

and its Hero's card is returned to the player's hand.

If the roll is equal to those numbers, that iButho is stopped; it does not enter that defended box and ends its movement that turn in the next higher-numbered box adjacent to it.

**[5.1.4] Movement Sequencing:** When multiple iButhos are instructed to advance, move each *one box at a time* until all have completed their movement either by pressing forward that many boxes, or being stopped by a blocking marker.

**[5.1.5] Zulu Victory:** If an iButho moves into the box occupied by the Zulu Victory marker, the game immediately ends.

**[5.2] "R" Marker:** When an "R" iMpi marker is drawn, perform all of the following steps in order:



- 1. iButho Rally:** iButho units that have Routed from play (6.7.4) are returned to play. Flip them back to their unrouted (active) sides in their #5 box (and stack whatever Hit markers they had when they Routed back on top; they **don't** recover another Hit marker as per #2 below).
- 2. iButhos Regroup:** Each iButho marker on the map in a #3, 4 or 5 box (except for those that just rallied, as per #1 above) that has lost any of its Hit markers recovers one of them. Remove that Hit marker from the Zulu Casualty box and replace it on the corresponding iButho.
- 3. Retreat iButho Markers:** Each iButho marker on the map in a #2 or **lower** box is retreated back to the next consecutively higher-numbered box on its track.
- 4. Rest the Lads:** This turn, the British Player cannot fire any volleys. *The Zulus have "gone to ground" and are laying low in the grass.*

**Discard this marker after implementing it.**

**[5.3] Event Markers:** Event markers are ones that do not show the fighting bull-buffalo formation on them.

**[5.3.1] Building on Fire:** Consult the **Building Ablaze Table** on the map, determine the proper column to use (depending if neither, one or both the Hospital and/or Storehouse are currently on fire), and roll a die. The results are:



**Hospital or Storehouse:** That building has ignited; place a **Building on Fire** marker in its box on the map.



**Other Ablaze:** Whichever building *wasn't* on fire now is; place a **Building on Fire** marker in its box on the map.




**No Effect:** Nothing happens or changes.

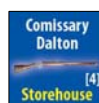
**Fire Out:** The player must remove the indicated **Building on Fire** marker ("One Fire Out" means that it is the player's choice should both buildings be currently ablaze). Place the appropriate Hero marker back in that box, if that Hero is currently available. *Note that buildings can be reignited during the game!*

**Discard this marker after implementing it.**

#### Burning Building Effects

While a building's box is on fire, the following effects take place:

- If there is a Defense marker there, it is placed back into the stock and that Hero's card is returned to the player's hand. *An orderly withdrawal.*
- Zulu iButho entering that box **must stop** and can advance no further that turn (5.1.3). It can advance from that space normally on a future turn.
- The British Player cannot fire volleys into any box #2 or higher along that track, but *can* fire into the burning building (box #1) itself.
- A Zulu iButho that is attacked while in a burning building box retreats on rolls of  and  (not just ; see 6.7.4).
- The -1 DRM Night penalty does not apply. *The fires illuminated the Zulus at night, denying them much of the benefits of the cover of darkness.*



**[5.3.2] inDluyengwe Forward!:** Move the inDluyengwe iButho forward two (2) boxes. *This was a Zulu iButho comprised of younger, unmarried men who were eager to prove themselves.*

**Discard this marker after implementing it.**

#### [5.3.3] Prince Dabulamanzi kaMpande

Roll one die and return that number of Advance markers (not "R" markers or Events) from the discard pile back into the iMpi cup. If there are not enough, take all of those available; if there are more available than the die roll result, flip them upside down, mix them up and choose the number required at random. *Prince Dabulamanzi was the half-brother of Zulu King Cetshwayo; he was the Zulu commander on the spot at Rorke's Drift.*



**Discard this marker after implementing it.**

**[5.3.4] Rifles Overheat:** Draw another iMpi marker; if it is an Advance marker implement it normally during the iButho Phase; if it is not, return that marker to the cup.



