

ASSEGAII!

The 1879 British Campaign in Zululand



**Historical Simulation
which can be used as ei-
ther a boardgame or
miniatures campaign**

Includes rules, map, counters, terrain cards, event cards,
orders of battle, and organizational displays.

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SPECIAL EDITION FOR THE SPRING ISSUE OF WARNING ORDER

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ASSE GAI!

BOARDGAME/MINIATURES CAMPAIGN

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The 1879 war between the British Empire and the Zulus has long been a fascination for both gamers and historians. It pitted a more modern army against a native army with a history of successful warfare. Set against a political backdrop of British expansionism and tensions with the Boers, it produced a most unusual conflict.

Assegai! Is designed as a strategic view of this war. The British must crush the Zulu Empire and occupy its territory. Although designed as a boardgame, it is very easily

adaptable into a miniatures campaign. Rules will be given for both variations. The game uses an unusual combat system to create the interesting tactical situations that were prevalent throughout the war. As in the real war, British firepower is the deciding factor, but one or two mistakes could cost the British side the campaign. The eventual outcome was never in doubt, only the length of time and the cost to the Empire in reducing the Zulu nation. A failed campaign from January through April could have had



disastrous consequences in other areas of the British Empire.

It is a challenging situation for both sides and hopefully we will someday add on a supplement for the Boer Wars.

Setup and Sequence of Play

Special points of interest:

- Can be played either as a boardgame or as a miniatures campaign.
- Combat system can be replaced with any set of miniatures rules.
- Event cards make the campaign more unpredictable.

Cut out all of the counters and cards, separating them into their respective piles. Put the VP markers so they read 24 victory points as this is what the British player starts out with. Set British control markers (flags) in areas 12, 16, 21, 22, 23, and 24. Find the counters for the British First Invasion forces, garrison, and column markers. Put the garrison markers in areas 12, 16, 22, and 24. The British forces may be divided into any number of forces up to 5 and placed in any British controlled area. There

are 6 supply wagon markers which each have 15 supply points in them at start. Use the column markers to replace large stacks of British forces which can be placed into the holding box areas.

The Zulu forces may be placed in any area surrounding and including the Ulundi area. The larger units which are broken into 2 to 4 counters must be kept together during setup and movement. There may be any number of Zulu counters in an area.

SEQUENCE OF PLAY

1. Roll 2D6 and if the result is a 2 or 12 pull a random event card and follow the instructions on the card.
2. British Movement Phase
3. British Supply Phase
4. Zulu Movement Phase
5. Combat Phase
6. Bookkeeping Phase

This is repeated each turn until the end of both invasions which are covered in Ending The Game.

MOVEMENT PHASE/SUPPLY PHASE



Fugitive's Drift

All British forces may move one area per turn, including supply wagons. To prevent unwieldy stacks on the map, it is suggested that you use the column markers to represent a force and put the markers into the appropriate holding box.

Each turn the Zulu side rolls 3D6 and the result is the number of units the Zulu player(s) can move. Zulu forces may move two areas per turn to reflect their ability to cover large distances quickly.

During the supply phase the British player counts the number of units that moved and subtracts that amount from his supply wagons or garrisons. At the start of each turn the British player rolls 2D6 and that is the amount of supplies that arrives in the area. They may be allocated to any of the garrisons which must be kept track of on a separate piece of paper. Extra supply wagons can be loaded up from a garrison and sent out to forces in the field. The

supplies for moving units can only be deducted from wagons with that force. You only deduct supplies from units that MOVED that turn.

Unsupplied units deduct one from their firing in combat and for each turn after the first that they are unsupplied, one circle is crossed off on the unit roster. Also, a force has to roll a 3, 4, 5, or 6 on 1D6 to be able to move to a new area.

Combat Phase: Setup

British move one area per turn while the Zulus roll 3D6 for the number of units that can move two areas per turn.

When forces of both sides are in the same area combat ensues. First, randomly draw 15 terrain cards and place them in three rows of five cards each. The Zulus will start from the top row while the British will begin on the bottom row.

