12	5	4	11	1	2		2	10		1	13										

MD05 - Rorke´s Drift, January, 22, 1879
(Scenario Michael Dippel)

Historical Overview

The Battle of Isandlwana (alternative spelling: Isandhlwana) on 22 January 1879 was the first major encounter in the Anglo–Zulu War between the British Empire and the Zulu Kingdom. Eleven days after the British commenced their invasion of Zululand in South Africa, a Zulu force of some 20,000 warriors attacked a portion of the British main column consisting of about 1,800 British, colonial and native troops and perhaps 400 civilians.The Zulus were equipped mainly with the traditional assegai iron spears and cow-hide shields, but also had a number of muskets and old rifles though they were not formally trained in their use. The British and colonial troops were armed with the state-of-the-art Martini-Henry breech-loading rifle and two 7-pounder (3-inch, 76 mm) mountain guns deployed as field guns as well as a rocket battery. Despite a vast disadvantage in weapons technology, the numerically superior Zulus ultimately overwhelmed the poorly led and badly deployed British, killing over 1,300 troops, including all those out on the forward firing line. The Zulu army suffered around a thousand killed.

The battle was a decisive victory for the Zulus and caused the defeat of the first British invasion of Zululand. The British Army had suffered its worst defeat against a technologically inferior indigenous force. Isandlwana resulted in the British taking a much more aggressive approach in the Anglo–Zulu War, leading to a heavily reinforced second invasion and the destruction of King Cetshwayo's hopes of a negotiated peace.

The stage is set, the battle lines are drawn, and you are in command.
The rest is history.

Staffing Notes

British: Lt. Chard; Lt. Bromhead
6 Command cards
Zulus: Dabulamanzi kaMpande
6 Command cards
Move first

Victory Conditions:
- British: At least 1 Unit (not LDR) must survive 3 attack waves of Zulus
- Zulus: Must destroy all British within 3 attack waves

Special Rules:

- Cross sabers hits only in melee
- Zulu Warriors: Move 0-1 hex and battle 3-2 dice OR move 2 hex without battle
- Rorke´s Drift buildings are treated like Homestead
- Redoubt: Are treated like fieldworks
- Remove the CallForReinforcement, Short Supply
  and ConstructFieldworks card, they are not used in this scenario.

- Retreats: The British can choose, to retreat up or down.
The Zulus on the top half battlemap retreats to top, the Zulus on the bottom half retreats to bottom.
Zulus on the middle hex row (row with the british marker) can decide, in which direction they retreat.
- Zulu Attack Waves: The Zulus starts each attack wave with full strength units (a killed Zulu LDR will not replaced), in the same hexes like on the first setup.
If they loose 4 units (not LDR´s), the wave retreat immediately and the next wave is setup.
- British Reorganisation: The British can reorganisate there units within Rorke´s Drift to any hex, before the Zulu player start his next attack wave.
- British Recovery: Before the Zulu player start his next attack wave, each British unit with lost figures, which is on a Hospital hex (or is moved during British Reorganisation to a Hospital hex), can roll 4 dice to recover units. For each INF symbol is rolled, this unit recover 1 figure.