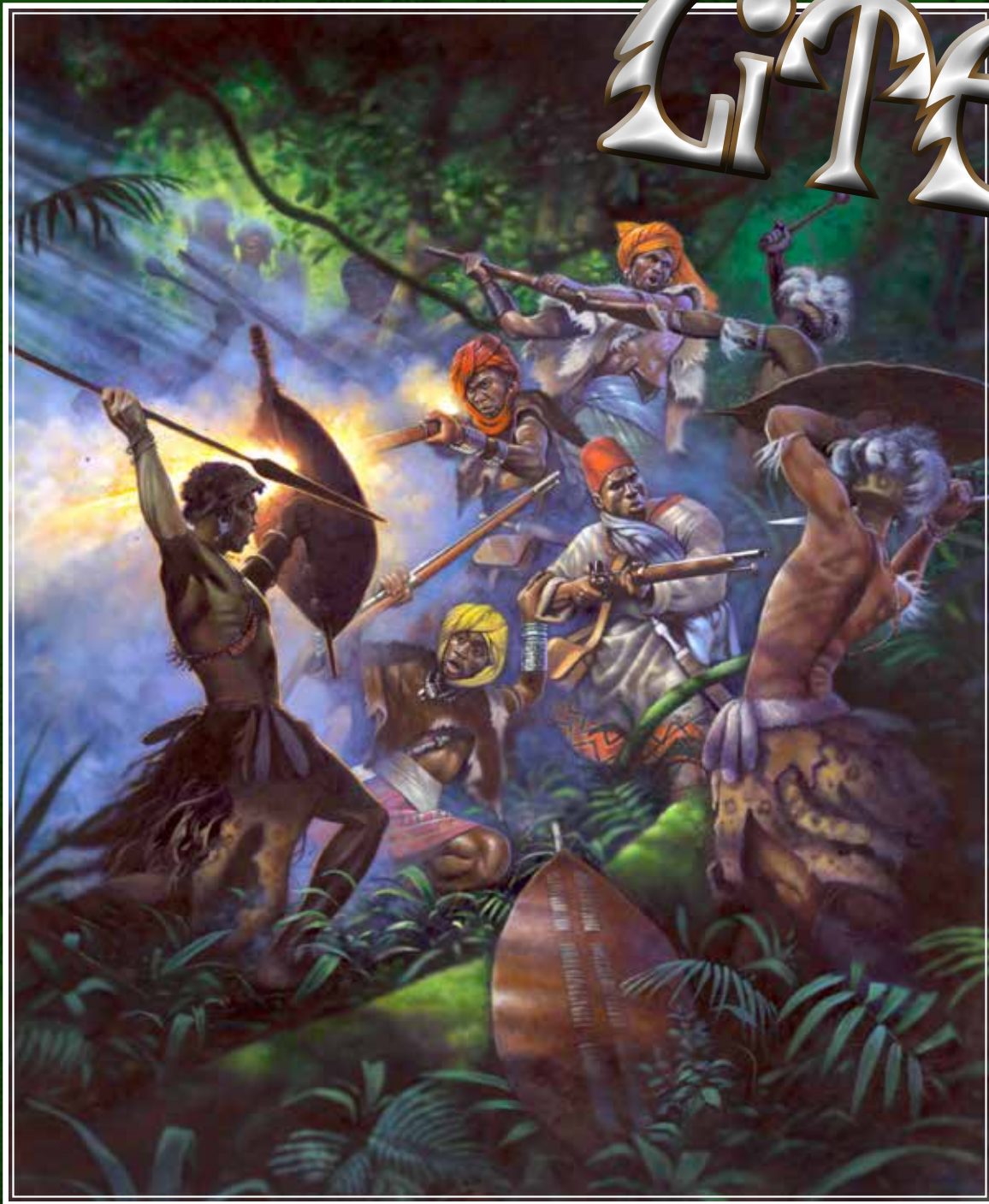# DEATH
IN THE
DARK CONTINENT
Lite

WARGAMES IN 19TH CENTURY AFRICA
BY CHRIS PEERS

GETTING STARTED

Death in the Dark Continent is a set of rules for small scale battles set in sub-Saharan Africa in the late 19th century. What you have in your hands is the Lite version of the game - it contains all the necessary rules for playing introductory level *DitDC* battles, which lack none of the fun and excitement found in the complete game. The full rules exist as a hardback book, published by North Star Military Figures.

