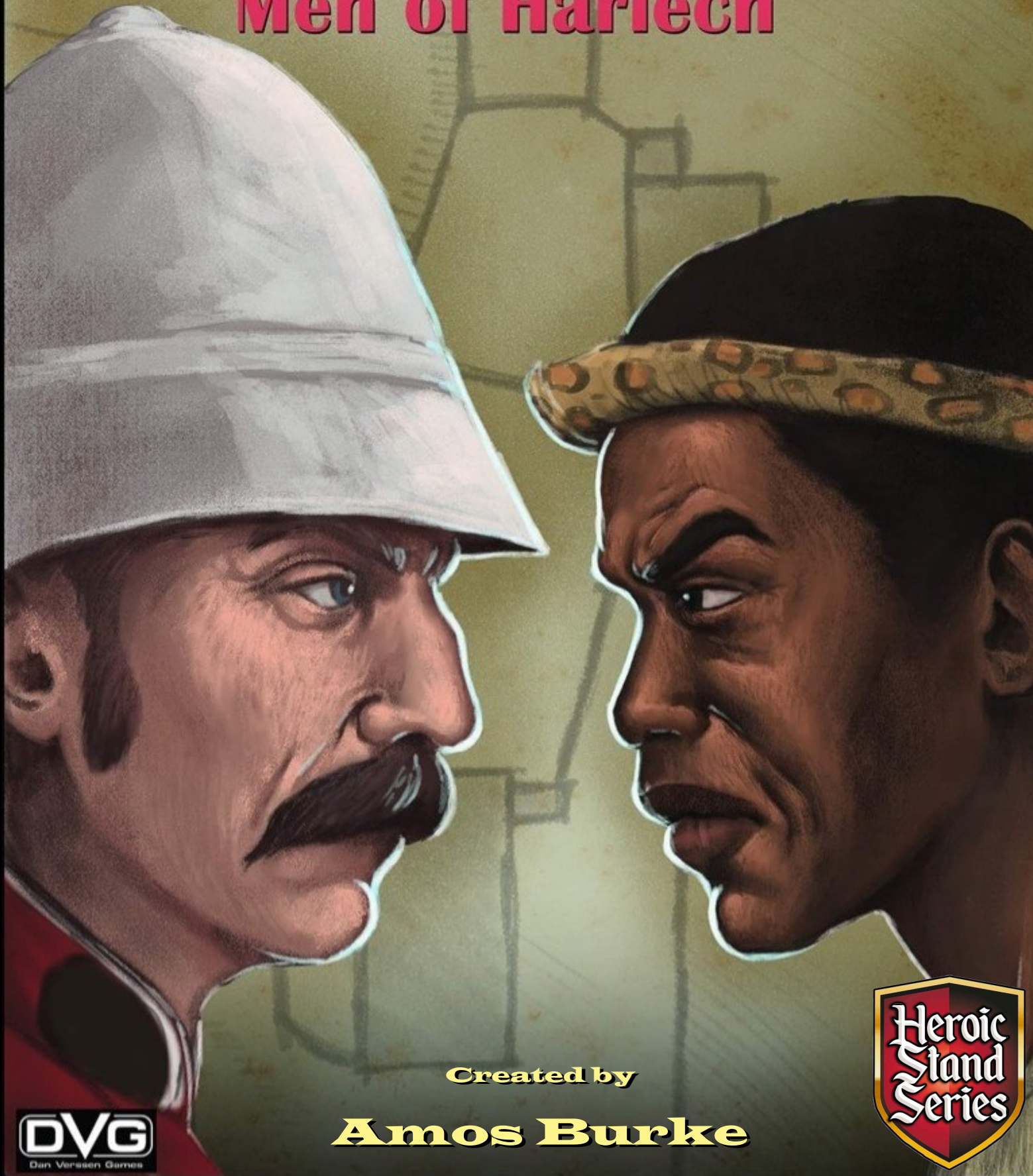


RORKE'S DRIFT

Men of Harlech



Created by

Amos Burke



Solo & Cooperative Card Game.

