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**digitalGameworks** LLC

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**ZULU DAWN! The Battle of Isandlwana** is (C)opyright 2018 by digital Gameworks LLC

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# PRELUDE

An overwhelming sense of foreboding surrounded the Battle of Isandlwana. The mountain itself perched over the battlefield like a lion welcoming its prey. Even the sun ominously 'turned black' during the desperate struggle that ensued, experiencing a total eclipse during the onslaught. January 22nd, 1879... the Zulu would call it 'The Day of the Dead Moon'.

Not unlike General Custer's approach to the Little Bighorn, just days before the battle, Lord Chelmsford, Commander-in-Chief of British forces, would split his command at Isandlwana, moving to reconnoiter the Zulu in force. Chelmsford's decision would eerily lead the proud British 24th Foot to the same fate as Custer's famed 7th Cavalry just three years prior.

As the battle began, the Zulu would appear to grow out of the earth itself, as some 20,000 warriors hastily took up the 'Horn's of the Bull' formation and readied for the assault. The British stared out over the veldt and into eternity... the camp was surrounded, surrender was not an option, and retreat was impossible. From the 'Red Soldiers' the Zulu expected no quarter and would give none in return. **uSuthu!**

## OVERVIEW



On the 22 January 1879, upwards of 15,000 Zulu Warriors overwhelmed and destroyed a force of 1800 British and allied Natal Levies on the veldt plain beneath the shadow of Mt. Isandlwana. An entire battalion of British Infantry was wiped out to the last man in a stunning defeat that rocked Victorian England to the core.

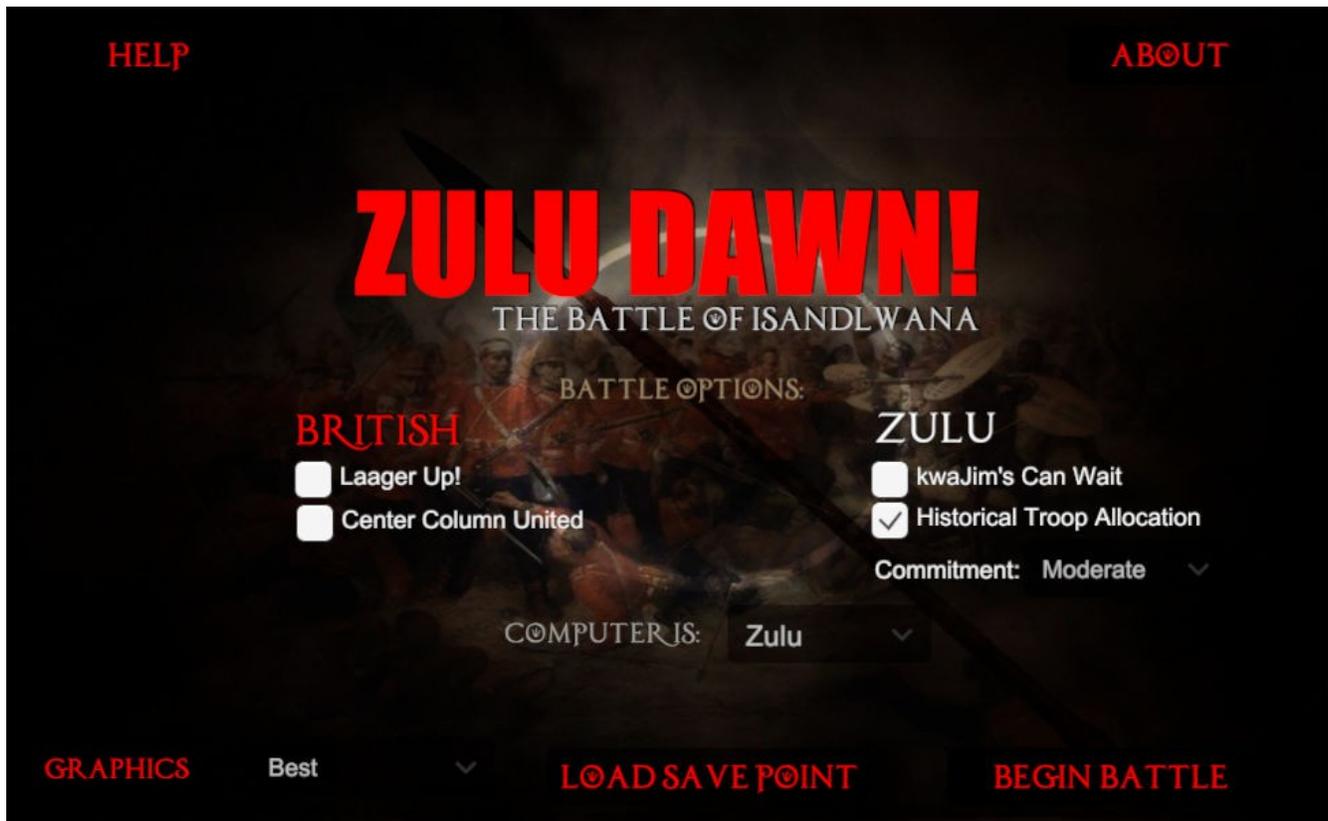
When a telegram bearing news of Isandlwana reached Britain, its message was so shocking, it was thought to be a hoax.