THE BASICS

Figures: You'll need a collection of 28mm figures that are suitable for the period. How many you need will depend on the army and its equipment - 80 tribal spearmen or 25 colonial soldiers will be plenty.

The full *DitDC* rulebook includes army lists, points values, and a scenario generator, but you can have a good game deploying whatever figures you have.

Basing: The fundamental building block of the rules is a multi-figure base with a standard frontage - we recommend a frontage of 60mm per base, but if you prefer to use single based figures you can space them out individually to form a similar frontage.

Dice: The game uses two types of dice: six-sided (D6) for Movement, Morale and Close Combat; twenty-sided (D20) for shooting. Each player should ideally have at least four or five of each.

Units: Figures are generally (but not exclusively) organised into units of between two and eight bases.

Players move units alternately, so there needs to be a limit on the number of units if the game is to proceed at a reasonable speed. We recommend a maximum of nine units per side, but there is no requirement for both sides to field the same number.

Because it is the base rather than the individual figure that matters, you can also vary the number of figures per base to suit yourself. We suggest three figures to a base for Warriors and Soldiers, one model (plus crew) for artillery, and two for other troops (e.g. Skirmishers, Light Horse).

The Battlefield/Tabletop: You will need a table and some appropriate terrain pieces. A 6' x 4' table is recommended, but for small armies, or fighting in dense jungle where all engagements will be at close quarters, 4' x 3' feet is quite big enough.

A list of terrain types and effects, many of which are specific to Africa, is given in the rules.

Measuring: This is done in inches, using your preferred tool. Players are allowed to measure any distance on the table, whenever they wish.

Markers: Some markers, at least a couple per unit, will be useful to indicate the effects of disorder. Suitable markers might include casualty figures, vulture models, discarded shields and weapons, or just puffs of cotton wool to represent dust.

A NOTE FROM THE EDITOR

No changes to the rules of the full game have been added into this Lite version of *DitDC*. However, owners/players of the full rules will note differences in presentation, particularly concerning the Shooting and Combat sections, where (especially) the charts have been reinterpreted to display all the same information, but in a more easily accessible format.

In an effort to condense the rules concerning terrain and cover, these have been massively simplified from those in the full game. A system of Light and Hard Cover has been developed which means all terrain and cover falls into those two categories and is presented in table format, on page 23.

There are considerably more paragraphs in the text and more individual rules are shown as bullet points.

This is an effort to make the Lite version more accessible for new players, or to act as a QRF for existing *DitDC* players.

Some rules have been omitted (those concerning Pygmies proved too problematic for inclusion here), and you will not find 'Stratagems and Psychological Warfare' (including Optional Rules). 'Scenarios and Deployment' has been cut down to just one scenario, with associated basic deployment.

THE FULL VERSION

By purchasing the full *DitDC* rulebook players will benefit from the sections missing from this Lite version, including a further 77 Army Lists, an animal hunting skirmish game and loads more photos, examples of play and expert historical notes.

TROOP TYPES

Each *DitDC* army is be made up of a Chief and troops of differing types and quality.

CHIEFS AND COMMAND

Each side must field a Chief figure, representing the senior officer or tribal leader present on the table.

A model or a number of small models on a single base (see examples below) depict him or her.

Each army is allocated to one of three Command Types: **Tribal, Organised** or **Disciplined**.

- **Tribal:** These Chiefs are leaders by reason of birth, magical powers, or personal qualities, but lack any formal system for commanding. A Tribal Chief must belong to one of the units specified in his list, and cannot leave it.

- **Organised:** The Chief of an Organised force holds a more formal position of authority and may even have a small staff of advisors and messengers around them. They will still issue orders verbally in an informal manner, and are likely to depend heavily on personal prestige. An Organised Chief may be fielded either as part of a unit or separately.

