

ZULU SPEARS SOLO

by Markus Salo

msalo71@yahoo.com

INTRODUCTION

Solo variant of Zulu Card game. Simulates a battle between Zulu & British Troops. To be played on British side. The Zulu side variant is under construction.

CARDS

Player will have to make their own sets of cards.
The British and Zulu have their own unique decks.
The British also need a d10 (d20) as a troop calculator.
On the Deck lists, # = number of that card in the deck.
Both decks have 52 cards.
Notice that most cards have a force value.

SET UP

Shuffle both decks.
The British player draws 5 cards.
The British start with 100 (200) troops.
The number of Zulu warriors is not recorded.

TURN SEQUENCE

Draw Phase
Fortifications Phase
Ranged Attack Phase
Discard Phase
Zulu Attack Phase

DRAW PHASE

The player will draw cards to fill his hand to 5 cards.

FORTIFICATIONS PHASE

The British player may lay out any cards described as standing defenses. These are not discarded. They are placed face up in front of the player.

ZULU ATTACK FACE

Roll 1d6 to determine how many cards the Zulus use in an attack. Then draw the cards from the Zulu deck and place them face down on the table.

RANGED ATTACK PHASE

The British player may next play Cannonball cards. The Cannonball card is discarded and so is one randomly picked card from the Zulu attack cards.

UNLIKE IN THE ORIGINAL ZULU THERE IS NO DISCARD PHASE

ZULU ATTACK PHASE

Turn the Zulu attack cards face up. If there is a Sniper card, discard one random British card and discard the sniper card to discard pile.
Add up the force value of rest of Zulu attack cards and multiply by 2 if a War Chant card is used.
This number is the Total Zulu Force Value.

All cards used in the Attack are discarded.
 The Player may defend with cards he has in his hand.
 The Ammo Shortage cards are nuisance cards that can not be used or discarded.
 The Standing defence cards are placed face up in front of the player and will not be discarded during the play.
 Add up the force value of all of cards played and multiply by 2 if a Rally card is used.
 This number is the Total British Force Value.
 All cards except the standing defence cards used in the Defense are discarded.
 Subtract the Total British Force Value from the Total Zulu Force Value.
 If the result is positive, this is the number of British troops killed.

ZULU VICTORY

If all 100 (200) of the British troops are killed than the Zulu win.

BRITISH VICTORY

If the Zulu player goes to draw a card and there are no cards left in his deck and the British player still has troops remaining, than the Zulu give up and go home, and the British win.

ZULU DECK CARD LIST

#	CARD	FORCE	NOTES
15	Zulu Blood	10	
10	Zulu Shields	20	
8	Zulu Spears	30	
8	Zulu Warriors	40	
5	Zulu Snipers	0	British Discards 1 Random Card
2	Chieftains	50	
6	Zulu War Chant	0	Doubles value of all cards used in attack

BRITISH DECK CARD LIST

#	CARD	FORCE	NOTES
10	Fire at Will	10	
7	Volley	20	
2	Ammunition Shortage	0	
4	Bayonets	30	British lose 10 Men
5	Cannon Ball	0	Zulu Discards 1 Random Card
4	Barricades	20	Standing Defense
1	Fortified Stockhouse	30	Standing Defense
6	Rally	0	Doubles value of all cards used in defense
5	Cannon Grapeshot	40	
3	Range Markers	10	Standing Defense
2	Gattling Gun	50	
1	Doctor	0	British gain back 10 lost Men
2	Swords & Pistols	20	

Notes: Play the Doctor card in Fortification Phase

GAME DESIGNERS NOTES

To set the proper mood, watch Shaka Zulu, or Zulu Dawn before or during play. Players should also use sound effects.