



When one of these game-ending events takes place, the British Player's score is tallied to determine the final Victory Level.

Victory Point (VP) Schedule

- +1 VP for each Available (or Committed to the Reserve Platoon / Building Barricades) Hero *without* a medal symbol by his name
- +2 VPs for each Available (or Committed to the Reserve Platoon / Building Barricades) Hero *with* a medal symbol by his name
- +2 VPs each for the Hospital and Storehouse if it is not currently burning
- +2 VPs for each Zulu Hit marker in the Zulu Casualties box
- +5 VPs for each Zulu iButho unit in the Zulu Casualties box (0 VPs for Routed)
- +20 VPs if a Zulu iButho never reached the Zulu Victory marker to end the game
- 3 VPs for each Optional Support marker (NNC, MNH, and G Co.) on the map

Whether the game ends in Military or Political Victory or Defeat, the player's Victory Level is determined by how this battle will be remembered in the pages of history according to the following schedule:

VP Total	Historical Victory Level
> 15	Tragic Defeat (Zulu Major Victory)
15 – 19	Ignoble Defeat (Zulu Minor Victory)
20 – 29	Standoff (a Draw; Inconclusive)
30 – 34	Minor British Victory (Zulu Setback)
35 – 39	Major British Victory (Zulu Defeat)
40+	Epic British Victory (Zulu Debacle)

Hint: Be careful how fast you elect to draw cards (7.0). It may not be advantageous for the Relief Column to arrive too soon!

[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:

[12.1] Varying iButho Starting Strength: During Step 1 of the Setup, after the iButho units are positioned when their Hit markers are placed, roll a die for each iButho unit from weakest (inDlondo) to strongest (uDloko) on the following table:

Die Roll	None on Fire
1	1 fewer Hit marker
2-6	No change

- 1 additional Hit marker
- 1 additional Hit marker
- 2 additional Hit markers



Use the generic Hit markers to supplement Zulu iButho units' strengths. These should be placed *underneath* that iButho's regular Hit markers to be lost last from that unit in combat. The number of generic Hit markers is a finite limit; no more can added to an iButho if they have all been placed in others.

[12.2] A Tighter Game: For added drama and uncertainty, before commencing Step 4.A of the Setup (i.e., shuffling the cards after setting the key cards aside), **remove three cards and three iMpi counters**, at random, and set them aside unseen. They may not be inspected during the game.

[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).

Note: Each card added lengthens the game and makes more challenging to win!

[12.3.1] Sing "Men of Harlech," Cattle Stampede, and Chaplain Smith: Just shuffle these cards into the deck with the other cards #6 – 30. Their effects are self-explanatory.

Although Chaplain George "Ammunition" Smith was surely at the battle and his participation is well-recalled by the survivors, the singing and stampede cards are from the epic film *Zulu* and not from the history books.

[12.3.2] Captain Rainforth brings up G Company: Shuffle this card into the deck with the other cards #6 – 32.

If it is drawn during a day turn, it is immediately discarded without effect (a 'wasted draw'). If it is drawn during a Night turn, it may be added to the player's hand and used normally.

This card affects the area round (but not inside) Rorke's Drift, so it does not have a Continuous Heroic Ability (6.2.1) associated with it. It may be Put Forth normally (6.2) and remain unused for 1 VP at the end of the game (10.0), used to fire a volley (but note that it can shoot into an iButho's #4 box as well), or used as a Heroic Sacrifice (6.2.3) to place the "G Co. Arrives" marker in its on-map box.



Adding **G Company** to play gives the player a +1 DRM (as per 6.7.5) for the rest of the

game, but at a cost of 5 VPs at the end (10.0).

[12.3.3] Lieutenant Henderson and Natal Native Horse: 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').

This card affects the area round (but not inside) Rorke's Drift, so it does not have a Continuous Heroic Ability (6.2.1) associated with it. It may be Put Forth normally (6.2) and remain unused for 1 VP at the end of the game (10.0), used to fire a volley (but note that it can shoot into an iButho's #4 box as well), or used for one of its two Heroic Sacrifices (6.2.3), one of which is to place the "Natal Native Horse" marker in its on-map box.



Taking the **Natal Native Horse** gives the player an additional die to roll when firing all volleys at an iButho in its #2 or higher box (i.e., at Medium or Long Range) for the rest of the game, but at a cost of 3 VPs at the end (10.0).

