

1. ULUNDI SCENARIO

'Zulu War' is a simulation of the conflict in Zululand in 1879. The British army under General Chelmsford defeated the Zulus outside Ulundi, the capital of Zululand, on 4th July 1879.

The British army consisted of 5,300 infantry and 900 cavalry. All units marched towards the capital in a huge rectangular formation which gave them the maximum possible protection against an army of 20,000 Zulus. When the Zulu army attacked, as expected, the concentrated fire blasted away the leading waves of charging warriors thereby breaking up their mass. Finally, the Zulu army retreated after suffering more than 1,000 casualties.

As the outcome of the battle was predictable, this game has been balanced by assuming that the Zulu army attacked when the British were unprepared and split into their regiments. All the major regiments that took part in the battle, are represented in the game.

This is a one player game with the computer controlling the Zulus and the player controlling the British. The game can be played with a Kempston joystick or with the keyboard. See Control Keys section for details. Each infantry man on the map represents approximately 30 soldiers and each rider represents 20 men and horses. The Zulu army was divided into regiments with most of them having between 1,000 and 2,000 men. The British army consisted of the Second Division and the Flying column, including 1,000 irregular troops.

The British army starts the game on the left hand side of the map marching towards Ulundi which is situated on the right hand side of the map. The Zulu army attacks in regiments which appear on the north, south and east sides of the map.

2. LEVELS OF DIFFICULTY

There are 3 levels of play. The difference being the number of Zulus attacking. Level 3 (the easiest) simulates an attack of 15,000. In the second level there are 28,000 Zulus and in the first level, 40,000. This is the total number of warriors that the Zulus could have assembled prior to the battle of Ulundi.

3. SCREEN DISPLAY

Once the level of difficulty has been selected, the game starts. The screen is divided into three windows. The one on the left shows a scrolling area of the map. The one on the top right hand corner displays various pictures depending on which phase the game is in. General Chelmsford is shown during the British movement, the Zulu King Cetshwayo during the Zulu movement and a number of attacking Zulus are shown during close combat. The third window underneath has three bar-charts which represent the strengths of each British unit. The blue chart shows the exact number of men. The yellow chart is the unit's morale. The green chart is the unit's efficiency.

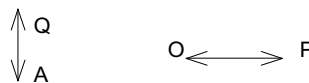
4. GAME TURNS

Each turn consists of several sections. First, all the British units can move and/or fire. If a unit ends its movement next to enemy characters, then there is close combat. Once the player has moved all his forces and has pressed E, then the Zulu army moves. When all the Zulu movement has finished then the computer scrolls round the map over each unit and checks to see if there is any close combat. Once this is done the next game turn begins.

It is possible to save the present game at the beginning of each turn before any movement or shooting takes place. The word 'tape' is shown on the screen when this option is available and stands for 'tape menu'. Old games which have previously been saved on tape can also be loaded from the tape menu.

5. CONTROL KEYS

5.1 Direction Keys.



5.2 Command Keys.

M = Fire.
 V = View Map. (Map scrolls automatically).
 E = End Turn.
 S = Stand Fast and/or abandon shooting.
 To postpone a move order in the move mode, key M.
 To postpone a shoot order use keys Q or A.
 O and P keys can also be used to rotate the direction of the fire indicator displayed on the top right hand of the screen.

NOTE that the turn does not end automatically even when all units have been given orders and E must be keyed to end turn.

A new game can be started only during the British movement by pressing Caps SHIFT and F at the same time. To access the tape menu Caps SHIFT and T have to be pressed simultaneously. (Remember this is only possible at the beginning of each new turn).

6. FORCES

6.1 Fighting Capacity.

There are three types of British units including infantry, mounted infantry and lancers. All units fight in rectangular formations as they did throughout the Zulu war. The size of each square is an indication of the strength of the unit. As the units suffer casualties, so their size decreases. The larger units start in a 5 x 5 formation. Their size might drop eventually to 4 x 4, 3 x 3, 2 x 2, 1 x 1 and after that they are wiped out. The effectiveness of a unit in close combat as well as in long range combat, depends on its size. Its exact size can be seen from the bar-charts. Other factors which determine the unit's effectiveness are morale and efficiency. The units with high efficiency do well at long range combat and also have more movement points. Morale is especially important in close combat and can change throughout the game. All Zulu units consist of infantry and they can only fight in close combat. They move faster than the British infantry.