Next, roll 2D6 to determine if there are any special start up

conditions. On a roll of a 2 or 12 it is a surprise attack and the Zulus start on the middle row. The Zulus may be placed in as few or as many of the top row cards as the player desires. The British player may place units anywhere along the bottom row.

Only **two units** plus any

amount of artillery may fire out of one side of any card. British units may start in square or all units in one card may be in square.

The British side always sets up first, then the Zulus. Then, follow the combat phase sequence of play for the remainder of the battle.



COMBAT PHASE: Sequence of Play/Firing

Combat Phase Sequence

1. British Fire-All eligible British/Colonial units conduct fire.
2. Zulu Movement-Zulu units attempt to enter melee.
3. Melee-Resolve melees.
4. Zulu Withdrawal Check

Two units and any amount of artillery can fire out of each side of a terrain card. Total the amount of fire strength (one circle on the unit roster equals one fire strength point), apply firing modifiers, then roll 2D6, cross indexing the result on the table for the resulting loss to

the target unit. Each British unit fires individually and the results applied before firing with the next unit.

After all firing, the Zulu units check individually to see if they can enter a new card by successfully rolling on the Zulu movement table.

FIRING TABLE(2D6)

Number of Strength Points Firing								
Die Roll	1	2	3	4	5	6	7	8+
2	0	0	0	0	0	0	1	1
3	0	0	0	0	0	1	1	1
4	0	0	0	0	1	1	1	1
5	0	0	0	1	1	1	1	1
6	0	0	1	1	1	1	1	2
7	0	0	1	1	1	1	2	2
8	0	1	1	1	1	1	2	2
9	1	1	1	1	1	2	2	3
10	1	1	1	1	2	2	3	3
11	1	1	1	2	2	3	3	4
12	1	1	2	2	3	3	4	4

WITHDRAWAL CHECKS

Each time a Zulu unit takes casualties, a Colonial(non-British) unit is charged or loses a melee, it must be determined if the unit withdraws. Roll 2D6 and if the result is more than the listed value, the unit withdraws:

Zulus 12 Colonial units 9

Apply the following modifiers:

-1 for each hit -1 if lost last melee round

+2 if won last melee round

British units never withdraw. Colonial units will withdraw to any adjacent area and take 1D6 amount of hits if non-cavalry.

The Zulu army checks withdrawal at the end of each Combat phase, rolling 2D6 and withdrawing ALL units on a roll of 12+. There is a +1 modifier for each 10 hits and +1 for each unit that has withdrawn from battle. The Zulu army will also lose 1D6-2 hits from each cavalry unit in pursuit after the battle.

FIRING MODIFIERS

+/- Value of Terrain Card

-1 British Firing From Square

-1 Firing at Outer Row

+1 Firing at Zulus Attempting to Enter Melee

+1 Artillery Firing at Middle Row

+2 Artillery Firing at Zulus Attempting to Enter Melee.

ZULU CARD MOVEMENT

Roll 2D6

Outer To Middle Row 10 or less

Move 1 Card-Same Row 10 or less

Attempt to Enter Melee 8 or less

-1 For Each Hit in This Battle

-1 If Charging a Square

+2 if Charging a unit not in Square

MELEE PROCEDURE

Melees occur when a Zulu unit(s) are in the same card as a British/Colonial unit(s) and has passed their withdrawal check. Melee is figured out unit by unit, matching one Zulu unit against one British unit and resolving the combat before any other melees are resolved. Each unit gets a number of D6 according to its current strength(round down):

Cavalry	1D6 per 3 strength points(Zulus feared cavalry)
British	1D6 per 4 strength points
Artillery	1D6
NNC units	1D6 per 5 strength points
Zulus	1D6 per 3 strength points

Any roll of a 4, 5, or 6 causes one strength point loss to the opponent subject to the following modifiers:

Zulus fighting cavalry throw	-2	British units get a saving
Zulus attacking a square	-2	of a 6 on a D6 or 5 and 6 if in
Zulus attacking a fort	-2	square against each hit.
Zulus vs. unit not in square	+1	

Against a square, either by a single unit or multiple units, if the Zulus cause triple the number of hits than they lost, they are assumed to have broken the square. Another melee round is fought, but the Zulus get a +1 to their melee rolls. Ex.; five British units are in square and inflict 3 hits while the Zulus inflict 9 hits. The square is considered broken.