- **Disciplined:** In a Disciplined army, the Chief has the additional advantages of a system of military regulations to back up their authority, and a more or less standardised procedure for issuing and transmitting orders.

Most Disciplined forces will be European colonial ones, but some African armies - for example, the Zulus and Buganda - attained a similar standard even without the benefit of drill books and written orders. A Disciplined Chief may be fielded either as part of a unit or separately.

- **Outstanding:** Certain *DitDC* Army Lists also permit a few named Chiefs to qualify as Outstanding, giving them certain advantages when controlling and motivating their troops.

See page 24 for more rules on Chiefs.

A Tribal Chief with his Elite Warrior unit, which the rules state he can't leave.

A selection of Chief bases: Azande, Ngoni, Italian, Masai, and Arab.

A British infantry Disciplined Chief accompanying a Soldier unit. He can remain with them, or operate individually.

FOOT TROOPS

Skirmishers

Most African fighting men fight in skirmishing style in open order, exchanging missiles with opponents at a distance, and relying on light shields or agility to avoid return fire.

Skirmishers are armed with throwing spears.

Other lightly armed troops (such as light horse troops), although armed with modern firearms, are still classed as Skirmishers because of the way they are deployed.

Soldiers

Soldiers are troops who carry firearms and are trained to fire in closer and (usually) more disciplined formations than Skirmishers. They can also be expected to stand and fight in hand-to-hand, with fixed bayonets or spears, swords and shields.

Warriors

These fighters rely on close combat, using stabbing spears or swords. They have an advantage in most circumstances over traditional skirmishers. All Warriors with firearms are classed as Untrained - see next page.

Note: Warriors cannot throw their spears.

Muzungu

The Swahili word to represent individuals or small groups of very heavily armed and well-motivated explorers or big game hunters.

MOUNTED TROOPS

Light Horse

Usually mounted on small horses or ponies, lightly equipped, and generally not prepared to fight at close quarters, preferring to skirmish from a distance with missile weapons.

Heavy Cavalry

Horsemen trained and equipped for a charge to close quarters, armed with lances and/or swords and/or throwing knives, and often wearing helmets and/or body armour.

Camel Riders

Camels were sometimes used in desert regions to mount men who were primarily trained to fight on foot, and who are classified in the normal way as Skirmishers, Warriors, or Soldiers.

Camel Riders are not treated as mounted troops in that they are normal foot types (Warriors, Soldiers, or Skirmishers) who happen to be on camels. So they are not automatically skirmishers when they dismount unless they are Skirmishers anyway!

Camel Riders can charge into close combat if their dismounted troop type is normally allowed to do so, but while mounted they fight as if they were Light Horse with spears.

Dismounted Cavalry

Light Horse and Heavy Cavalry can dismount - spending the movment phase dismounting - at which point they become Skirmishers.

Any troops who are Elite when mounted, are still Elite when dismounted.

Remounting takes a full turn.

Left: Muzungu, in the form of an Explorer armed with an Elephant Gun.

LEVELS OF TRAINING

All troop types, except Muzungu, are further defined by their level of training and/or morale.

Raw

Whether because of poor equipment, lack of experience, or just a lack of enthusiasm some troops are classed as Raw.

Untrained

This classification fits those Africans armed with guns who are not lacking in courage or ordinary fighting skills, but whose shooting is relatively ineffective. All Warriors with firearms are classed as untrained.

Elite

Those troops who are exceptionally good at what they do are classed as Elite.

Raw Warriors of a Matabele army.

Elite Soldiers of the British Naval Brigade.

Elite Skirmishers - A unit of veteran Ila fighters.

FIREARMS

Troops equipped with firearms are also classified according to the specific type of weapon they carry, as follows:

Breech-loading rifles
Loading a gun through the breech is much quicker than ramming a charge down the muzzle, and easier to accomplish while moving or lying down. The first military rifles using this mechanism came into use in the 1860s, and by the following decade they were becoming popular in Africa. They revolutionised tactics by making it very difficult for frontal charges to overcome well-trained troops using breech-loaders, although not everyone who obtained one was properly trained in its use.