[12.3.4] Captain Stephenson and Natal Native Contingent: 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').

This force is based inside Rorke's Drift and so it has a Continuous Heroic Ability (6.2.1) associated with it (closely guarding the Outer Perimeter). It may be used normally, including for its Heroic Sacrifice (6.2.3), which is to place the "Natal Native Contingent" marker in its on-map box.



Taking the **Natal Native Contingent** gives the player an additional die to roll when firing all volleys at an iButho in its #1 or lower box (i.e., at Close Range only) for the rest of the game, but at a cost of 4 VPs at the end (10.0).

ZULUS ON THE RAMPARTS!
The Battle of Rorke's Drift,
22-23 January 1879

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[0.0] USING THESE RULES

New gaming terms, when they are **initially defined**, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major "**Rules**" sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game's components, procedures for play, the game's core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be "**Cases**" that further explain a rule's general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Important information is in red text.

References to **examples of a Rule or Case** are in **blue text and this font**.

Text in **shaded boxes**, like this, provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

ZULUS ON THE RAMPARTS! is a solitary *States of Siege*™ Series game of **The Battle of Rorke's Drift** in South Africa during the great Anglo-Zulu War of 1879 (as depicted in the classic film *Zulu*). At this battle, approximately 140 British soldiers and auxiliaries defended a small Mission Station

(in an area less than half the size of a baseball field) against 4000+ crack Zulu warriors – *and won*. This single action saw more Victoria Crosses awarded (the highest medal for bravery in Britain) than any other before or since. Its legend has grown over time to become one of the greatest "stands" ever in military history.

In ZULUS ON THE RAMPARTS!, the player controls the besieged British forces and the game system controls the attacking Zulus.

The mechanics for this game are based on Darin A. Leviloff's *States of Siege*™ series (e.g., **ISRAELI INDEPENDENCE** and **Soviet Dawn**). One major difference is that the movement of hostile forces and the player's ability to respond has been split apart, with iMpi markers and Action cards. The British player has a "hand" of cards to play from as he tries to manage the defense of Rorke's Drift.



[2.0] GAME EQUIPMENT

Parts Inventory

- 1 8.5" x 11" map of Rorke's Drift
- 18 3/4" two-sided square game pieces
- 45 1/2" one-sided round game pieces
- 36 Action cards
- 1 Rules booklet

Not included is at least one 6-sided die needed for resolving battles. Actually, you're probably going to want 5 dice.

Glossary

iButho: A troop of Zulu warriors that roughly equates to a "Regiment" (or "guild") based on age-group and marital status. Although the plural of iButho is "amaButho," we'll call them "iButhos." The four iButho in this game are the Zulu uNdi corps. It formed the Zulu reserve at Isandlwana earlier that day and did not get to share in that victory. They moved to Rorke's Drift spoiling for a fight.

iMpi: A Zulu army, consisting of several i-Buthos. Also the Zulu word for "war."

[2.1] The Game Map: The game map depicts the Mission Station at Rorke's Drift on 22-23 January 1879 with the "interior" of the encampment as the central hub of the game's Action and four tracks emanating outward from it like spokes. Each of these tracks represent a military approach vector used by the Zulus known as "the fighting bull-buffalo." It consists of four units of

maneuver: the Chest, the two Horns, and the Loins. The map also includes various holding boxes and other data to facilitate and organize play.

[2.2] Action Cards: These cards are drawn, held, played, and discarded. They are used to provide the activities and heroics that help the player defend Rorke's Drift.

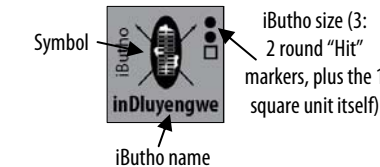
How to Read the Cards

Annotations for the diagram:

