

Title : **Zulu 6mm**
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Date : **30/06/2008**
Version : **Final**

Initial Setup

Each player gets 9 bases (a Zulu Ubuthu (regiment))

Game turn

Zulu player

Check for regiments (new regiments brought on)
Move
Zulu Shoot
Imperial Shoot
Close Combat
Morale Check

Imperial

Check Status
Move
Imperial Shoot
Close Combat
Morale Check

Moving:

3" for Cannon, Rocket, Gatlings etc
6" for imperials
9" for Zulu's and Cavalry
Zulu's ignore difficult ground.
-50% for difficult ground for everyone else

Firing:

Zulu regiments get 1 shot per 3 bases (rounded up)
Imperial get 1 shot per base
Rockets get 1 shot per base
Cannon and Gatlings get different shots per base (3 and 6)
Imperial bases may shoot during each shooting phase (Zulu and Imperial).
Zulu's can only shoot from medium range inwards in their own phase.

To Hit.

Roll to hit (4, 5, 6 imperials) (6 Zulus, Natives, Cavalry)
Long –range = 48"
Medium Range = 24"
Short Range = 12"

Modifiers (to dice)

Non Accumulative	-1 Long Range
	+1 Short range
Non Accumulative	+1 shooting into side of target
	+2 shooting into rear
	+3 target fleeing

Casualties

Roll to wipe out (a kill removes a base) (4, 5, 6 kills)

Modifiers (to dice)

Non Accumulative	-1 soft cover
	-2 hard cover
Non Accumulative	-1 prone
	+1 fleeing

Close Combat:

Each side gets 1 dice per base. To engage close combat each group must be in base to base contact.

All bases in a company or Ubuthu get to strike.

To Hit

Roll to hit (4, 5, 6 Zulus) (5, 6 Imperials, Natives, Cavalry)

Modifiers (to dice)

Non	+2 into target's rear
Accumulative	+3 target fleeing

Casualties

Roll to wipe out (a kill removes a base) (4, 5, 6 kills)

Modifiers (to dice)

Non Accumulative	-1 soft cover
	-2 hard cover
	+1 fleeing

Morale:

When a Zulu player loses 2 bases (7, 5, 3, 1) his Ubuthu will go to ground. The **"go to ground"** marker will be removed when then next Zulu move turn is completed. Until then the Ubuthu is counted as prone and will not move.

When Zulu player is down to less then six bases he check morale (D6 less than or equal to bases left). On a failure the Zulus disperse next turn the player's bases are replenished to 9 and he can set off again from the starting point.

When Imperial troops are down to one base they check for morale (3 or less on a D6). They fall back one full move.

As soon as Cavalry or Native Levies lose a base they check for morale. Native levies and Cavalry will also check morale if a British Imperial unit break near it. Number of bases times two or less on a D6. EG is a Native company is down to 2 bases I would need a 4 or less on a D6.