

Rorke's Drift 1879

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1. Sequence of play

- a. British Move 1 area no diagonal moves
- b. British fire Rifles 1D12 1-5 to hit
- c. 3 volleys on the opening charge
- d. Zulus Move 1 area may not move into an area that is defended by a British figure
- e. Zulus Fire Muskets 6 shots 1D12 12 to hit
- f. Cannot fire into doors or windows or over the heads.
- g. Zulu Melee: may only attack 1 figure
- h. 1-5 hits open
- i. 1-3 wall
- j. 1-2 door and great readout
- k. Zulu roll for fire D12 12 causes fire all

Figures must leave that turn.

H. Zulu roll for morale loss of half or more (15)

Of the impi and they retire from the field.

1-5 retire 6-11 fight on 12 Fight to the

Death!

No Movement thru windows

No movement on roofs

Zulus will make three assaults and must kill all the British to win!

A lone British figure at a wall that is in Melee rolls 1 D6 that many Zulus may attack Him. Zulu player rolls this die.

Chard and Bromhead both roll 2 die per fire

Phase. They also have 3 hit points each.

Each color sergeant has 2 hit points

Boer figure has 2 shots and 3 hit points

This figure may not move.

Great Readout holds 8 figures and 1-2 to be

Hit in melee.

Water cart 2 figures to move to an area any figures in that area get a plus 1 to hit. May not be in a building or the readout.

Pip the dog attached to an officer 1 extra die to roll

And pip may jump in front of an officer that is hit and take the hit.

Pip has 1 hit point!

British roll at the end of a wave for the hospital 2D6