

ZULU

16:00 - The initial attack is made 'from the march' by the arriving Zulu Impi; **Zulu deployment and recycling is random**

17:00 - The main Zulu force arrives and moves to occupy the bush at the front of the post; **place Prince Dabulamanzi, Zulus may recycle from any table edge from next turn**

18:00 - The fight for the hospital, Zulus succeed in setting fire to the roof; **at end of turn hospital is set on fire**

19:00 - Sunset, heaps of mealie bags are formed into a makeshift redoubt by assistant commissary Dunne; **place the redoubt at the end of the turn**

20:00 - Zulu attacks on the front of the post are thwarted by the light of the burning hospital; **night fighting begins from next turn**

21:00 - Fierce Zulu assaults against the cattle kraal and mealie bag wall in front of the storehouse

22:00 - In the face of the attacks on the cattle kraal the British withdraw to the end wall.

23:00 - Fire-fight continues with some intensity throughout the night

24:00 - Bromhead, Hook and a few men launch a foray to recover the water cart

01:00 - Shouts of 'Usuthu!' and rattle of spears on shields herald new attacks yet the Zulus are clearly tiring; **last turn for Zulu recycling**

02:00 - Zulu withdrawal begins

03:00 - Last shots fired by the Zulus; **final game turn**