1-5 players / 20-30 min / Age 10+

1 Game Board



66 British Cards



66 Zulu Cards



12 Random Level Cards



5 Volley Fire Card



12 Ammo Cards



7 Set Level Cards



1 Location Marker



1 Relief Column Marker



2 Dice



Overview:

Together the players command a gravely outnumbered British force against a much larger surrounding Zulu force. The Zulus attack the British at "Rorke's Drift", Lieutenant Chard takes command and prepares his defence to hold. Can 150 British soldiers hold out against 3000 attacking Zulus to win or will they be overrun before Lord Chelmsford's relief column reaches them! Players will take turns playing one of their British attack cards to defeat one shown Zulu card and possibly a second hidden Zulu card in one of the four defending positions. Choosing when and if to use one of their 5 Volley fire cards to increase the British attack or fall back to reinforce and possibly get an extra attack die for their new position. Distributing attack cards to defeat the right Zulu cards at the right time is key to holding out as your reinforcement draw deck dwindles and ammo runs out.

The British win when the Zulu deck is exhausted, or Lord Chelmsford's relief column arrives.

Preparation:

Decide if you are playing a set difficulty level, if so choose a level to play 1-easy to 7-hard.

Place the level card in the middle of the game board with the location marker on the last right-hand space.

If not playing a set level you should shuffle all 12 random location cards with the red borders face up, then randomly place a "Final Redoubt" at the bottom and then 5 other random location cards on top in the centre of the game board. At the start of the game turn over the top random location card to see if you will receive a location bonus dice here. When you fall back discard the top card and flip over the next random location card. Place the "Relief Column" marker on its starting position also place the 5 "Volley Fire" cards and the 12 "Ammo" cards on their game board locations (Page 2).

Shuffle the British and Zulu decks separately, place both decks face down on the game board .

All cards are considered in play from this point on.

Cards that state "At Anytime" can be played by players even if it's not their turn, before any card effect take place.

Any number of these cards can be played.

Decide which player will be the starting player, play continues clockwise round the table.



Board Setup:

Starting Hand:

- 1 player game, the player draws 6 British cards.
- 2 player game, each player draws 4 British cards
- 3 player game, each player draws 3 British cards
- 4 player game, each player draws 2 British cards
- 5 player game, each player draws 2 British cards

Players Hand Limit: Players can hold 6 cards if they exceed this they must immediately discard back down to 6 (Ammo cards are not held in a player's hand). Players decide which player starts the game.



If you draw a Relief Column card advance the Relief Column Marker one space to the right on the top track and draw another British card to make up your starting hand.

Players may discuss their hands but not show their hands to other players.



Draw a Zulu card for each position North, South, East, West and place them next to the location/level card position face up and then draw a second Zulu card for each position North, South, East, West and place them next to the location/level card position face down. If you draw a Relief Column card move the Relief Column marker one space to the right and draw another Zulu card to fill the space.



Turn sequence:

The players take turns in a clockwise order. On each turn, the player **MUST** chooses one of the following options:

“Fall Back” or “Hold”

Fall Back:

If a player chooses to fall back, the battle marker is moved 1 space to the left on the level card or if using random level cards flip the next location card. In addition the players as a team may choose to draw 1 British card. The players together decide which player will receive the card but the player in turn has the final say!



Hold:

If a player chooses to hold, that player uses the following combat sequence:

1. Mark Your Target.
2. Location Bonus.
3. Volley Fire.
4. Combat Resolution (A-D)



Hold:

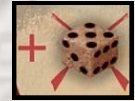
1.) **Mark Your Target:** The player chooses a British Attack card from their hand and places it next to the location/level card attacking the North, South, East or West position. Each British card has a certain Attack Value (11-20) pictured on it and is used to attack the Zulu cards at that position (North, South, East or West)

Number on a British Attack card represents the number of soldiers firing when played.



