

#314: LAST STAND AT ISANDLWANA

Last Stand at Isandlwana is a two-player tactical wargame of low-intermediate complexity simulating the last 90 to 240 minutes of that infamous and legendary battle of the Anglo-Zulu War. The Zulu player is on the offensive, attempting to wipe out the entire British force on the map as quickly as possible. The British is attempting to win by having some remnant hold out longer than occurred historically or alternatively, by having some portion of his command escape off the map and get back to relative safety at Roarke's drift. Solitaire-play is easily doable. Each game turn is equal to 5 to 20 minutes of "real time," depending on the tempo of action in each turn. Each hexagon on the map represents 217 yards (200 meters) from side to opposite side. Each British unit counter represents a company or a "detachment" of infantry. On the Zulu side, individual units represent temporary battlefield agglomerations of the about 100 to 200 warriors.



Target Market

- 19th Century/Colonial history buffs

Up-Sells & Cross-Sells

- Custer's Final Campaign (DG Mini Series)
- Khyber Rifles (DG Mini Series)

Selling Points

- Easy to play system
- Great Value (boxed version would be \$50 or more)

Stock no

- ST314

MSRP

- \$39.99

UPC Code

- 07447003005803

Contents

- One 22" x 34" map
- 176 counters
- Magazine with historical background

Place your order today while supplies last!