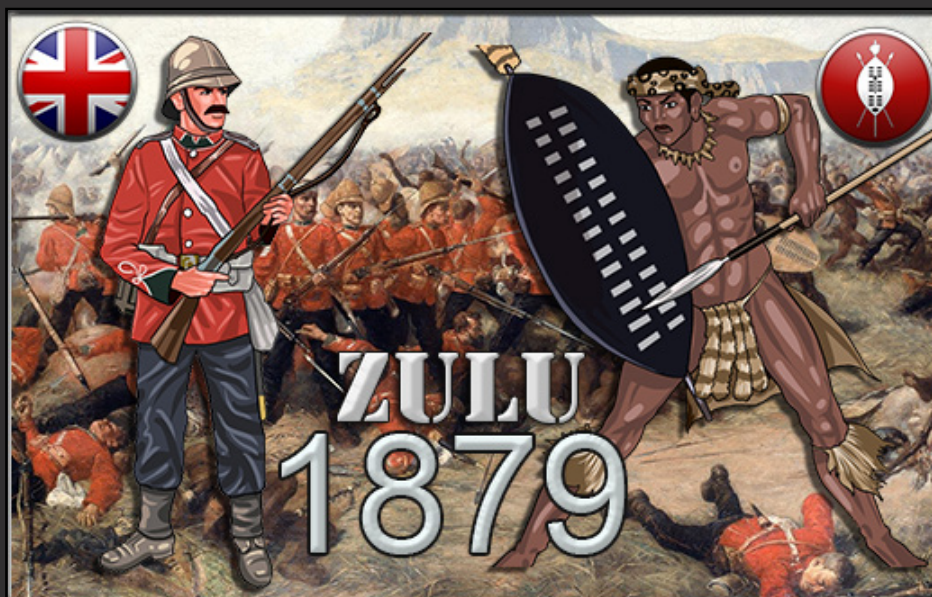


ZULU 1879



INTRODUCTION

Zulus 1879 recreates the British military campaign leading up to the destruction of the belligerent Zulu kingdom in South Africa in 1879. The British and their allies must quickly seize the enemy capital Ulundi or capture the Zulu king.

Zulu 1879 is played in 34 rounds, each representing six days between January 6 and July 19, 1879. Two asymmetrical adversaries face each other in eastern South Africa, a technologically powerful colonialist empire and an indigenous kingdom with proven military traditions.

- The **British** take the initiative at the outset by attacking on several fronts, relying on unstable Boer allies and uncertain local auxiliaries.
- The **Zulus** have a large army with very high morale, but with a severe lack of firearms.

The British command knows that it must move quickly, as failure to capture the king or the enemy capital would mean an international slap in the face...

Event cards will allow for a variety of tactical and diplomatic fluctuations in the game.

DURATION

Average playing time: 5h00

Favored side: none

Most difficult side to play: Zulus

The game lasts 34 turns, between January 6 and July 19, 1879, each turn corresponding to 6 days.

The **British player** always plays first, followed by the **Zulu player**.



FORCES

The **joueur Britannique** contrôle les **unités terrestres britanniques**, les **unités navales britanniques** (grises), les **unités Boers du Transvaal** (beiges) et celles du **royaume indigène du Swaziland** (bleus clair).

The **joueur Zoulou** contrôle les **unités terrestres zouloues** (marron).

MAPBOARD

The game board represents most of the Zulu kingdom (center), the eastern part of the territory of Natal (southwest), the eastern part of the Boer republic of Transvaal (northwest), the southern part of the kingdom of Swaziland (north), and the disputed territories between Transvaal and Zululand (northwest).

The off-map boxes in the southwest communicate with each other.



VICTORY

Immediate victory is granted if:

- 1) the **British player** controls the Zulu capital of Ulundi with supplied units.
- 2) the **British player** eliminates the king of the Zulus, Cestewayo.
- 3) the **Zulu player** captures the 3 following cities: Utrecht, Pietermaritzburg et Durban.

The **Zulu player** also wins the scenario if, at the end of the game, general Wolseley is in play (Recall of Lord Chelmsford to London). Otherwise, the player with the most VPs at the end of the game wins the scenario.

VP BONUS : in addition to the standard VP rules, the following rules below also apply:

ZULUS : gain for each of the following structures upon capture:

Durban, (+10 VV), Pietermaritzburg, Utrecht (+5 VP each), Kambula, Helpmakaar, Luneburg (+2 VP each), Port William, Rorke's Drift, Greytown, Stenger (+1 VP each).

Zulu gain at the end of the game for having control of each of the following structures:

Ulundi (+5 VP), Eshowe, Port Durford, Sirayo Kraal, Mbelini Kraal (+2 VP), Undi Kraal, Likasi Kraal, Kagasi Kraal (+1 VP).

British gain for control of each of the following by the end of the game:

Eshowe, Port Durford, Sirayo Kraal, Mbelini Kraal, Undi Kraal, Likasi Kraal, Kagasi Kraal (+1 PV).

REINFORCEMENTS

For the **British player**, many additional reinforcements will be available via the card game starting on turn 20.

Lord Wolseley's arrival in Durban is one of the **Zulu player's** victory conditions.

SPECIAL RULES

SUPPLY SOURCES

British player: Fort Williamson, Port Natal, Pietermaritzburg, Rorke's Drift, Utrecht and Kambula Camp.

Zulu player: the Zulus do not need supply.



CARDS

Both players draw 1 card per turn in this game.

ECONOMIC PHASE

There is no economic phase in this game (all reinforcements and replacements come into play by cards)

BRITISH TECHNOLOGY

In all battles, units of the **British player** shoot first, unless this is cancelled or changed by a specific battle card

ZULU KING CESTEWAYO

The king of the Zulus, Cestewayo, shall be kept under protection at most time, as its loss means the loss of the game for the **Zulu player**.