

Zulu war supplement

Zulu Warriors:

These are classified as Veteran (IE not Raw or of superior quality). They should have up to 4 figures clearly identifiable as *Izinduna* (leaders) who act as separate figures. These have an effect on any Zulu unit within 20cms, who add 1 to their die roll for actions each turn they start within 20cms of him.

Deployment of Zulu forces should be in a main body and 2 wings. Units should be between 20 and 50 strong. *Induna* may have a few men attached to them. Any units composed solely of musketeers/riflemen will be in the wing divisions.

At game start, only dice once for each 'division' for actions, once for each wing and once for the centre, as well as for any reserve until any unit in the relevant wing/centre/reserve is under fire and taking casualties.

The wings will initially deploy on the flanks in column, the main body in the centre in line, at least 30cms behind the front line of the wings, or off table at game start if there is insufficient room. Zulus always begin games moving forward.

All rifles, muskets etc. used by Zulus are counted as Muskets firing at 1 range band further away, as their fire was notoriously poor!

Gatling guns:

These had problems with their cartridges during the Zulu war, so use the following rules:

Each turn, a Gatling gun with live crew can shoot at a single enemy unit within 22 ½ degrees of the models facing.

The gun fires as up to 4 (+1 per crewman, up to 4) – rifles.....this allows a slower rate of fire which makes jamming less likely, and a maximum of 8 dice per gun if fully crewed.

As they were prone to jam, if two 1's are thrown on the dice, the gun is jammed for the following turn. If 3 1's are thrown in one turn, the gun is jammed for D6 turns, if 4 or more 1's are thrown in one turn, the Gun is jammed for the rest of the game.

Natal native contingents:

Officers are Europeans, and throw 3 command dice. Native figures armed with Axes, or other obviously leader figures are de facto NCO's, and can add 2 command dice for each. Natives are Commandable, but due to ammo limitations, they only shoot as Uncommanded.

Natal native horse are treated like normal European cavalry. As they seem to have been very disciplined and motivated, all officers (European) have 4 command dice.