2.) **Location Bonus:** Whenever the location marker on the level card space or location card space has a die symbol the player may roll one die. The result of the die roll will be added to the attack value of the British card that has been played. If they choose not to roll the additional die draw 1 "Ammo" card instead.

(If a volley die and a location die are both being rolled, roll them both together).



Ammo Cards: can be used to +1 to any of **their** Attack card's value.

Draw, flip over and place in front of the player

Any number of these cards can be used in a player's turn



3.) **Volley Fire:** The player may use a volley fire card in order to increase the British cards attack value.

The volley fire card is discarded and the player will roll one additional die. The result of the volley fire die roll will be added to the attack value of the British card that has been played. Once all the volley fire cards have been used no more volley fire cards can be played. Only one volley card can be used for each round of combat.

If a volley die and a location die are both being rolled, roll them both together.



4.) **Combat Resolution:** Add the British cards Attack value and any bonuses from die rolls. The player compares the total British attack value with the **first** Zulu cards defence value, ammos cards may be added to this score

A.) **British Win:** If the British have an equal or greater British attack value and bonuses than the **first** Zulu card the Zulu card is defeated. The **first** Zulu card is removed and placed in a discard pile.

Number on a Zulu Defence cards represents the number of Zulu's attacking.



Zulu Win: If the Zulu card has a greater defence value than the British attack value and bonuses, the British card is discarded with any other cards and ammo cards used. The Zulu card remains in place and the combat turn ends immediately.

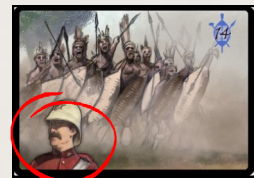
B.) **Reload:** If the **first** Zulu card was defeated then the **second** Zulu card will be flipped over if the British have an equal or greater British attack value and bonuses than the **second** Zulu card the Zulu card is defeated and is placed in the discard pile.

C.) **British Win:** If the British side was victorious against the **first** Zulu card but loses against the **second** card the player's turn ends and the British card is discarded with any other cards and ammo cards used

Slide the **second** Zulu card to the **first** space and draw a new Zulu card face down for the **Second** space. After this it is the next player's turn.

D.) **British Win:** If the British side defeats both Zulu cards discard the British attack card played along with any other cards used and the player's turn ends. Draw new Zulu cards placing the **first** card face up and **second** card face down.

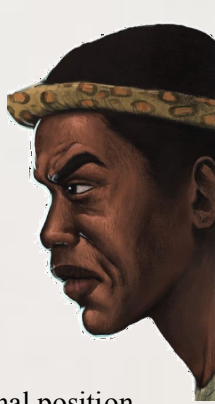
5.) **Reinforce:** For every defeated Zulu card that has a bonus British card symbol the player **may** draw a British card. The players together decide which player will receive the card if drawn but the player in turn has the final say.



Players Turn Ends: The next player clockwise now starts their turn at "Hold Or Fall Back"



The players take turns until one of the game end conditions is met to win or lose as a team see "Game End"



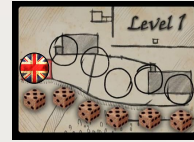
End of the Game:

The players take turns until one of the game end conditions is met to win or lose as a team:



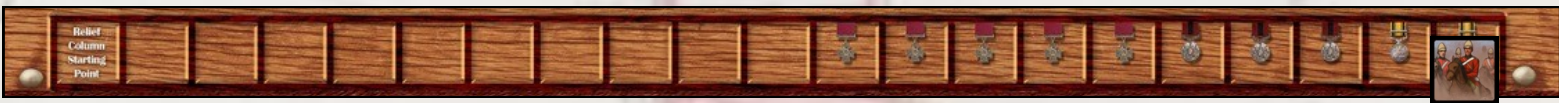
British Defeated :

If a player cannot play an Attack card or fall back.