**ZULU DAWN! The Battle of Isandlwana** is an abstracted company level strategy game that puts the player in command of the British 24<sup>th</sup> Foot or the scores of deadly Zulu Warriors at the Battle of Isandlwana, long regarded as the worst military disaster in British imperial history.

Though the game is turn based, its randomized command activation system may at times make you feel as though you're playing more of a real time game. With any given unit action, enemy reaction at times can be immediate or seem concurrent.

The game's unique command activation system along with its randomly driven AI insures that battles never quite play out the same. This coupled with its 'layerable' historical battle variants, insures a high degree of replay-ability within the ZULU DAWN! game system.

# STARTING THE BATTLE



## **Battle Options:**

Zulu Dawn! defaults to generally accepted historical settings. The game's 'Battle Options' enables one to layer additional 'What If?' variants to the base historical scenario.

## **Laager Up!**

Due to time concerns or just plain hubris, the British Command at Isandlwana passed on setting up a defensive wagon laager around the camp perimeter. Click Laager Up! to add a defensive wagon laager to the British perimeter.

## **Center Column United**

Center Column United supposes that Chelmsford remained in camp at Isandlwana. Click Center Column United to add Chelmsford's 2/24 Foot to the camp's defenders.

## **KwaJim's Can Wait**

Historically the Zulu reserve at Isandlwana by passed the assault and headed directly for Rorke's Drift. Selecting kwaJim's Can Wait adds the Zulu reserve into the mix.

## **Commitment**

The level of the Zulu 'willingness to fight'. The higher the setting the more willing the Zulu are to withstand losses in order to 'win' the battle. Select Random for an unknown commitment level.

### **Historical Troop Allocation**

When checked, Historical Troop Allocation holds Zulu force deployment and level to the game's default historical settings. When not checked, Zulu force deployment and allocation are randomized and adjusted to better match the selected British force options.

### **[ Begin Battle ]**

Starts a new battle with the selected options.

### **[ Load Save Point ]**

Loads a previously saved Zulu Dawn! Save Point.

### **[ About ]**

Displays current version and game credit information.

### **[ Help ]**

Loads this help file. Note the game's help function loads Zulu Dawn's 'on-line' game manual which is always the most up to date.

### **Computer Is**

Select which faction (British or Zulu) is under computer control.

### **Graphics Quality**

ZULU DAWN! The Battle of Isandlwana uses DIRECTX 9+ for Windows PC's and OpenGL for Mac OSX. If your PC has an older graphics card or you find the game running slow, try setting the the graphics quality to a lower setting.

## // ZULU DAWN! USER INTERFACE (UI)



### Battle Map

The game's battle map is composed of a 42x22 hex grid representing the initial force dispositions and terrain conditions encountered at the Battle of Isandlwana. British forces begin the battle encamped at the lower portion of the map while the Zulu Warriors enter the battle field from the upper and left portions.

