

# ISANDLWANA

January 22, 1879  
6mm "Men Who Would Be Kings" Scenario



**"March slowly, attack at dawn, and eat up the red soldiers."**

**--Cetshwayo, King of the Zulu**



## BACKGROUND

From the moment he became High Commissioner for Southern Africa, Sir Henry Bartle Frere seemed determined to instigate war with the Zulu Kingdom. Acting on his own initiative and without consent from London, Frere schemed a pretext for his war and ordered the regional British military commander, Lord Chelmsford, to invade Zululand in January 1879.

Chelmsford marched across the Buffalo River on January 11<sup>th</sup>. It was the rainy season, and the British advance averaged just a mile a day. The Zulu army mustered at Ulundi and 24,000 warriors closed the distance to the British with lightning speed.

On January 20<sup>th</sup>, Chelmsford encamped at Isandlwana. His local scouts informed him that the Zulus were nearby, but rather than adopt prudent defensive positions, Chelmsford was primarily concerned the Zulus might *avoid* a decisive battle. To prevent their escape, he split his army and led 2,500 men on a wide maneuver to pin the enemy in place.

Chelmsford's fears were misplaced. Rather than avoiding battle, the Zulus were, in fact, preparing to attack the now-divided British position.

## GAME LENGTH

There is no turn limit. Play until the British are destroyed or until all Zulu regiments reach their break point and retreat from the field.

## TABLETOP

The scenario requires a 6'x4' tabletop. The dongas are dry creek beds that represent rough ground and have movement limitations noted under the unit cards for some troop types.

## DEPLOYMENT

British forces all begin the game on board, as noted on the map. A camp with wagons should be placed for use with the special ammunition replenishment rules. The wagons and camp cannot be moved during the scenario. All Zulu forces begin off table, entering as noted on the map when they become available.

## SCENARIO NOTES

The scale of this game is 1"=60 yards. Each figure equals 10 men, and in our basing system, a regular infantry base has 4 figures, cavalry 3 figures, and tribal infantry 6 figures.

A Zulu regiment, or Impi, is subdivided into 4-base units—we use movement trays for them, which also speeds along play given the number of Zulus present. These 4-base units suffer pins and routs, NOT the entire regiment. A full regiment will break and be removed from the field at 33% casualties.

Since *The Men Who Would Be Kings* is a skirmish scale game, we made a number of important revisions and adjustments for a mass battle. The complete list of changes is available on our website for free! You should download it in order to play this scenario. It includes ammunition rules for the British and a number of other important changes not listed here.

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## ZULU BRIEFING

Our scouts confirm that the British columns are widely separated and it's now time to press the attack. Unleash the "horns of the buffalo" and wash your spears in the invader's blood!

### LEFT HORN

Uve, inGobamakhosi

### CHEST

umBonambi, umCijo, uNokhenke

### RIGHT HORN

uNokhenke, iSangu, imBube, uDududu

## BRITISH BRIEFING

The Zulus weren't supposed to be this close, but the reports are now impossible to ignore. An unknown host of the enemy is bearing down on our position. Hold the line and protect the ammunition wagons at camp!