During the Action Phase this turn, your volleys have a -1 Die Roll Modifier (DRM) as per 6.7.5. *The Martini-Henry rifle did a superb job for the British, but overheated with repeated and prolonged firing, as happened at Rorke's Drift. It also had a brutal kick into the shoulder and the soldiers kept trading sides or just laying their rifles on top of the ramparts to fire them instead of aiming properly to rest their sore shoulders.*

**Return this marker after implementing it.**

**[5.3.5] Seniority Debate:** If they are currently available, the Leftenants Chard and Bromhead, Commissary Dalton, and Sergeants Bourne and Windridge cards (#s 3, 4, 6, 7, and 8) **must be returned to the player's hand** (they may re-enter play normally as Actions or in Hero Phases).



**Skip the remainder of this turn and proceed with the iMpi Phase of next turn.** *Leftenant Chard was senior officer (and therefore the commander) at Rorke's Drift, although Bromhead was in command of the infantry company there.*

**Discard this marker after implementing it.**

**[5.3.6] Washing of the Spears:** Look at the lowest numbered box occupied by any iButho. Retreat every iButho on that same-numbered box one box along its track (but not beyond its #5 box). *When a Zulu iButho made a kill, they stopped for a ritual purification.*



**For example:** The inDlondo and uThulwana iButhos are in their respective '1' Boxes, while the other two Zulu iButhos are all in their '3' and '4' Boxes. For this Event, **both** the inDlondo and uThulwana iButhos would move one box back to their respective '2' Boxes.

**Discard this marker after implementing it.**

**[5.3.7] Zulu Snipers:** Draw another iMpi marker; if it is an Advance marker stop drawing; if it is not, return it to the cup and draw again until you draw an Advance marker and implement it normally during the



iButho Phase. During the Action Phase this turn, your volleys have a -1 Die Roll Modifier (DRM) as per 6.7.5. *The Zulus had a good many men with rifles and muskets up on the nearby hills. They fired into the British defenses with some effect,*

mostly forcing the British to keep their heads down.

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

## [6.0] ⊕ THE ACTION PHASE

During this Phase, the British Player may perform Actions such as:

- “Put Forth” a Hero
- Form the Reserve Platoon
- Construct a Barricade
- Fight a Building Fire
- Distribute Ammunition / Water
- Fire a Volley / Melee Attack

### General Rule

During each Action Phase, the British Player may perform **one** of the above-listed Activities (as explained below).

**[6.1] “Free” Actions:** In addition to the one Action that the player is allowed, **all Heroic** (Continuous, Sacrifice and Leadership) **Actions are always Free** (see below).

**[6.2] “Put Forth” a Hero:** To be used for its **Abilities** (i.e., the text at the bottom of its card), a Hero card must first be **“Put Forth.”** Thus, **its card is removed from the player’s hand and placed, face-up, on the table in front of the player.** Putting Forth a Hero consumes 1 Action when performed during the Action Phase and, once performed, that hero becomes **“available.”**

**Available Heroes** are at the ready to do anything that they are able to (including firing their volley). **Hero Abilities** include:

**[6.2.1] Continuous Heroic Abilities:** These are explained in **blue text** on the Hero’s card. While that Hero is available – i.e., not tasked to another Activity (below) or otherwise unavailable (not yet drawn or Put Forth, committed elsewhere, or already used and discarded) – its **Continuous (blue text) Ability** exerts an ongoing effect for free (i.e., without an Action cost).

**[6.2.2] Heroic Defense** Continuous Abilities for the Hospital, Storehouse, North Wall and Outer Perimeter all have Defense markers that can be placed on those map boxes as reminders when their specific Hero is available.