The battle map is the main visual representation as to what is occurring on the battle field. Moving the mouse over a hex displays its terrain and unit stats, if applicable. Click on a friendly unit to select it. All of the actions in a battle can be controlled or accessed from the Lower command panel and battle map.

### Positioning the Map



Mouse over the map control [Arrows] to scroll

Use the mouse wheel or mouse down on the magnifying glass icons to zoom in or out

Click the [Hex] icon once to reset the map position, Click again to flip the map

*Note: To quickly Zoom to a selected unit, simply click it a second time.*

## Upper Information Panels

The upper information panels indicate the Player Command, Current/Max Turn and Score of the battle in progress.

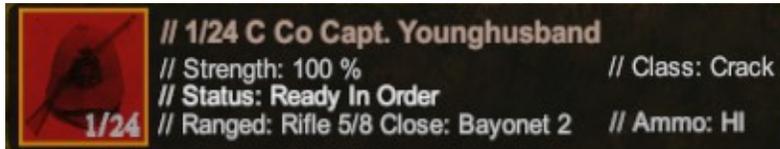


*Click the 'Eclipse Status' Icon at any time during a game to create or load a save point or quit the battle in progress and start a new one*

## Action Log

The action log 'box' displays a running list of actions that have taken place during the last and current turn segments. Scroll Up/Dn to review any actions you may have missed.

## Unit Info Panel



The unit info panel at the lower left section of the game screen displays information for the currently selected or mouse-over unit.

## Unit Action Panel



Individual unit actions may be performed by selecting a unit then clicking on an available action. *See Unit Actions.*

## Terrain Info Panel

The terrain info panel displays 'mouse-over' terrain, distance, and line of sight information.

## AI Assist

Clicking the **[AI Assist]** button passes control over your forces to the 'AI Assistant', allowing it to complete the remainder of your turn.

## Ending a Turn

Clicking the **[End Turn]** button immediately ends your turn and activates the NVA AI opponent.

## Terrain Stats

Terrain stats are displayed along the bottom left Info panel. The terrain info displayed represents that of the currently selected unit, or the hex pointed to by the cursor.

Hex ID	The number of the hex.
Type	The type of terrain represented in the hex (Veldt, Donga, Road, etc).
LOS Blk %	The percentage of OPEN LOS between a selected unit and a target hex. X indicates an LOS is blocked

## // GAME CONCEPTS

### Victory Conditions:

Victory is determined by the number British Camps destroyed by the Zulu. A points schedule is provided only for a comparative measure of progress during or between battles.

### Victory Level Determination:

Camps Destroyed	Level
None	Historic British Victory
1	Limited British Victory
2	Limited Zulu Victory
3	Zulu Victory
4	Major Zulu Victory
5	Historic Zulu Victory
<b>5 + The Queen's Colors</b>	<b>MASSACRE</b>

### Point Schedule:

-Each Unit Destroyed, Demobilized, or forced to flee the battle	1 Point
-British Camps overrun and destroyed	20 Points
-Capturing The Queen's Colors	10 Points (Bonus)

The Battle Results Report displays the victory level, battle variants in effect, point differentials, and losses sustained by each faction.

### Battle Length:

The battle persists until one of the following conditions are met:

- The Zulu reach their commitment level in losses sustained and fall back
- The Zulu capture all Battle Objectives
- The camps fall but Lts Melville and Coghill escape with the Queen's Colors or
- The Eclipse fully completes and the game reaches turn 50

## CAMP DESTRUCTION



Each British camp has a randomly determined defensive rating representing its camp defenders. Before the Zulu can capture and destroy a British camp, they must first attack and overcome its intrinsic defenders.

Additionally, should any British units occupy the hex directly in front of a camp, they must first be engaged and defeated before the camp can be engaged.

## THE QUEEN'S COLORS: Lts. MELVILLE AND COGHILL



Should all the camps at the foot of Mt. Isandlwana fall, Lts. Melville and Coghill will grasp control of the Queen's Colors positioned at camp center. Should the Lts. survive and reach the last row of the battlefield and escape with the flag, the Queen's Colors are said to be Defended and remain in British possession.