### Col. Pulleine

A, C, E, F, H, G infantry companies

N Battery

Nourse, Lonsdale, Erskine NNC

### Col. Durnford

Raw & Vause Natal Native Mounted

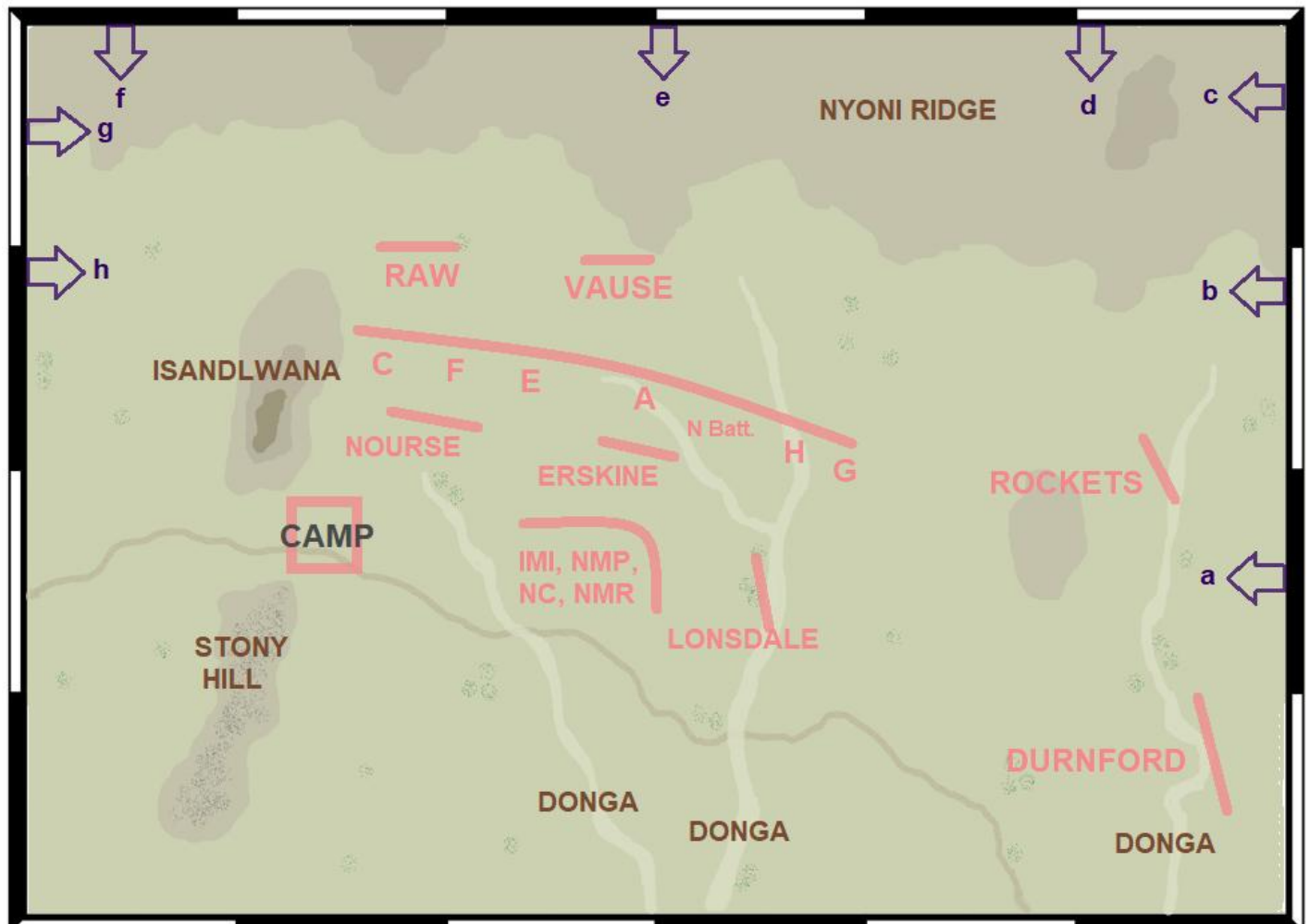
Imperial Mounted Infantry, Natal Mounted Police, Natal

Carbineers, Natal Mounted Rifles

Rocket Battery

British camp & ammunition wagons

## MAP



# ZULU ORDER of BATTLE

Impi	Command	Arrival Turn	Size	Entry Point
uVe	Left Horn	Turn 1	56 bases	a
inGobamakhosi	Left Chest	Turn 2	100 bases	b
umBonambi	Chest	Turn 3	24 bases	c
umCijo	Chest	Turn 4	44 bases	d
uNokhenke	Right Chest	Turn 4	32 bases	e
iSanqu	Right Horn	Turn 8	20 bases	f
imBube	Right Horn	Turn 10	24 bases	g
uDududu	Right Horn	Turn 12	24 bases	h

UNIT TYPE: Tribal Infantry

LEADERSHIP: 7+

SPEED: 2" (failed ATD), 4" (standard), 6" (ATD)

DISCIPLINE: +0

FIRING: 6+

FIGHTING: 4+ (Fierce)

WEAPONS: Iklwa (melee only)  
 Throwing Assegais (short range only = 2")  
 Obsolete rifles (1 per stand)  
 (short range only = 4")

FREE ACTIONS: Move, Stand-to

TESTING ACTIONS: At the Double (ATD), Skirmish, Fire, Attack, Rally, Go to Ground

NOTES: --Dongas cost 2" to cross  
 --May combine "At the Double" and Attack order in a single leadership roll

