

THE ANGLO-ZULU WAR



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This set includes lists and additional rules that allow you to play The Zulu War (1879) using Smooth&Rifled. You can use these lists also to play the First Boer War (1881) and even the Boer Zulu War of 1838. You can purchase Smooth&Rifled at <http://www.dadiepiombo.com/smooth.html>.

Follow the updates on Smooth&Rifled at <http://smooth-and-rifled.blogspot.com>

ADDITIONAL RULES

Assegai and Iklwa. Assegai was a light spear used for a softening range attack. It can be thrown without penalty for movement only before a charge (max range 8cm, hits at 7). Aiming is allowed also for this weapon. Iklwa was a similar spear but used as a melee weapon.

Shield. Shields provide light cover for shooting of bows and other throwing weapons if at 180°.

Induna. Induna is the Zulu corrispective of Officer. He counts also as Standard bearer. His MV is 5.

Lance. Lance is a melee weapon. It gives one re-roll in melee if charged but up to 2 re-rolls if on charge.

Light. Troops classed as Light are considered in a Group if they stay within 8cm (instead of 3cm) each other. They can move by group up to 8 cm per phase.

Skirmishers and Fast Mob. See Addenda (download it from the blog).

Marksmen. Marksmen cannot fire by Group.

Miniatures and buildings by Warlord Games, painted and photographed by FigurePainting (<http://www.figure-painting.co.uk/>)

OPTIONAL RULES

Martini-Henry Mk.II. This is a Breech-Loading Rifle (BLR). This weapon was capable of stopping more than one enemy at time. If any model is at 10cm or less behind a miniature shot dead, then also this model must roll for shooting effect. Anyway the rifle suffered from cartridge-extraction problems during the Zulu War which could render the arm useless in the heat of battle. If a result of 4 or less is achieved when firing, the weapon cannot fire anymore (time for the bayonet!).

ARMY LISTS



ZULU

Unmarried Warriors

AV=2/2/3; C=4; Impetus, Ferocious, Fast Mob

0-1 Induna (Leader/Officer), assegai, iklwa, shield, 29 pts

1 Young Leader, assegai, iklwa, shield, 24 pts

6-20 Warriors, assegai, iklwa, shield, 19 pts

Notes&Options.

You can upgrade one or more figures to Scout, +2pts per figure.

You can upgrade the Unit to Veterans, +3pts per figure.

You can upgrade the Unit to Fanatic, +2pts per figure.

One every 8 warriors can be provided, at no extra cost, with musket (instead of assegai, iklwa and shield). As they were poor shots there is no difference if smoothbores or rifles and are rated 20/2.

Cannot fire by group.

Married and Elder Warriors

AV=2/2/3; C=4 ; Fast Mob

0-1 Induna (Leader/Officer), assegai, iklwa, shield, 23 pts

1 Young Leader, assegai, iklwa, shield, 18 pts

6-20 Warriors, assegai, iklwa, shield, 13 pts

Notes&Options.

You can upgrade one or more figures to Scout, +2pts per figure.

You can upgrade the Unit to Veterans, +3pts per figure.

Smooth&Rifled

One every 8 warriors can be provided, at no extra cost, with musket (instead of assegai, iklwa and shield). As they were poor shots there is no difference if smoothbores or rifles and are rated 20/2. Cannot fire by group.



BRITISH

Line Infantry

AV=1/2/3; C=4

0-1 Officer (Leader), sword, revolver (10/0), 23 pts

0-1 Standard-bearer, (sword), flag, revolver (10/0) 16 pts

0-1 Drummer (Musician), sword, 12 pts

1 NCO (Leader), BLR (40/1), bayonet, 33 pts

6-20 Line Infantry, BLR (40/1), bayonet, 28 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

You can give the Officer an horse for +5 pts.