Muskets
Smoothbore flintlock or percussion muskets had been imported into Africa for many years. Many of them were worn-out antiques, or cheap copies made specifically for export. They were slow to reload and very inaccurate at anything beyond point blank range, especially in the hands of men not trained to use them.

Repeaters
This category comprises both lever-action repeaters, such as the Winchester, and bolt-action magazine rifles, such as the Lee-Metford. These weapons incorporated a magazine from which bullets could be loaded by operating a lever or bolt, and came into widespread use during the 1880s. They enabled the user to maintain a higher volume of fire than that with a single-shot breech-loader.

Elephant guns
The ideal gun for elephant shooting was heavier than a standard military rifle, and fired a much larger bullet. Such a weapon was not ideal for anti-personnel use, being slow to reload and packing murderous recoil that made it dangerous to fire from a prone position. But they did have their advantages - the huge bullets could literally blow opponents apart, especially if explosive rounds were used.

Rockets
Rockets had been in use in Europe since Napoleonic times, but their role was limited because of their inaccuracy and the relatively small explosive payload that they carried. In the late nineteenth century, however, they enjoyed a new lease of life in colonial campaigns, where their portability and psychological effect were considered useful against "unsophisticated natives".

Field guns/Artillery
Most of the field guns used in African warfare were either obsolete by European standards, light mountain guns, or 'bush pieces' designed for mobility in difficult terrain.

In *DitDC* we divide field guns into three categories:

- **Obsolete Smoothbore**.
- **Light rifled** (whether muzzle-loading or breech-loading) of up to 2-inch or 50mm calibre.
- **Medium rifled** - usually of around 3-inch or 70 - 80mm calibre.

Machine guns
By the 1880s, most European powers were deploying rapid firing automatic weapons against tribal opponents.

In *DitDC* we divide Machine guns into two categories:

- **Maxim guns**.
- **Early machine guns -** comprising all of the older varieties.

A NOTE ON TRAINING

Field guns and **machine guns** may be classed as Untrained if manned by poorly trained crews, but not as Raw or Elite. **Rockets** (because accurate shooting was less important in their case) are all classed the same.

Naval Brigade Gardner Gun fielded as an early machine gun.

THE BATTLE RULES
TURN SEQUENCE

The full version contains several scenarios which dictate table set up, initial deployment, and special rules concerning terrain features. *DitDC Lite* **is restricted to a Pitched Battle.**

The Pitched Battle scenario represents a situation in which both sides are aware of the other's presence and are prepared to accept battle in the open.

DEPLOYMENT

• Players use the same points totals and deploy within 6" of the opposite long table edges.

• Players deploy units alternately, one at a time, until the full forces are in position.

• If the armies are of different command types, the player with the better organised army (i.e. Disciplined, Organised, Tribal, in descending order) may decide whether to deploy a unit first or second. Otherwise, dice for who goes first.

• Both players can keep two of their units off table as late arrivals - See page 9.

• Both sides must deploy a baggage train. This could be something as complex as a wagon laager for a colonial force, or as simple as a few cows for a tribal force.

• Nominate one force as Side 1 and the other as Side 2. This is necessary for the purpose of deciding who goes first in the alternating sequence below, and is governed by the following rules:

If the sides are different command types, a Disciplined force is always Side 1; if there is no Disciplined force, an Organised force becomes Side 1. If the command types are the same dice to see who will be Side 1.

The side allocations remain the same throughout the game.

The game proceeds as a series of phases. Within each turn the sequence of phases is:

1. RALLY

Players both attempt to rally units and remove their accumulated Disorder Markers.

2. LATE ARRIVALS

Dice for late arrivals as appropriate.

3. RETIREMENT MOVES

Both sides make any retirements required by last turn's close combat results.

4. MOVEMENT

• Side 1 moves one unit of its player's choice.

• Side 2 moves one unit of its player's choice.

Repeat until both sides have moved all units they wish to.