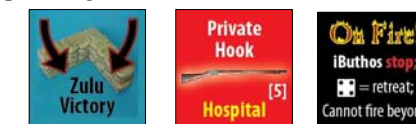
- Medal earned at Rorke's Drift
- Graphic (no gameplay effect)
- (Title) Event, Quotation or Hero Name
- Leftenant Bromhead
- RANGE BOX DICE ROLLED
- Close 1
- Medium 2
- Long 3
- Heroic Abilities:
 - You may return this card to your hand to perform one additional Action at this time.
 - You may discard this card to draw up to two additional cards this turn.
 - "This is a Welsh regiment. Mr. Bromhead is English, but he is a proper gentleman."
- Historical flavor text or character quotation (no gameplay effect)
- Card # (blue circle = Setup; red circle = Optional)
- # of dice thrown in a volley at that range
- Heroic Abilities available with this card ("return" and "discard" types)
- Timing Symbols (for the Sequence of Play)

There are two basic types of cards: Heroes (i.e., those with the title and name of a person on them) and **Events** (i.e., all of the other cards).

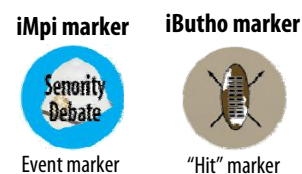
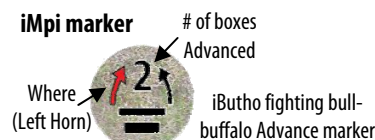
[2.3] The Playing Pieces: The square playing pieces come in two basic flavors: "iButho" units and information markers. iButho units represent the Zulu military formations charging the defenses of Rorke's Drift.



Each iButho on the map is composed of from 1 to 5 pieces, stacked together. Each piece represents from 250-500 warriors. The various information markers indicate the status, possession or effect on an important game Action or situation.



The round playing pieces include iMpi markers (Advance and Event) and iButho Hit markers.

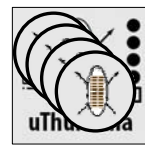


[3.0] SET UP

Follow these steps to set up the game:

1. Take the four square iButho markers, mix them up, and place one at random on each of the #5 boxes on the game tracks.

Then stack each iButho's corresponding round Hit makers on it, thus bringing it up to full strength.



For Example: The uThulwana iButho sets up with 4 matching Hit makers on it (as shown).

Set aside the additional (generic) iButho Hit markers. *These are only used with Optional Rule 12.1.*



2. Place the Zulu Victory marker in the #0 (Outer Perimeter) box and the Ammunition / Water Low marker on its "Needed" holding box near the bottom edge of the map (you need to pass out more ammunition) along with the Building Barricades marker.



The Day/Night marker goes in the Day/Night box on its "Day" (No Effect) side.



Place all the rest of the square markers to one side, off the map, in a pile (called "the stock") of unused pieces.

3. Place all of the remaining round (iMpi) markers in an opaque container (e.g., a coffee cup, inverted pith helmet or empty ammunition box) and mix them up. This forms the "iMpi cup" and these markers will be drawn at random.
4. Sort through the cards and set aside the following cards: #1 – 5 (with blue circled numbers) and set them aside for now. Then remove cards #31 – 36 (with red circles) as they are only used with the Optional Rules (12.3).

A. Shuffle the remaining cards, face-down., then deal out a mini-stack of 3 cards. Add card #1 (Relief Column) to

this mini-stack and shuffle them. Place this now 4-card mini-stack nearby; these cards form the *bottom* of the Draw Pile. Thus, the Relief Column will appear near the exhaustion of the Draw Pile toward the end the game.

- B. Cut the remaining cards into two roughly equal piles. Place one of these piles on top of the Draw Pile (i.e., the 4-card mini-stack you just set aside). Then place card #2 (Night Fighting Begins) on top of the growing Draw Pile. *Placing this card thus means that night will fall about halfway through the game.*

C. Place the other pile on top of the Draw Pile to complete its construction.

5. Grab cards #3, 4 and 5 (Lieutenants Chard, Bromhead, and "Here they come..."). They are your starting hand.

6. Grab some of dice (5 is a good quantity) and you're ready to begin the game.

[4.0] SEQUENCE OF PLAY

Each turn consists of the following Phases that must be conducted in order. Note that each phase is identified by a Turn Order Symbol (e.g., "➔") for quick identification on other game components (such as the timing of certain card play activities):

1. (●) **iMpi Phase:** Draw one iMpi marker from the iMpi cup.
2. (➔) **iButho Phase:** Perform the action(s) required for the iMpi marker just drawn as per 5.0. If a Zulu iButho enters the box containing the Zulu Victory marker, you immediately lose.
3. (⊕) **Action Phase:** Usually, you may perform one Action at this time.
4. (📄) **Card Draw Phase:** Usually, you draw one card off the top of the Draw Pile and place it in your hand. If the Relief Column card is drawn, the game ends immediately.
5. (♁) **Hero Phase:** The British Player may "Put Forth" one Hero card (for 'free'), thus making it Available.
6. (🏠) **Housekeeping Phase:** If you have more than five (5) cards in your hand at this point, discard down to five. If all iButhos have been removed from play, you immediately win the game.