# BRITISH ORDER of BATTLE

Regular Infantry	Size	AMMUNITION
Pulleine & staff	1 base	unlimited
A Co.	2 bases	00000 00000 00000 00000 00000 00000 00000
C Co.	2 bases	00000 00000 00000 00000 00000 00000 00000
E Co.	2 bases	00000 00000 00000 00000 00000
F Co.	2 bases	00000 00000 00000 00000 00000
H Co.	2 bases	00000 00000 00000 00000 00000 00000 00000
G Co.	4 bases	00000 00000 00000 00000 00000 00000 00000

Artillery	Size	Native Allies	Size
Rockets	1 base	1/1 NNC (Nourse)	6 bases
N Battery	2 bases	1/3 NNC (Lonsdale)	4 bases
		2/3 NNC (Erskine)	5 bases

Cavalry	Size	AMMUNITION
Durnford	4 bases	00000 00000 00000 00000 00000
Raw	2 bases	00000 00000 00000 00000 00000
Vause	2 bases	00000 00000 00000 00000 00000
IMI	1 base	00000 00000 00000 00000 00000
NMP	1 base	00000 00000 00000 00000 00000
NC	1 base	00000 00000 00000 00000 00000
NMR	1 base	00000 00000 00000 00000 00000

## Ammunition Depletion

- Max shots (die rolled) per turn = 2 per figure on base
- For every base that fires (or part thereof) mark off one ammo point
- If within 6" to ammo wagons, gain 2 ammo points per turn
- If 6"-12" to ammo wagons, gain 1 ammo point per turn
- If 12"-18" to ammo wagons, gain 1 ammo point only in odd turns

# BRITISH ORDER OF BATTLE

UNIT TYPE: British Regular Infantry

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LEADERSHIP: 5+

SPEED: 3" (standard), 3" + 1d2" (ATD)

DISCIPLINE: +2

FIRING: 4+

FIGHTING: 4+ (Fierce)

WEAPONS: Martini-Henry Modern Rifle (short range = 7"; long range = 16")

FREE ACTIONS: Fire (incl. volley), Stand-to, Form Close Order

TESTING ACTIONS: Move, At the Double (ATD), Skirmish, Attack, Rally

NOTES: --Stop movement to enter donga, 2" to exit

UNIT TYPE: British Artillery

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LEADERSHIP: 6+

SPEED: 1" (standard)

DISCIPLINE: +1

FIRING: 4+

FIGHTING: 5+

WEAPONS: Field Gun (short range = 12"; long range = 27")

FREE ACTIONS: Fire, Stand-to

TESTING ACTIONS: Move, Rally

NOTES: --Stop movement to enter donga, exiting donga takes full move

UNIT TYPE: Rocket Battery

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LEADERSHIP: 6+

SPEED: 1" (standard)

DISCIPLINE: +1

FIRING: 6+

FIGHTING: 5+

WEAPONS: Rocket Battery (long range only = 12" - 27")

FREE ACTIONS: Fire, Stand-to

TESTING ACTIONS: Move, Rally

NOTES: --Stop movement to enter donga, exiting donga takes full move

# BRITISH ORDER of BATTLE

UNIT TYPE: Tribal Infantry

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LEADERSHIP: 7+

SPEED: 4" (standard), 6" (ATD)

DISCIPLINE: -1

FIRING: 6+

FIGHTING: 5+

WEAPONS: Iklwa, Throwing assegais (short range only = 4")

FREE ACTIONS: Move, Stand-to

TESTING ACTIONS: At the Double (ATD), Skirmish, Attack, Rally, Fire, Go to Ground

NOTES: --Donga cost 2" to cross

--May combine "ATD" and attack in one action (so one test)

--A Native ally Tribal Infantry unit routs once it loses 33% of it's bases

UNIT TYPE: Irregular Cavalry

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LEADERSHIP: 6+

SPEED: 6" (standard), 6" + 1d3" (ATD)

DISCIPLINE: +1

FIRING: 5+

FIGHTING: 6+

WEAPONS: Modern Carbine (short range = 5"; long range = 12")

FREE ACTIONS: Fire, Stand-to, Move

TESTING ACTIONS: At the Double (ATD), Skirmish, Attack, Rally

NOTES: --Stop movement to enter donga, 2" to exit