At the end of each melee phase if neither side has withdrawn, then further rounds are fought until one side withdraws. British forces never withdraw, but Colonial forces may retreat. If the Zulus withdraw, British/Colonial cavalry units may pursue.

COMBAT PHASE(CONT.)

If an area containing a British garrison is attacked, the garrison counter is put inside of a fort marker. The saving throw for the garrison is increased to a 3,4,5, or 6 on 1D6.

British/Colonial non-cavalry units may elect to form square anytime before the

Zulus move in each combat phase. The only penalty is the -1 for firing from a square.

During melee, a unit may be attacked any number of times, provided that each defender in a terrain card has been attacked during that same combat phase. Ex.; there are five

Zulu counters attacking three British units. Each British unit must be attacked by one Zulu unit, then the leftover two Zulu units can make attacks against any of the three British units.

Units forced to withdraw may move to any area not occupied by enemy units. If

forced to withdraw into an already enemy occupied area they take 1D6 amount of hits and withdraw to the next available empty area.

British forces can withdraw at any time, but any supplies are left behind and they suffer 1D6 amount of hits.



Comments, suggestions, or rules questions can be forwarded to:
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ENDING THE GAME

The first invasion lasts 8 turns and then the British force structure is changed and the Second Invasion begins. Only the units on the roster as listed for the second invasion may be used. The forces can then be set up in any areas used in the setup for the first invasion. If the Zulus control the map, then British forces will have to fight their way on to the map. On the final turn, the British player counts up the victory points by adding the values for all the areas under British control., then consulting the Victory Points Table for the result.

VARIANTS

1. Allow the second invasion to be able to land 2D6 worth of units on any coastal area. 2. At the end of each turn roll 2D6 and if a 12 is rolled the Boer uprising begins earlier and 1D6 of cavalry units leave and 1D6 of British infantry and artillery units withdraw from the map.

DESIGNER NOTES

As you may have figured out, it is very difficult for the Zulus to win the campaign. Historically, if the British had not suffered their fatal disaster, the campaign would have been a lot more one sided with many more battles resembling Ulundi. However, it is very challenging for the British side to plan out and allocate the forces needed to prosecute the campaign successfully as one mistake could cost you the game. Certainly, players can add all kinds of optional rules to cover scouting, commander abilities, ammunition, and other events as this game is meant to be a basic campaign game.

MINIATURES CONVERSION

Assegai! Can easily be converted into a historical miniatures campaign. Each circle on the unit rosters equals approximately 100 men. The British mounted units in particular can be better simulated as they have been consolidated into fewer counters for playability. Some of the mounted unit counters actually represent 2-4 separate units in real life which can be converted easily with miniatures.

The larger Zulu regiments can be a problem, especially some of the 5-9,000 men units. I would suggest a higher figure

ratio than your rules call for to be able to use those larger units. Garrison forces if they come into play can be set up as a Roarke's Drift type outpost.

When selecting terrain for battle you could still use the terrain cards, just use each one to represent a section of the board. Each card could represent a 2 ft. square area with liberal interpretation of how much of the square should the dominating terrain be in. A method of deciding where each force set up will have to be decided upon and objectives should also be set for each side.





















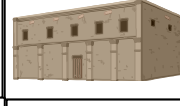
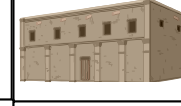
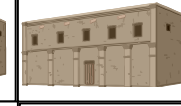
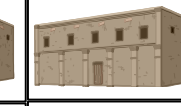





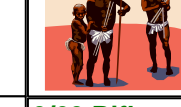

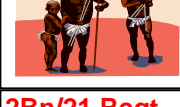




























Most rules have ideas about setting up campaign battles or each group will have to set up guidelines before the campaign begins.

































Miniatures would also be a better way to represent pursuits and fighting withdrawals. The boardgame must abstract these



for playability's sake, but the destruction of a British force or the pursuit of withdrawing Zulus by colonial cavalry would make for interesting tabletop actions.