*Note: Lts Melville and Coghill may pass through friendly and enemy units and are immune from attack for a randomly determined number of turns.*

## THE DAY OF THE DEAD MOON



As the battle progresses, the sun (and battlefield light) will gradually darken as it is eclipsed by the moon. During the eclipse totality (indicated by the Eclipse Icon and in the action log), both British and Zulu will experience a negative modifier to any morale checks performed. As the eclipse leaves totality, morale check functionality returns to normal status.

## COMMAND AND CONTROL

Unless Routed, all units begin the turn segment in command and ready to take game actions.

*Note: Both British and Zulu capabilities may be reduced by their current overall Status.*

## UNIT STATUS

### Routed Units

#### **British Regulars**

Routed British Regulars remain in the battle but can only Defend at a reduced level until Rallied.

#### **British Native Natal Levies**

Routed British NNC Levies also remain in the battle at a reduced level of efficiency but have the potential to flee the battle if attacked at any point while routed.

### **Zulu**

#### Routed Units

At the end of their turn segment, any routed Zulu units will attempt to move away from the battle towards the tall grasses at the upper and left portions of the map. A routed Zulu unit that has reached the tall grasses will 'demobilize' or leave the battle if not rallied before the end of the next turn.

#### Panicked Units

#### **British**

Panicked British units function at a reduced level of proficiency until Rallied.

#### **Zulu**

Panicked Zulu units function at a reduced level of proficiency and may attack if adjacent to an enemy unit, but will not close with the enemy until rallied.

## RAGING BATTLES

Should a Close Combat or Charge attack produce a "Battle Rages On..." result, both units involved remain engaged in combat for the duration of the turn unless disengaged. Defenders in 'Raging Battles' may continue the melee by attacking or disengage by moving away if possible.

Any subsequent close combat attacks on either unit engaged by other units receive a bonus attack modifier .

## // UNIT ACTIONS

Subject to faction and battle field circumstances, 'In Command' units may perform exactly one of the following actions per turn segment: Movement, Ranged Fire, Close Combat, Charge Attacks, Rally, Resupply, Set Formation, Capture Objective, and enter Last Stand.

### // MOVEMENT

Unit types have a maximum movement range based on their type and clear terrain. When traversing other terrain types, a unit's movement range may be reduced.

To select a unit for movement or another action, move the pointer over the unit and left-click the mouse button. The selected or "hot" unit's hex is hi-lighted with a gold ellipse and its statistics are displayed on the unit info panel.

Once selected, the hexes that the unit may legally move to will appear darkened on the map. To move the unit, click on the destination hex to move to the location.

A unit may pass through other friendly units, but can never end its move in a location with another unit. Only one unit may occupy a hex at a given time.



### // RANGED FIRE

To shoot at an enemy unit, select a friendly unit, if capable of ranged fire, the Cross-hairs Icon on the Unit Command Panel will be activated. To fire at an AI selected target, just click the Icon again. To attack a specific enemy unit, select it first, then click the Icon to open fire.

Units may target enemy units within their weapon's range only if they can see them. Certain types of terrain may block a firing unit's LOS. Ranged Fire results are shown in the Action Log.

*Note that British units may quickly target an enemy unit by clicking it a second time.*

*Units that are adjacent to enemy units may not target other non-adjacent units. Units that are currently engaged in close combat may not perform ranged fire at all.*

*Artillery units that are adjacent to enemy units cannot fire.*



## // CLOSE COMBAT

Units that are adjacent to each other on the battlefield may engage in 'Close Combat'. To attack an enemy unit, select a friendly unit, if capable of close combat, the Crossed Bayonet and Spear icon on the Unit Command Panel will be activated. To attack an AI selected unit, just click the icon again. To attack a specific enemy unit, select it first, then click the icon to attack. Combat results are shown in the Action Log.

*Note that Zulu units may quickly attack an enemy unit by clicking it a second time.*



## // ZULU CHARGE / BRITISH SCATTER

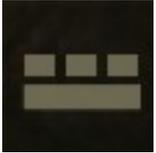
Zulu units and mounted British units may Charge (move to and engage) enemy units on the battlefield. To Charge an enemy unit, select a friendly unit, if capable of charging, the Charge icon on the Unit Command Panel will be activated. To charge an AI selected enemy unit, just click the icon again. To charge a specific enemy unit, select it first, then click the Charge Icon to attack. Charge results are shown in the Action Log.