British Victory:

If all the Zulu cards are in the discard pile (except Building Fire face up) or if the Relief Column reaches its final position.



“Added Game Flavour”

Each space on the Relief Column Track Represents

British Casualties (soldiers)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20



19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

Relief Column Travel Time (hours away)

Numbers on a British Attack card represents the number of soldiers firing when played.



Number on a Zulu Defence card represents number of Zulu casualties when discarded.



The space the Relief Column Marker finishes on shows what medal you receive.

“You have done your duty above and beyond the standard expected from a British soldier and have been awarded the Victoria Cross”



“Your actions were commendable at Rorke's Drift and you have been awarded The Distinguished Conduct Medal”



“Your actions at the defence of Rorke's Drift were noted and have been mentioned in dispatches, you are awarded the Zulu war Medal”

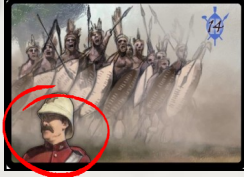




British Attack Card; these cards are used to initiate a round of combat.



Zulu Defence Card; these cards defend against British Attack cards.



Zulu Reinforce Card; let the British draw a new Attack card when discarded.



Volley Fire Card; let the British roll a die to add to a British Attack card when played.



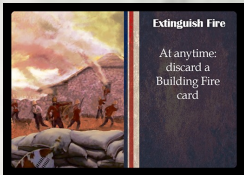
Relief Column Card; when revealed these cards advance the Relief Column marker on the track then are discarded and a new British Attack card is drawn.



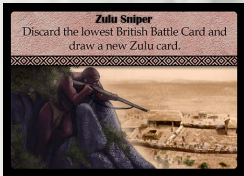
Relief Column Card; when revealed these cards advance the Relief Column marker on the track then are discarded and a new Zulu Defence card is drawn.



Building Fire Card; when revealed these cards stay in play until a British “Extinguish Fire” card is played. Once discarded fill the two Zulu card spaces with cards, one face up and face down.



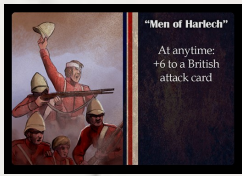
Extinguish Fire Card; can be play by any player at anytime to discarded a Zulu “Building Fire” card.



Zulu Sniper Card; when revealed discarded one of the lowest value British Attack cards then discard and draw a new Zulu card to replace it.

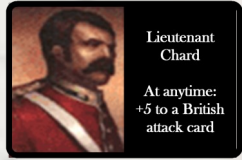


“Keep their Heads Down” Card; can be play by any player at anytime to discarded Zulu Sniper card before it has affect.



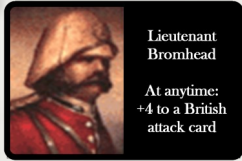
"Men of Harlech"
At anytime:
+6 to a British
attack card

"Men of Harlech" Card; can be play by any player at anytime to increase the attack value of a British Attack card by 6 after any dice rolls are applied or other card bonuses.



**Lieutenant
Chard**
At anytime:
+5 to a British
attack card

Lieutenant Chard Card; can be play by any player at anytime to increase the attack value of a British Attack card by 5 after any dice rolls are applied or other card bonuses.



**Lieutenant
Bromhead**
At anytime:
+4 to a British
attack card

Lieutenant Bromhead Card; can be play by any player at anytime to increase the attack value of a British Attack card by 4 after any dice rolls are applied or other card bonuses.



**Colour Sergeant
Bourne**
At anytime:
+3 to a British
attack card

Colour Sergeant Bourne Card; can be play by any player at anytime to increase the attack value of a British Attack card by 3 after any dice rolls are applied or other card bonuses.



**Corporal
Allen**
At anytime:
+2 to a British
attack card

Corporal Allen Card; can be play by any player at anytime to increase the attack value of a British Attack card by 2 after any dice rolls are applied or other card bonuses.