You can also represent the supply situation better by having as many wagons as you wish with each of them holding a number of supply points. They then become highly valued items that must be defended and taken into account when setting up a battle. These rules are just the basics to get started and can be expanded or simplified to fit your need.

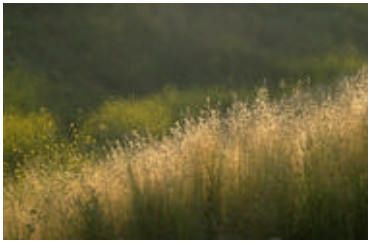
1st Bn/24 	2nd Bn/24 	1st Bn/13 	2nd Bn/3 	Naval Brigade 	99th Regt 
Volunteers 	Natal Units 	Mtd Rifles 	Mtd Natives 	Frontier Horse 	1st Dragoons 
17th Lancers 	1st Artillery 	2nd Artillery 	3rd Artillery 	90th Regt 	80th Regt 
4th Artillery 	Rocket Btty 	Garrison 1 	Garrison 2 	Garrison 3 	Garrison 4 
Zulu Allies 	1st Bn/2 NNC 	2nd Bn/2 NNC 	1st Bn/1 NNC 	2nd Bn/1 NNC 	3rd Bn/1 NNC 
1st Bn/3 NNC 	2nd Bn/ 3 NNC 	Native Cntngt 	88th Regt 	57th Regt 	3/60 Rifles 
91st Highland 	2Bn/21 Regt 	58th Regt 	94th Regt 	Wood's Irreg. 	M/6 R.A. 
8/7 R.A. 	11/7 R.A. 	N/5 R.A. 	N/6 R.A. 	10&11/7 R.A. 	4th Bn/NNC 
5th Bn./NNC 	2nd Bn/NNC 	Dunn's Scouts 	Mtd. Troops 	Bettington/ Shepstone 	Baker's Horse 
Supplies 1 	Supplies 2 	Supplies 3 	Supplies 4 	Supplies 5 	Supplies 6 

uNokhenkhe 	umHlanga 	umXapho 	iQwa 	inSugamgeni 	izinGulube 
uDududu 	imBube 	isaNqu 	Thuiwana 	iNdhlonhlo 	inDluyengwe 
iNgobamakhos i 1 	iNgobamakho si 2 	iNgobamakhos i 3 	uVe 1 	uVe 2 	uDhloko 1 
uDhloko 2 	uMbonambi 	umCijo 1 	umCijo 2 	umCijo 3 	umCijo 4 
BRITISH VP X10	BRITISH VP X1	FORT 	SQUARE 	SQUARE 	SQUARE 
BRITISH COLUMN 1	BRITISH COLUMN 2	BRITISH COLUMN 3	BRITISH COLUMN 4	BRITISH COLUMN 5	TURN
					
					
					
					

<p>SECOND FRONT</p> <p>Zulus Launch Attack North of the Pangola River</p> <p>Remove 1 British battalion, 1 artillery unit and 1 cavalry unit for 1D6 turns</p>	<p>DROUGHT</p> <p>High Temperatures Make Operations Near Impossible</p> <p>All British/Allied units must roll a 4,5, or 6 on 1D6 to be able to move one area. Supply costs for units in combat are double.</p>	<p>RAID!</p> <p>Zulus Launch Attacks on Supply Columns</p> <p>There are no supply rolls for British this turn.</p>
<p>CHELMSFORD</p> <p>Loss of Chelmsford Affects Campaign</p> <p>Roll 1D6 1 Chelmsford Dies-First Invasion immediately ends. 2,3 Chelmsford Ill-All British/Allied units cannot move this turn. 5,6 Chelmsford Replaced-No British/Allied units can advance for 2 turns.</p>	<p>SURPRISE ATTACK!</p> <p>Zulus Reorganize and Attack</p> <p>Move any 5 Zulu units anywhere on the board during the Random Events Phase. They may then move one more area in the Movement Phase.</p>	<p>SUPPLY CONVOY ARRIVES</p> <p>Extra Supplies Arrive</p> <p>On this turn only the British roll 2D6 for the amount of supplies they receive.</p>
<p>EARLY REINFORCEMENTS</p> <p>Units Bound For India Are Reassigned</p> <p>The 17th Lancers and one artillery unit arrive at either the Middle Drift or Lower Drift and are available this turn. First Invasion Only</p>	<p>PLAGUE</p> <p>Disease Sweeps Through British/Allied Units</p> <p>All British/Allied units are unable to move for the next two turns and their strength is halved for any combat</p>	<p>BOERS REVOLT</p> <p>Province Rebels Against The Crown</p> <p>Remove 1 British infantry unit, 1 cavalry unit, and 1 artillery battery for 1D6 turns.</p>