*Note: British Charges are not traditional attacks in that they attempt to immediately rout and scatter Zulu units.*



## // RALLY

As a result of taking enemy fire or engaging in close combat, units may Panic or become Routed. When this occurs, a unit's ability to function is reduced or virtually lost. To attempt to Rally a unit, select it then click on the on the Rally Icon in the Unit Control Panel. A successful Rally is not charged movement action and the newly rallied unit may continue with an additional action.



## // FORMATION

### **British**

As a result of taking enemy fire or engaging in close combat, British units 'In Order' may become disordered. When this occurs, the unit's ranged fire capability is reduced. Additionally, mounted units may not perform charge attacks when disordered.

### **Zulu**

Zulu unit formations are either Mobilized or 'At Ground'. Zulu units may 'Go to Grass' to reduce the effects of withering British rifle fire at the expense of mobility.

To return a British unit to Ordered Status, or toggle a Zulu unit's formation, select it then click on the on the Formation Icon in the Unit Control Panel.

Note: Units may not reform or change formation when adjacent to enemy units.  
British Levies may not reform when panicked



## // RESUPPLY (BRITISH)

As units engage in combat, they deplete ammunition and must resupply to continue to fire. Select a unit in need of supply and click the Resupply icon to resupply the unit. In order to resupply, British units must not be adjacent to any Zulu units and be within six hexes of an active camp. Resupply results may be effected by any Zulu between the British unit and the supply camp.

*Note: Zulu units do not resupply and are limited to the ammunition each unit has on hand for the duration of the battle.*



## // LAST STAND (BRITISH)

As a last ditch effort, British Regular Infantry may make a Last Stand by forming a makeshift redoubt in front of camp entrances.

Once a British unit has made a Last Stand, it is immune from any morale effects and defends at a higher level. Additionally, Zulu units must destroy any British units in Last Stand before attacking a camp. To make a Last Stand, move a British regular to the hex in front of a camp entrance (marked with sand bags) then click the Last Stand Icon in the Unit Control Panel.

*-Once entered into a Last Stand, British units may no longer maneuver and will fight to the death in place.*



## // CAPTURE / DESTROY CAMP (ZULU)

Once a British camp's intrinsic defenses have been overrun, it may be captured and destroyed by the Zulu.

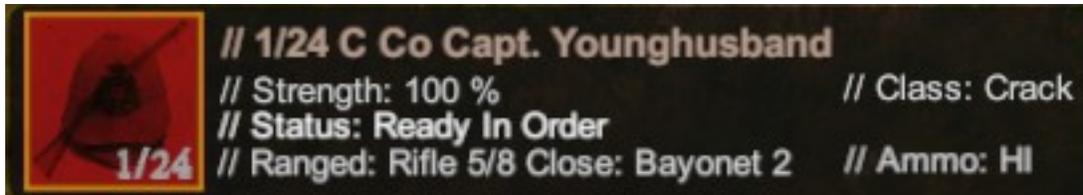
To capture and destroy an overrun British camp, move adjacent to it, then click the Capture Icon in the Unit Control Panel.

### **Line of Sight (LOS)**

A Line of Sight (LOS) determines if units can see, and consequently, fire at each other on the battle field. The game auto calculates whether a line of sight exists between a selected unit and a target location.

- An LOS is never blocked into adjacent hexes
  - Units do not block an LOS entirely but add to the number of blocking points between locations
  - A blocked LOS does not allow ranged fire between the units in question.

*See APPENDIX A: Game Modeling and Influence Factors for specific LOS Blocking Point information*



## // UNIT STATISTICS

### **Name**

Unit Name

*Note: For Historical purposes, British unit commanders are noted where possible. Historical HQ's are noted with a 'Star' icon.*

### **Strength**

A unit's current strength level. A unit that reaches 0% strength level is considered destroyed and is removed from the battle.