6.2 The British Army.

Infantry Units.

These units are relatively slow as they move in large formations. They are very effective in long range fire and provide the majority of the soldiers. In close combat they can not hold out for long against a large number of Zulus.

Mounted Infantry.

These are soldiers on horses and as such can move a lot faster. Apart from their rifle they also carry a sword. In long range fire they are as effective as the foot infantry but in close combat they are a lot better. Fighting on horse-back with a sword, gives them a distinct advantage.

Lancers.

Lancers were on horses and were therefore fast moving units. They were armed with the standard rifle but also had a sword and lance. In fighting they are as effective as the mounted infantry but they can also charge the enemy using their lances. They can try and break one enemy line at a time. Because the Zulus had no armour, they were easy to break through. However, progressive attempts can get less effective.

6.3 The Zulu Army.

During battle the Zulu army was divided into four major units. The warriors were deployed into two huge enveloping horns from the 'chest' or headquarters of the body in the centre and were supported by the reserve in the rear of the 'chest'. In the game it is assumed that the 'chest' of the Zulu army is situated on the right hand side of the map. The two horns attack from the north and south.

7. TERRAIN

7.1 Movement.

Terrain has an important effect on movement. Normally each unit uses one movement point for each move. Once its movement points drop to zero, the unit cannot move any more until the next turn. Houses, walls, trees, etc. are impassable and land features such as bushes and small plants cost two movement points to pass.

7.2 Shooting.

Bullets cannot pass through walls, trees or houses and there is only a 50% chance that a bullet will pass through light cover features. e. g. bushes and small plants.

7.3 Charging.

Charging by the Lancers on the enemy takes three movement points whether it is successful or not.

8. VICTORY CONDITIONS

For the British army to win the game all the attacking Zulu regiments have to be defeated to the point where they do not represent any danger whatsoever. For the Zulu army victory can be achieved by killing the British Commander, General Chelmsford.

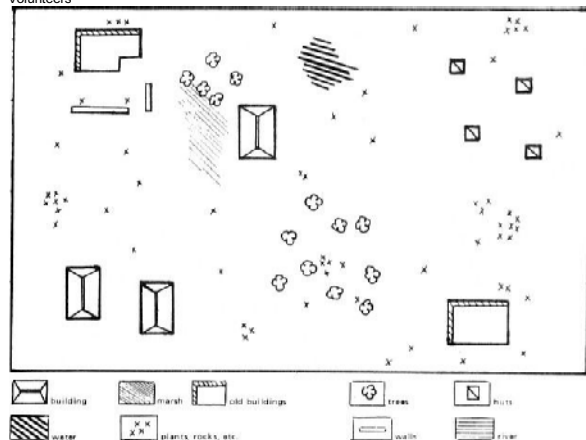
9. THE TAPE MENU

There are three options once you are in the tape menu. The first is to save the game that you are currently playing. The second is to load a game that has been previously saved. The third is to go back to the game. During saving there are two parts of data that have to be saved. Follow the on-screen instructions and use a blank tape.

Do not press the BREAK key when a game is loading or saving.

10. ULUNDI SCENARIO DATA

UNIT NAME	PRESENT DESIGNATION	STRENGTH (MEN)	MORALE	EFFICIENCY
General Chelmsford		66	Excellent	Excellent
1st King's	1st Queen's	198	Excellent	Excellent
Dragon Guards	Dragon Guards			
17th Lancers	Same	550	High	High
Imperial Mounted Infantry	Disbanded	198	Excellent	Excellent
80th Regiment	Staffordshire	300	High	High
90th Light Infantry	Disbanded	900	Average	Average
1/13 Light Infantry	Same	900	Average	Average
94th Regiment	Disbanded	540	Average	Average
1/24 Regiment	Royal Regiment of Wales	600	High	Average
58th Regiment	Royal Anglian	540	High	High
2/21st Fusiliers	Royal Highland Fusiliers	540	Excellent	Excellent
Natal Native Contingent	-	960	Low	Low
Colonial Mounted Volunteers	-	88	Excellent	High