EVENT CARDS

TALL GRASS



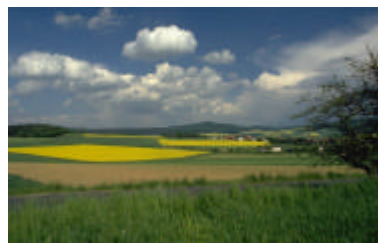
Concealment
-1 to Move Into
-1 to British/Allied Fire

OPEN



No Modifiers

FARMS



+1 to Move Into
+1 for Defender in Close
Combat

OPEN



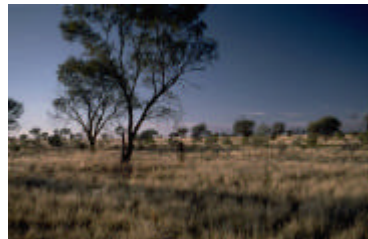
No Modifiers

OPEN



No Modifiers

OPEN



No Modifiers

OPEN



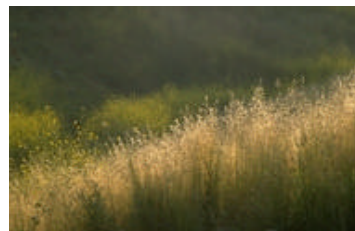
No Modifiers

OPEN



No Modifiers

TALL GRASS



Concealment
-1 to Move Into
-1 to British/Allied Fire

GULLEY



Concealment
-1 to Move Into
-1 to British/Allied Fire

GULLEY



Concealment
-1 to Move Into
-1 to British/Allied Fire

FOREST



Concealment
-2 to Move Into
-1 to British/Allied Fire

PLATEAU



+1 to Move Into
-1 to British/Allied Fire

ROCKS



Impassable
No Movement Into Allowed

HILLS



+1 to Move Into

HILLS



+1 to Move Into

OPEN



No Modifiers

OPEN



No Modifiers

STREAM



+1 to Move Into

RIVER



**+2 to Move Into
+1 to British/Allied Fire**

BRUSH



**Concealment
-1 to Move Into
-1 to British/Allied Fire**

ROUGH



**+1 to Move Into
-1 to British/Allied Fire**

BRUSH



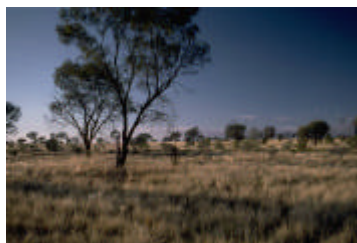
**Concealment
-1 to Move Into
-1 to British/Allied Fire**

OPEN



No Modifiers

OPEN



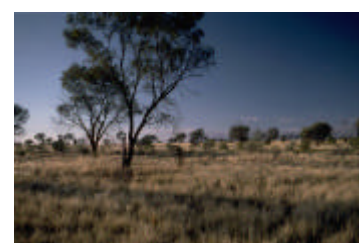
No Modifiers

OPEN



No Modifiers

OPEN



No Modifiers

BRITISH Column 1 Holding Box

BRITISH Column 2 Holding Box

BRITISH Column 3 Holding Box

BRITISH Column 4 Holding Box

BRITISH Column 5 Holding Box

ZULU FORCES

uNokhenkhe	000000010000000000000000
umHlanga	000000000000
umXapho	000000000000
iQwa	000000
inSugamgeni	000000000000
izinGulube	000000000000000000
uDududu	000000000000000000
imBube	000000
isaNqu	000000000000000000
Thulwana	000000000000000000
iNdhlonDhlo	0000000000
inDluyengwe	000000000000
iNgobamakhosi 1	000000000000000000000000
iNgobamakhosi 2	000000000000000000000000
iNgobamakhosi 3	000000000000000000000000
uVe 1	000000000000000000000000
uVe 2	000000000000000000000000
uDhloko 1	000000000000000000000000
uDhloko 2	000000000000000000000000
uMbonambi	000000000000000000000000
umCijo 1	000000000000000000000000
umCijo 2	000000000000000000000000
umCijo 3	000000000000000000000000
umCijo 4	000000000000000000000000

