

ZULUS ON THE RAMPARTS!

Expansion Kit

[1.0] INTRODUCTION

This ZULUS ON THE RAMPARTS! Expansion Kit provides additional rules and cards to enhance the gameplay possibilities for defending Rorke's Drift.

You must own a copy of Victory Point Games' ZULUS ON THE RAMPARTS! to use this Expansion Kit. Whenever there is a conflict between the rules in this Expansion Kit and the game's rules, the Expansion Kit rules take precedence.

[2.0] GAME EQUIPMENT

Parts Inventory

- 1 Rules sheet
- 8 Action cards

[5.0] ➔ THE IBUTHO PHASE

[5.3.3] Zulu Command Control: While they could maintain a line of sight to their leader, Zulu iMpis could be continuously affected by Prince Dabulamanzzi kaMpande. To simulate this:

Return this marker to the iMpi cup after implementing it if it is day. If it is night, **Discard** this marker after implementing it.

[10.0] NIGHT

[10.1] Melee Combat: Cards #25 ("Fix... bayonets!") and 26 ("Ready... En Garde!") are not affected by the -1 DRM penalty for night fighting if used at **Close Range**.

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



[12.0] OPTIONAL RULES

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

[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).

[12.3.5] Major Spalding: This officer 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 the player a chance to have him available at the battle in time to lead the defense against the Zulus.

During Step 4.C of the Setup (i.e., when placing cards on the **top** half of the Draw Pile), shuffle this card into that top half of the deck first.

If it is drawn **before** the player fires his **first volley**, it may be added to the player's hand and used normally. If it is drawn **after** the player's first volley has been fired, it is immediately discarded without effect (i.e., a 'wasted draw') *meaning the Major did not return in time.*

When in play, Major Spalding is inside Rorke's Drift and can serve any function that a Lieutenant can. He may be used normally, including for its Heroic Sacrifice (6.2.3), which is to die gallantly inspiring the men, thus allowing the player to "Put Forth" every Hero in hand plus one from the discard pile (excluding the Major, of course).

[12.3.6] Corporal Allan and Privates Hitch and Jones: These are other Hero cards that can be added to the game as per Case 12.3.

[12.3.7] Volley Fire Cards #40 - 43: To keep the right deck ratios of Hero-to-Volley cards, during Step 4-A of the Setup, add one of these cards to the deck prior to shuffling it for each additional Hero card added into play from this Expansion Kit.

Reminder: Adding more cards to the deck lengthens the game and makes it more interesting and challenging to win!

[12.4] Zulu Morning Attack: With all of the additional cards (and/or the 'slow' use of them by the player), it is possible that the iMpi markers will be exhausted before the Relief Column arrives and the game ends. When this occurs, the Zulus conduct their final assault on the Mission Station that they had prepared for the morning of the second day. (It was historically called off at the last moment when the Zulu scouts on a nearby ridge sighted Lord Chelmsford's approaching British Relief Column).

[12.4.1] The Final Assault: When an iMpi marker needs to be drawn but the iMpi cup is down to only the Rifles

Overheat marker, discard it (ignoring its effects) and perform all of the following steps:

- **Zulu iButhos:** Immediately place each surviving iButho on its respective **3 Box** and apply an "R" iMpi marker result (5.2, ignoring #3, of course). *Hint, during #4, make sure you remove the Ammunition/ Water Low marker if it is on the map; it will be your last chance (see 12.4.3, below).*
- **iMpi Cup:** Return all of the Zulu Advance markers (excluding the Rest markers) to the iMpi Cup, but do not draw one this turn. *No Event or Rest markers are returned to the cup; there's no time!*
- **Zulu Dawn:** Flip the Day/Night marker over to its Day side and end night effects. *Good morning, sir.*



[12.4.2] "Here they come again...": During the iMpi Phase of all remaining turns, if a 1-value iMpi Advance marker is drawn, after it is applied, draw and apply a **second** iMpi Advance marker for that turn. *The Zulu final assault is an all-out attack!*

[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.*



[12.5] Zulu Bravery / British Luck: Sometimes it is better for the player if a Zulu iButho's Hit marker is removed, and sometimes it is better if the iButho retreats. Whether the Zulus warriors press bravely forward or cleverly fall back to help preserve their strength is determined randomly by whether the player rolls a 6 or 5, of course.

If you wish to "change your luck," you may **convert** a single Volley's die roll of a 6 to a 5 or vice-versa at the cost of one discarded card (from either your hand or an Available Hero).

GAME CREDITS

Original Game Design: Joseph Miranda
Expansion Kit Design, Graphics and Development: Alan Emrich
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