A complete game of ZULUS ON THE RAMPARTS! has the above Phases repeated in sequence as many times as necessary until either victory or defeat occurs.

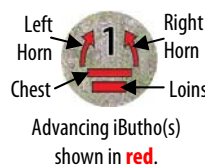
[5.0] ➔ THE IBUTHO PHASE

During this Phase, the iMpi marker drawn is implemented as listed below.

iMpi Marker Explanations

- [5.1] **Advance Marker:** the iButho of the formation (chest, horn(s) or loins) shown in red on that iMpi marker is moved the indicated number of boxes along its track toward the Zulu Victory marker (i.e., the next consecutively lower-numbered box).

Advance marker



If that iButho is routed / eliminated (6.7.4), ignore any Advance results for it.



For Example: The Advance marker illustrated here shows that the Loins advance 2 boxes. Note that the Loins have the fewest Advance markers, but move more boxes at a time, representing Zulu tactics.

Discard this marker after implementing it.

[5.1.1] **iButho Integrity:** An iButho unit and all of its remaining Hit markers are always moved together as a stack, even when removed from play (see below).

[5.1.2] **iButho Stacking Limit:** Only one iButho at a time can be in a box. The boxes representing the interior of Rorke's Drift (numbers 0, -1, and -2; see 6.4) can be entered by any iButho, but only one at a time. An iButho cannot enter one of these boxes if there is already another iButho present there. If two iButhos are to concurrently advance into one of these boxes when it is empty, the largest iButho (i.e., the one with the most Hit markers still on it) enters; if they're equal, the iButho with the higher starting strength value (printed on it) enters. The other iButho(s) are blocked and must remain in the box preceding that one.

[5.1.3] **Blocking Markers:** Entering a building that is on fire (5.3.1) ceases that iButho's movement for that turn.



Also, some locations can be defended by certain Heroes, if "Available" (6.2). Before an iButho can enter that defended box, a die is rolled and compared to that Hero's "Heroic Defense" ability (6.2.2).

If the roll is below the numbers shown, the Zulu iButho enters that box normally and the defenses there are overrun. Place that Defense marker back into the stock

Hero making a "Heroic Sacrifice" akin to 6.2.3 to fire a volley) is discarded

- 3) Roll the number of dice shown on that card for the range to that iButho
- 4) Their results applied to the target iButho.

[6.7.1] **Targeting an iButho:** To be an eligible target, an iButho must be on the map at either **Close Range** (in its #1 box, or the interior boxes #0 or -1 – assuming the Zulu Victory marker is not there or else the game would be over), **Medium Range** (in its #2 box), or **Long Range** (in its #3 box, although some Optional Outside Situation cards can be used to fire volleys into the #4 box as well at Long Range; see 12.3.2 and 12.3.3).

Zulus on the Ramparts: If an iButho is currently in an interior box (i.e., 0 or -1), it must be the target of any volley attack.

Burning Building Obstacle: If there is a building on fire (5.3.1) on its Track, that iButho cannot be targeted if it is in a box #2 or higher (i.e., you cannot shoot through a burning building).

[6.7.2] **Discarding a Volley Card:** A card of any type that has volley dice printed on it, in the player's hand OR an Available Hero (Heroes can "fire" from either position – in hand or on the table), must be placed directly into the Discard Pile to fire that volley. Note that Heroes can be used in several ways, but once they are used to fire a volley – just as if they made a Heroic Sacrifice (6.2.3) – they must go to the Discard Pile.

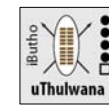
[6.7.3] **Rolling Volley Dice:** The number of dice shown on the discarded card (6.7.2 above) for the range to that iButho is all rolled at once. This group of dice rolled together constitutes a single volley.