### **Class**

A unit's class represents its level of training and influences the success or failure of most actions that a unit may perform during a mission.

### **British**

<b>Levy</b>	Conscripted Native Soldiers
<b>Veteran</b>	Trained experienced soldiers.
<b>Crack</b>	Experienced highly trained soldiers

### **Zulu**

<b>Married</b>	Older more experienced but less aggressive Warriors
<b>UnMarried</b>	Younger more aggressive Warriors. UnMarried Warriors receive a bonus to all Rally and Morale checks.

### **Status**

A unit's status represents its current operating level.

<b>Ready</b>	Fully functional
<b>Panic</b>	Unit has lost some measure of order and coordination and must Rally to regain them. Panicked units perform combat actions with reduced efficiency or ability.
<b>Routed</b>	Unit has lost all sense of order and coordination and must Rally to regain <u>any</u> control.

## **Formation**

### **British**

British units are either In Order or Disordered. Disordered units receive a penalty when performing ranged fire.

### **Zulu**

Zulu units are either Mobilized or 'At Ground' (prone). Zulu units may choose to 'go to grass' to attempt to minimize losses from British Ranged fire. 'At Ground' Zulu units may not toss spears but can fire muskets.

## **Ammo**

The measure of a unit's 'on hand' ammunition.

- Hi Good to Go (Green)
- Lo Unit could run out of ammunition at any point (Yellow)
- X Unit is out of ammunition and can no longer perform ranged fire unless ReSupplied (Red)

Units of Low Ammo have a progressively higher chance of running out of ammunition with each volley / shot fired.

*Note: Current ammo status is also indicated on the lower left corner of friendly unit counters.*

## **Combat**

- Ranged:** Indicates Weapon type, Rating, and Range
- Close:** Indicates Weapon type and Rating

# APPENDIX A: GAME MODELING AND INFLUENCE FACTORS

## Weapon Types

The following weapon types are modeled Zulu Dawn! The Battle of Isandlwana:

### Ranged Weapons

Assegai (Throwing Spear)	Range: 2	Attack Rating: +2
Rifle	Range: 8	Attack Rating: +5
Musket	Range: 4	Attack Rating: +3
Artillery	Range: 16	Attack Rating: +8
Rocket	Range: 12	Attack Rating: +6

### Ranged Fire Modifiers

- (+) Distance from target less than or equal to half of weapon range
- (+) Shooting unit is 'Crack'
- (+) British Unit is in 'Ordered' Formation
  
- (-) Distance from target greater than half of weapon range
- (-) Target is Routing
- (-) Shooting unit is Panicked
- (-) Shooting unit is Levy
- (-) Zulu Defender is 'At Grass' (Prone)
- (-) 50% or greater LOS Blocking Points to the target
- (-) Target occupies or is behind an improved position
- (-) Target occupies Donga

### Close Combat Weapons

iKlwa (Stabbing Spear), Bayonet , Sword, Pistol

-All close combat weapons are base rated at +2 lethality

-Zulu Warriors receive an automatic +1 in close combat due to extensive training

### Close Combat Modifiers

- (+) Attacker Strength is 2/1 or greater than Defender
- (+) British Unit is 'Crack'
- (+) Attacker is Charging
- (+) Attacker is Mounted vs Infantry
  
- (-) Attacking Across Wagon Laager
- (-) British Unit is Levy
- (-) Attacker or Defender are Panicked
- (-) Defender is Routed
- (-) Zulu Defender is 'At Grass' (Prone)

## Terrain Types

	Move Cost	LOS Block Pts
Road	1	*
Veldt	2	15
Tall Grass	3	35
Donga	3	*

All Mt. Isandlwana hexes are impassable.

## Units, Improved Positions, and Obstacles

	Move Cost	LOS Block Pts
Unit	+1	100
Last Stand Redoubt	+2	25
Wagon Park	+1	50
Wagon Laager	+4	50
Camp Supply Areas	X	25
Camp	X	100

X Movement Prohibited

\* Sighting is always reduced by at least 10 pts per hex no matter the terrain type

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## **CREDITS**

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Special thanks for coming in at the last minute and lending a hand!