**Remove a Heroic Defense marker and return it to the stock when:**

- That Hero is no longer available (i.e., in your hand or performing a task)
- That box **or any lower-numbered box** is occupied a Zulu iButho (5.1.3) –

## ZULUS ON THE RAMPARTS! Rules

also return that Hero’s card to your hand; that Hero ‘falls back’ to safety

• Its building is on fire (5.3.1) – also return that Hero’s card to your hand

**[6.2.3] Heroic Sacrifice Abilities:** Every Hero has one or two **Heroic Sacrifice** (i.e. **“discard this card”**) **Abilities**. An Available Hero may use one Sacrifice Ability at the time indicated on its card, after which that Hero’s card is discarded (i.e., placed face-up in a **Discard Pile** near the **Draw Pile**) and its associated Defense marker is returned to the stock.

**[6.2.4] Heroic Leadership Abilities:** The “Commanders” have **Heroic Leadership** (i.e. **“return this card to your hand”**) **Abilities**. When implemented, return that card to your hand (where it can be again Put Forth and made available at a later time as per 6.2).

**[6.3] Form Reserve Platoon:** As seen at the bottom of the map, one Available Lieutenant **and** Sergeant are required to perform this Action. Move those two Heroes’ cards to that part of the map to show their **“committed” status; they are no longer available** to perform other duties while they are standing in the Reserve Platoon. Place the Reserve Platoon marker in its At the Ready box on the map to show that the two **Commit Reserve Platoon** cards can now be played.



You may “break up” the Reserve Platoon at any time for free (and reforming it would require another Action). Simply return the Reserve Platoon marker to the stock and place the two Heroes used to form it back into your hand.

**[6.4] Construct a Barricade:** By constructing barricades, the Zulu Victory marker is progressed backward to the **“interior” boxes** -1 (Inner Barricade) and -2 (Final Redoubt).



One Available Lieutenant **or** Sergeant is required to perform this Action. Move that Hero’s card to the map area indicating his committed status; he is unavailable for other duties when organizing construction.

You may cease building barricades at any time for free (to recommence would again require an Action and an available Lieutenant or Sergeant). Simply place the committed Hero used to oversee construction back into your hand.

### Procedure

It is a three-step process to complete the next barricade. The **first** Action is spent to move the Available Hero card and place the “Building Barricades: 1/3 Done” marker in the next-available lower numbered interior box (i.e., -1 or -2).



The **second** Action may be spent on any subsequent **turn** (if that Hero is still there; if not a new one must be assigned) to flip that marker over to its “2/3 Done” side. The **third** Action spent completes that barricade by:

- 1) Moving the Building Barricades marker back to its holding box on the map
- 2) Placing the (exhausted) Hero leading its construction into your hand, and
- 3) Adjusting the Zulu Victory marker by one box to the next-lower numbered box symbolizing its completion. Now a Zulu iButho needs to reach *that* box in order defeat the British.

**[6.5] Fight a Building Fire:** If there is a building on fire, the British Player may attempt to put it out (i.e., remove the Building on Fire marker from its box).



### Procedure

One Available Hero (of any rank or type) is required to perform this Action. Place that Available Hero back into your hand, roll a die on the Fire Fighting column of the Building Ablaze Table, and apply the result as per 5.3.1.

**[6.6] Distribute Ammunition / Water:** While the “Ammunition / Water Low” marker is on the map (where it sets up and is returned after using **“Volley Fire by Ranks”** and **“Commit Reserve Platoon”** cards), **all** player volleys (6.7) have a -1 die roll modifier (DRM) penalty (see 6.7.5). To remove this penalty, you must spend an Action and have one Available Hero (of any rank or type) perform this task. Place that Available Hero back in your hand, and remove this marker to the stock.



**[6.7] Fire a Volley:** When a **“volley”** (*the generic term we use here for “shooting the guns” as opposed to the title of any specific card*) is fired by the British Player, it uses one Action and the following steps occur:

- 1) The player designates (**“targets”**) a Zulu iButho within range
- 2) One card showing a volley of dice (this can be a Hero card, with that Hero making a “Heroic Sacrifice” akin to 6.2.3 to fire a volley) is discarded