A declaration that a unit is not going to move counts as a move for the purpose of this sequence.

5. SHOOTING

Resolve shooting. This is treated as simultaneous, so that a base or unit rendered *hors de combat* in this shooting phase may still shoot back, and Disorder Markers inflicted by shooting do not affect the target's return fire during this turn.

6. CLOSE COMBAT

Resolve close combat in any convenient order.

Note that disorder caused by shooting this turn is taken into account at this stage.

7. MORALE TESTS

Take any morale tests that are required as a result of events this turn.

8. CHECK VICTORY CONDITIONS

Victory comes with total destruction or capitulation of the enemy in a Pitched Battle scenario.

PHASE 1: RALLY
RALLY TROOPS AND REMOVE DISORDER MARKERS

Rallying represents the attempts of a unit's leaders to counteract the effects of disorder and return the unit to a state of combat effectiveness.

They may do this by pushing or flogging reluctant combatants back into position; by inspiring troops with words, or an example of personal courage; in the case of regulars by using the commands in their drill manuals to reform the ranks; or in extreme circumstances, by threatening to execute waverers.

- **Raw units**
  A player rolls **1D6** for each Raw unit which currently has one or more Disorder Markers.

- **Untrained and Elite units**
  A player rolls **2D6** for each Untrained and/or Elite unit which currently has one or more Disorder Markers.

- A **Chief** rolls a single additional D6 per turn for any one of his units that has at least one of its bases within 4" of his own base.

  An *Outstanding Chief* rolls two such additional dice, and can allocate them to the same unit or to different ones.

- One Disorder Marker is removed from the unit for each successful (i.e. dice score of six) Rally roll.

- Removed Disorder Makers are taken off the table to be used again.

SUCCESSFUL RALLY ROLLS

A successful roll is a six on a D6.

EXAMPLE OF RALLY

Three Ngoni Warrior units, all with Disorder Markers (represented by shields), attempt to rally.

The Warriors to the left and rear are Untrained so have the usual two dice each to attempt to rally off the Disorder Markers; the unit on the right is a Raw unit, so only gets one die.

However, because the tribal chief is in the rear unit, he can add an additional rally die to any unit within 4". He chooses the Raw unit, allowing it two opportunities to rally.

Unfortunately, the dice are against the Ngoni this turn, no sixes are rolled and the Disorder Markers remain where they are. Better luck next time!

PHASE 2: LATE ARRIVALS
DICE FOR LATE ARRIVALS

Players dice to see if any Late Arrivals appear on the battlefield. Each unit not deployed at the start of the game is diced for individually each turn, starting at the beginning of the fourth turn.

- Side 1 dices for and places their late arrivals first.

- To arrive, each unit requires a score on a D6 of:

  Tribal: 6
  Organised: 5 or 6
  Disciplined: 4, 5 or 6

- The late arrival/s may then be placed anywhere the player wishes, within 3" of the table edge, and within their own half of the table. It may not initially be formed in a square.

- The second player places their late arrivals. They may not be deployed within 12" of any of their opponent's units which have arrived that turn.

- Newly arrived units may not move, shoot, be shot at, or contacted in close combat in the turn they arrive, but they take morale tests for all applicable causes.

- We assume that the dust raised by their approach will have alerted the enemy to their imminent appearance, so it is permissible to react to their presence without attacking them directly, for example by moving figures towards or away from their point of arrival.

The Matabele arriving in force.

PHASE 3: RETIREMENT MOVES
RETIREMENTS FROM CLOSE COMBAT

Retirement from combat takes place in the turn following the combat itself. It is a good idea to mark the units involved in combat in some way so that you can remember to retire them from combat in this phase in the following turn. This can be done with dice or other markers (such as vignettes of troops fleeing).

- Units which are required to retire roll movement dice as dictated by the results of combat, but must move the full permitted distance away from the nearest enemy, so long as they are not prevented from doing so by terrain or other troops (if this happens, each base halts at the point at which it reaches the obstacle).

Retiring Azande.

The Matabele follow the British as they retire up the kopje.