BRITISH/ALLIED FORCES 1st INVASION

1st Bn./24th	00000000	1st Artillery	00
2nd Bn./24th	00000000	2nd Artillery	00
1st Bn./13th	00000000	3rd Artillery	00
2nd Bn./3rd	00000000	4th Artillery	00
Naval Brigade	00	Rocket Btty	0
99th Rgt.	00000000		
Volunteers	00000	Garrison 1	00
Natal Units	000	Garrison 2	00
Mtd. Rifles	000	Garrison 3	00
Mtd. Natives	000	Garrison 4	00
Frontier Horse	00		
Zulu Allies	00000	Supplies 1	0000000000000000
90th Rgt.	00000000	Supplies 2	0000000000000000
80th Rgt.	00000000	Supplies 3	0000000000000000
Native Cont.	000	Supplies 4	0000000000000000
1st Bn./1NNC	000000000000	Supplies 5	0000000000000000
2nd Bn./1NNC	000000000000	Supplies 6	0000000000000000
3rd Bn./1NNC	00000000000000		
1st Bn./2NNC	000000000000	1st Bn./3NNC	00000000000000
2nd Bn./2NNC	000000000000	2nd Bn./3NNC	00000000000000

BRITISH/ALLIED FORCES 2nd INVASION

2nd Bn./3rd	00000000	M/6 R.A.	000
88th Rgt.	000000	8/7 R.A.	0
99th Rgt.	00000000	11/7 R.A.	0
57th Rgt.	00000000	N/5 R.A.	000
3/60 Rifles	000000 0	N/6 R.A.	000
91st Highland	00000000	10/11/7 R.A.	000
Naval Brigade	00000000		
2nd Bn./21st	000000	Garrison 1	00
58th Rgt.	000000	Garrison 2	00
1st Bn./24th	00000000	Garrison 3	00
1st Dragoons	000000	Garrison 4	00
17th Lancers	000000		
Wood's Irreg.	00000	Supplies 1	0000000000000000
Dunn's Scouts	0	Supplies 2	0000000000000000
Baker's Horse	00	Supplies 3	0000000000000000
Bett/Shepstone	00	Supplies 4	0000000000000000
Mounted Rifles	00000	Supplies 5	0000000000000000
Frontier Horse	00	Supplies 6	0000000000000000
Natal Units	000		
1st Bn./13th	000000		
4th Bn./NNC	00000000		
5th Bn./NNC	000000000000		
2ND Bn./NNC	0000000000		

1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---

10	20	30	40	50	60	70	80
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VICTORY POINT CHART

1	2	3
5	6	7
9 Second Invasion Begins	10	11
13	14	15

- 0-15** Major Defeat. The Boers revolt and the Zulus run wild in the Natal Provinces. A complete disaster which will force troops needed elsewhere to be sent to rectify the situation.
- 16-25** Tactical Defeat. Most British officers are dismissed and the Boers see their chances of a successful revolt increase dramatically.
- 26-35** Minor Defeat. British weaknesses have been exposed and the frontier becomes a far more deadlier place.
- 36-50** Minor Victory. The punitive expeditions have met with some success but have done nothing to solve the long term situation.
- 51-60** Tactical Victory. The Zulu threat is much diminished and it will be another generation before they are strong enough to make a comeback.
- 61-75** Major Victory. Zulus are pacified and grant numerous concessions to the victorious British.
- 76+** Overwhelming victory. The Zulu nation ceases to exist



VICTORY POINTS
X1

VICTORY POINTS
X10

TURN CHART

3	4
7	8 First Invasion Ends
1	12
5	16 Game Ends