by Zulu's preventing the figures inside getting out.

If a tent is collapsed for what ever reason and figures are still inside roll one d3 for each figure that is inside.

If a 1 or 2 is rolled the figure gets free of the tent with no weapon. If a 3 is rolled the figure gets free with a weapon.

Firing (Use 2 d3 when rolling for firing)

Only figures to the front of the firer can be selected as targets. Mounted cannot load or fire weapons if moving.

Zulu's in contact

Only 50% of the hits can be taken from the figures in contact when firing at Zulu's after they have made contact.

British figures that are still in contact after a drawn melee cannot fire during the next turn.

British Rifle Firing		Firing Revolver		Zulu Firing	
0 – 12”	4 – 5 - 6	0 – 3”	3 – 4 – 5 - 6	0” – 6”*	4 - 5 - 6
12” – 24”	5 - 6	3” – 9”	5 - 6	6” – 24”	6
24” +	6	Revolvers can fire twice per turn or 3 times -1 from dice per shot			

*After firing must drop rifle and attack.

Target in Cover	-1
Target in River	-1
Firer Mounted	-1

British can fire at Zulu’s in melee at 0 – 2” needing 5 – 6 they must have a clear line of fire. If they miss roll again a result of 6 will be a hit on an adjacent British figure.

Zulu figures with rifles that move to within 6” and fire will have one shot then are replaced with figures holding hand weapons and can move into contact. Zulu’s that fire beyond 6” can continue to fire every other turn.

Volley Fire

A minimum of 9 figures is needed to count as volley fire with a maximum range of 24”. An officer or NCO is required to organise a line for volley fire. The officer/NCO does not count as a part of the firing line.

When the British use volley fire, the Zulu’s directly forward of the firers and in range must take a morale check.

If the check is failed the Zulu’s affected cannot move on their next turn. They go head down in the long grass and cannot be fired at while they remain there. **Note:** You cannot use volley fire against targets in cover.

When any figure in the firing line is engaged in melee the volley fire must be stopped. (Loss of cohesion)

Roll 1 d3 for **every three** figures volley firing and add the score, the number rolled are removed as casualties.

Morale check (Zulu)

Roll 3 d3 and add result

No of Firers Roll to fail

9 – 12	7 – 9
13 – 18	6 – 9
19+	5 - 9

Morale check (British)

Unarmed British must pass a morale roll to move towards or into contact with Zulu’s.

Roll 1 d3:	1 = Do as you want
	2 = Cannot move this turn
	3 = Must move away from nearest Zulu

Melee

To resolve a melee both sides will roll a quantity of d3, add the dice rolled and compare the results, the highest wins.

See modifiers for number of dice to roll for the British. Zulu’s get one d3 plus or minus modifiers per figure in the melee – to count in a melee the flat side of a base must be contacted, corner to corner does not count. If the British win they will only kill one Zulu. Zulu win kills the British. Any drawn result the defending figure gets pushed back one base depth. When a figure is killed the winner can move into the space of the killed figure.

Melee Modifiers

No Bayonet	One d3
Fixed Bayonet	Two d3
Sgt Booth	Three d3
Zulu	One d3 (Per Zulu in contact, maximum of 3)
v’s figure in cover	-1 (from score)
No weapon	-2 (from score)

Single attack from rear	Two d3 (Zulu only)
Mounted on contact	Three d3 (A mounted figure moved 2" plus into contact)
Mounted continuing	Two d3 (Continuing a melee or moved less than 2" into contact)

Figures do **not** have to fight during **their** turn unless they choose to do so.

Spotting Zulu's and Giving Warning

The Zulu's can attempt to kill the British guards before they can raise the alarm. Upto 3 Zulu's can move within 24" of the British and possibly not be spotted before contact.

During the British Fire phase each sentry rolls 3 d3 to attempt to spot the Zulu's within 24".

1 Zulu 3 – 1's

2 Zulu 3 – 1's

3 – 2's

3 Zulu Any 3 the same

4+ Zulu Automatic

When a shot is heard one figure from each tent can get out and investigate. If they can see the Zulu's they can raise the alarm.