**Private
Hook**
At anytime:
+1 to a British
attack card

Private Hook Card; can be play by any player at anytime to increase the attack value of a British Attack card by 1 after any dice rolls are applied or other card bonuses.



**Corporal
Schiess**
At anytime:
Reroll
1 or 2 dice

Corporal Schiess Card; can be play by any player at anytime to reroll 1 or 2 dice in one go.



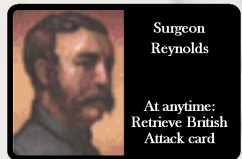
**Lieutenant
Adendroff**
At anytime:
Discard any
Zulu card

Lieutenant Adendroff Card; can be play by any player at anytime to discard any Zulu card as if it was beaten in combat



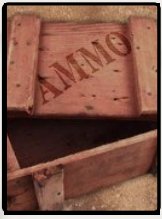
**Commissary
Dalton**
At anytime:
Reveal the 4
facedown Zulu
cards

Commissary Dalton Card; can be play by any player at anytime to flip over up to four of the face down Zulu cards at the North, East, South and West map locations.

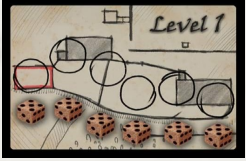


**Surgeon
Reynolds**
At anytime:
Retrieve British
Attack card

Surgeon Reynolds Card; can be play by any player at anytime to look through the British discard pile and add that card to their hand.



Ammo Card; can be collected to add to a players attack value during combat. Any number of these may be used in a players turn.



Set Level Card; this show when a bonus die can be roll in combat for that location.



Random Level Card; this show when a bonus die can be roll in combat for that location.



Relief Column Marker; this will be moved on the “Relief Column Track” at the top of the game board.



Location Marker; this will be moved on the “Set Level Card” to show if you will receive a bonus die during combat.

Rorke's Drift 1879

Historical Battle Casualties:

1st/24th Foot: 4 killed in action; 2 wounded

2nd/24th Foot: 9 killed in action; 9 wounded

Commissariat and Transport Department: 1 killed in action; 1 wounded

Natal Mounted Police: 1 killed in action; 1 wounded

1st/3rd NNC: 1 killed in action

2nd/3rd NNC: 1 killed; 2 wounded

After the battle 351 Zulu bodies were counted, but it has been estimated that at least 500 wounded and captured Zulus might have been killed as well!

Play Testers;

Chase Wargames Club (UK)

Asgard Games Shop (UK)

Chuck Seegert

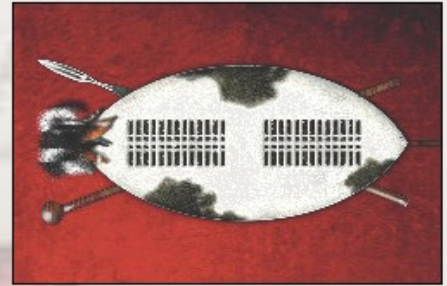


66 British Cards

Amount/Attack Value

- 3 X 11
- 4 X 12
- 4 X 13
- 4 X 14
- 4 X 15
- 4 X 16
- 4 X 17
- 5 X 18
- 5 X 19
- 5 X 20
- 10 X Relief Column
- 2 X "Keep their heads down"
- 2 X Extinguish Fire

Card Distribution



66 Zulu Cards

Amount/Defence Value/British Bonus

- 2 X 14 No
- 4 X 15 No
- 4 X 16 No
- 6 X 17 No
- 2 X 17 Yes
- 2 X 18 No
- 6 X 18 Yes
- 2 X 19 No
- 6 X 19 Yes
- 8 X 20 Yes
- 8 X 21 Yes
- 2 X 22 Yes
- 10 X Relief Column
- 2 X Zulu Rifles
- 2 X Building Fire