[6.7.4] **Applying the Volley Result:** Sort through dice rolled in a volley. Apply all Hits first, then all Retreats (see below).

- Each result of 1, 2, 3, or 4 is a "Miss." It has no effect.
- Each result of 5 is a "Retreat." The targeted iButho is retreated one space (back to the next-highest numbered box along its Track) for each Retreat it receives.
 - **Important:** If the target iButho is in a burning building, a roll of 5 is also considered a Retreat.
 - If that box is an Interior Box already occupied by another iButho, because of the Stacking Limit (5.1.2), dis-

place the iButho already occupying the box needed to be retreated into (by retreating it one box to 'clear a path'), and then retreat the targeted iButho.

- If an iButho must retreat beyond its #5 box, it is "Routed." Flip that iButho unit over to its "Routed" side in its #5 box. Keep all of its remaining Hit markers with it. It can flip back over to its active side in its #5 box and resume play if an "R" iMpi marker is later drawn (see 5.2).



- Each result of 6 is a "Hit." Remove one Hit marker stacked on that iButho and place it in the Zulu Casualties box on the map. If it has no Hit markers remaining, then the iButho unit itself is eliminated (permanently removed from play) and placed in the Zulu Casualties box. Any Hits in excess of eliminating the iButho unit are ignored.

[6.7.5] **Die Roll Modifiers (DRMs):** If the "Ammunition / Water Low" or "Night" marker is on the map (or the Rifles Overheat or Zulu Snipers Event occurred that turn), it subtracts one (-1) from the single highest die roll result each volley. If multiple -1 DRMs apply that turn, then one is subtracted from each of that many highest die roll results.



For example: A volley of four dice is fired with the result being 4, 4, 5, and 6. Because the British are low on water/ammo and it is Night and no buildings are on fire (i.e., there are two -1 DRMs applicable), one is subtracted from the two highest die rolls that volley, so the final result is 4, 4, 5, and 6. The targeted iButho suffers no Hits and Retreats one box.



Conversely, when the "G Co. Arrives" marker is on the map, the British Player may add one (+1) to any single die roll result of his choice each volley (i.e., raise a single 4 to a 5, or a 5 to a 6).

When both a +1 and -1 DRM apply, they simply cancel each other out and no die roll modifiers are applied for those two markers. Additional -1 DRMs would apply normally, however.

[6.7.6] **Repeat Volleys:** If you have the opportunity, you may fire more than one volley at the same iButho during a single Turn. The result of each volley is applied

separately and completely before the next volley is fired.

[7.0] 📄 CARD DRAW PHASE

During this Phase, the British Player may draw one card off the top of the Draw Pile. He need not draw any cards, if desired.

Exceptions: Note that various cards' abilities (e.g., Lieutenant Chard) provide for drawing additional cards during a Turn.

Player Intelligence: Used iMpi markers and the cards in the Discard Pile may be freely examined by the player at any time.

[8.0] ♁ HERO PHASE

During this Phase, the British Player may Put Forth one Hero card from his hand (as per 6.2), making it immediately Available.

[9.0] 🏠 HOUSEKEEPING

During this Phase, you must check your card hand (Available Heroes are not counted as "in your hand"). If you have more than five (5) cards in your hand, you must discard down to five cards (placing those you decided to discard face-up in the Discard Pile).

Note that the above Step is skipped if Color Sergeant Bourne is currently Available.

Also, if all iButhos have been routed or eliminated, you've won the battle (11.0).

[10.0] NIGHT



When the Night Fighting Begins card is revealed, it is immediately discarded (in effect, a "wasted draw") and the Night marker is placed in the Day / Night box on the map for the rest of the game.

(NIGHT) At night, there is a minus one (-1) DRM (as per 6.7.5) penalty applied to all volleys unless at least one building is currently on fire (5.3.1), in which case ignore this effect.

[11.0] VICTORY & DEFEAT

The game ends in one of three ways:

1. In a **Military Defeat** immediately upon a Zulu iButho entering the box containing the Zulu Victory marker.
2. In a **Military Victory** if there are no Zulu iButhos left in the fight during the Housekeeping Phase (i.e., they have all been Eliminated or Routed as per 6.7.4).
3. In **Political Face-Saving** immediately upon revealing the "Relief Column" card.