ULUNDI MAP

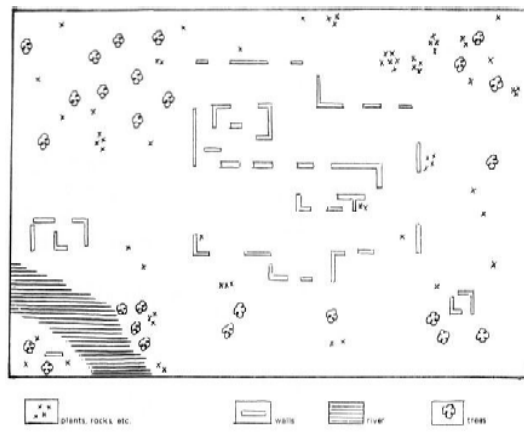
11. THE UMLALAZI SCENARIO

This is the second scenario which has to be loaded from the other side of the tape as a completely different program. The scenario is based on the Coastal Column which was commanded by Major-General Crealock. This force was part of the second invasion into Zululand and it moved in parallel with the Second Division and the Flying Column. This scenario is less demanding than that of the Ulundi scenario.

The Coastal Column never actually took part in the war but it is assumed in this scenario that the Zulu army attacked them instead of the Second Division and the Flying Column. The battle takes place immediately after the Column has crossed the Umlalazi River. Victory for the Zulus is achieved when Major-General Crealock and his officers are killed. The British player wins by completely halting the Zulus advance.

The following units take part in this scenario:-

UNIT NAME	PRESENT DESIGNATION	STRENGTH (MEN)	MORALE	EFFICIENCY
MajorGeneral Crealock		66	Excellent	Excellent
Colonial Mounted Volunteers		550	Excellent	Excellent
Lonsdale's Mounted Rifles		220	Excellent	Excellent
2/3rd Regiment	Queen's	900	Average	High
88th Regiment	Disbanded	900	Average	Average
99th Regiment	Duke of Edinburgh's Royal	900	Average	Average
3/60th Rifles	Royal Green Jackets	900	Excellent	Excellent
91st Highlanders	Sutherland Highlanders	900	High	High
57th Regiment	Queens	900	Average	Average
John Dunni's Scouts	-	30	High	High



UMLALAZI MAP

ZULU WAR

12. HISTORICAL BACKGROUND

The origin of the Zulu Wars in 1879 dates back to the early part of the nineteenth century when the Boers trekked north east in search of new lands and came into conflict with the Bantus of which one tribe, the Zulus, were particularly ruthless. They had a well trained army which was capable of defending its lands. The British authorities both in London and the Cape, were opposed to the Boers trekking because of the native unrest that it was likely to cause. The disputes continued until 1840 when the half brother of the King of Zululand, Mpande, defected to the Boers with 17,000 men and struck a bargain with them to overthrow his brother. This they did and proclaimed Mpande king of the Zulus, with the proviso that Mpande kept the peace.

During the next twenty years the Boers moved out of Natal and established themselves in the north west in the Transvaal and British settlers established themselves in Natal. King Mpande's first born son Cetshwayo confirmed his position as 'heir apparent' when his followers overthrew his step-brother Mbulazi. He at once established relations with both the British in Natal and the Boers in the Trahsvaal. The British recognised him as the heir-apparent in the name of the Queen and in 1872 he succeeded his father.

In 1877 Sir Bartle Frere was appointed Governor of the Cape Colony. Frere believed that the only way to maintain peace in the area was to annex the territories of both Transvaal and Zululand so that disputes could be arbitrated by the British administration. The Governor of Natal considered this unrealistic. The current dispute between the Boers and the Zulus was over a section of land east of Blood River on which the Boers had settled. This land had originally been recognised by the British as belonging to the Zulus but Frere hoped that the Boundary Commission would recommend that it be ceded to the Boers. However, the Commission found no justification for the Boer's claim and recommended that it be returned to the Zulus. This was conveyed to Cetshwayo together with conditions which Frere imposed which negated the sovereignty of Zululand and provoked them into battle. Cetshwayo tried to comply with some of the conditions and handed over the men and cattle demanded. However, Frere refused to accept Cetshwayo's plea to negotiate. British forces therefore crossed into Zululand on the 11th January 1879. By the 21st January the British had suffered their first and largest defeat at Isandhlwana with the annihilation of the 24th Regiment. This defeat however was avenged in the battles of Kambula and Gingindhlovu. By mid April General Chelmsford had withdrawn his forces from Zululand to regroup them for a second invasion which he planned in June. This second invasion started on 3rd June and ended with the conclusive battle of Ulundi on 4th July 1879.