Light Infantry

AV=1/2/2; C=4; Light

0-1 Officer (Leader), sword, revolver (10/0), 32 pts

0-1 Standard-bearer, (sword), flag, revolver (10/0), 25 pts

0-1 Bugler (Musician), BLR (40/1), bayonet, 34 pts

1 NCO (Leader), BLR (40/1), bayonet, 37 pts

6-20 Riflemen, BLR (40/1), bayonet, 32 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

You can upgrade up to 2 figures to marksmen for +5pts for each miniature.

Officer and Standard bearer cannot be upgraded to marksmen.

Smooth&Rifled



Highlanders

AV=1/2/2; C=5, Impetus

0-1 Officer (Leader), sword, revolver (10/0), 28 pts

0-1 Standard-bearer, flag, (sword), BLR (40/1), bayonet, 21 pts

0-1 Piper/fifer (Musician), sword, BLR (40/1), bayonet 20 pts

1 NCO (Leader), BLR (40/1), bayonet, 23 pts

6-20 Highlanders, BLR (40/1), bayonet, 25 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

Sailors

AV=2/2/3; C=4

0-1 Officer (Leader), sword, revolver (10/0), 21 pts

0-1 Standard-bearer, (sword), flag, revolver (10/0) 14 pts

0-1 Drummer (Musician), sword, 10 pts

1 NCO (Leader), BLR (40/1), bayonet, 31 pts

6-20 Line Infantry, BLR (40/1), bayonet, 26 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

Lancers

AV=1/2/3; C=4, Mounted

0-1 Officer (leader), sabre and revolver (10/0), 28 pts

0-1 Standard-bearer, (sabre), flag, 18 pts

0-1 Trumpet (Musician), sabre, BLC (30/1) 28 pts

1 NCO (leader), (sabre), lance, BLC (30/1) 32 pts

4-12 Lancers, (sabre), lance, BLC (30/1) 27 pts

Notes&Upgrades.

BLC= Breech-loading carbine

They cannot aim and move within the same activation. Cannot perform Group fire.

You can upgrade the Unit to Veterans at +3 pts for each miniature.

BOERS

Boers can be fielded as auxiliary troops by British when playing the Anglo-Zulu War. For the 1838 war against the Zulu please refer only to lists coded as "Early Boers".

Native Horse or Mounted Boers

AV=2/2/3; C=3, Mounted, Scouts

0-1 Officer (leader), revolver (10/0), BLC (30/1), 38 pts

0-1 Standard-bearer, (sabre), flag, BLC (30/1), 33 pts

0-1 Trumpet (Musician), BLC (30/1) 30 pts

1 NCO (leader), BLC (30/1) 33 pts

4-12 Horsemen, BLC (30/1), 28 pts

Notes&Upgrades

BLC= Breech-loading carbine. They cannot aim and move within the same activation. Cannot perform Group fire.

If they dismount get the characteristic Marksmen and Skirmishers.

Boers and other natives

AV=1/2/2; C=3; Marksmen, Scouts, Skirmishers

0-1 Officer (Leader), BLR (40/1), 40 pts

1 NCO (Leader), BLR (40/1), 35 pts

6-20 Boers, BLR (40/1), 30 pts

Notes&Upgrades

You can give the Unit the characteristic Terrain for +3 pts for each miniature.

You can upgrade the Unit to Veterans at +3 pts for each miniature.

EARLY BOERS

These lists cover Voortrekkers (pioneers) and are suitable for the 1838 War against Zulu.

Voortrekkers

AV=2/2/3; C=3

0-1 Leader (Officer - leader), pistol (10/0), smoothbore musket (20/2), 22 pts

1 Leeader (NCO - leader), smoothbore musket (20/2), 15 pts

4-12 Trekkers, smoothbore musket (20/2), 10 pts

Notes&Upgrades.

Cannot perform Group fire.

One or more figures can be provided with a pistol (10/2) at +2 pts per figure.

One or more figures can be upgraded to marksman at +5 pts per figure.

One or more figures can be provided with horse (get the characteristic Mounted) at + 5 pts each. If mounted they cannot aim and move within the same activation or use the marksmen characteristic.