PHASE 4: MOVEMENT
MOVING UNITS AROUND THE TABLETOP

The maximum distance that any base within a unit may move has a random component which represents the unpredictable effects of factors such as terrain, fatigue, and motivation. This is decided each turn by rolling one or more dice as set out in the table below.

- The maximum permitted move this turn for each unit is the total score of these dice in inches, plus or minus a fixed element where appropriate.

- A poor score represents temporary confusion in the unit, failure of nerve, or unexpected obstacles. If the final result is 0 or less, no move is allowed this turn, but a base may still change direction by pivoting on the centre point of its front edge.

- A unit may move any distance up to its permitted maximum, and in any direction. There are no deductions for moves involving turning or wheeling, as long as no base in the unit exceeds its permitted move for that turn.

- A unit may only move through a gap between terrain or another unit if that gap is the same width or greater than one of the unit's bases. Units cannot 'snake' through smaller gaps; if a unit moves through a gap which is smaller than a base width it counts as being affected by the terrain or is subject to the Interpenetration rules - see next page.

- Treat an entire unit as being in Difficult Terrain if any part of any of its bases begin in or move into such terrain at any point of their move.

MOVEMENT RATES

The fixed and random components of movement, in inches, for each unit type are as follows:

Unit type	Good Going	Difficult Terrain
Skirmishers	2 x D6 +2	2 x D6
Warriors	2 x D6	1 x D6
Soldiers	1 x D6 +2	1 x D6
Muzungu	1 x D6 +2	1 x D6 -1
Heavy Cavalry	3 x D6	1 x D6 -1
Light Horse or Camel Riders - mounted infantry	3 x D6 +4	1 x D6
Medium rifled artillery	1 x D6 -1	Not allowed
Other artillery, machine guns, rockets, wagons, and baggage	1 x D6	1 x D6 -2

The Force Publique form squares against the Azande. See next page for more information on forming a square.

The unit of German Marines on the left is in perfect unit cohesion, as all bases are within 2" of each other. The askari unit on the right is out of unit cohesion, as the front two bases have moved more than 2" away from the rear two bases. It's an illegal move to end in this formation; if it has occurred involuntarily, the unit must get back together in the next movement.

MOTIVATION & CHIEFS

- An Outstanding Chief, or a Chief in charge of a Disciplined force, may choose to re-roll the movement dice for one unit (though not for field guns, machine guns, wagons or baggage) of his choice each turn, as long as at least part of that unit is within 12" of his own base and in line of sight.

- If the force is Disciplined an Outstanding Chief may re-roll for two units per turn, as long as both are within the prescribed distance.

INTERPENETRATION

- Independent Chief bases and Muzungu can pass through, or be passed through, by any troops.

- Skirmishers and Light Horse can pass through other friendly Skirmishers, Light Horse, or baggage.

- Any troops may pass through stationary field guns, rockets, or machine guns. No other interpenetrations are allowed.

- There is no penalty for any of these manoeuvres. Any compulsory move requiring an illegal inter-penetration, must stop at the point of contact.

UNIT COHESION

- Each base in a multi-base unit must deploy, and attempt to remain, no more than a fixed distance from the nearest other base of the same unit. If a gap does arise (due to casualties, for example), an attempt must be made to rectify it next time any base in the unit moves. While the whole unit remains stationary, however, bases need not move just for the purpose of closing the gap.

- Artillery or machine guns may be deployed at the corners of an infantry square - as explained later - and though this may technically create an illegal gap in the infantry unit, it incurs no disadvantage unless the square moves.

The maximum permitted distance between bases depends on the type of unit, as follows:

- Skirmishers, all mounted troops and Soldiers in trenches or manning fortifications: 4"

- All others: 2"

FORMING SQUARE

To form square, move the constituent bases into the new formation in the normal way. However, there is more to it than that - see page 25 for more details.

PHASE 5: SHOOTING

During the Shooting phase players choose targets, check range and fire arc, and roll D20s to hit enemy bases.

All bases within a unit roll to shoot, before play moves on to another unit.

ELIGIBILITY & TARGETING

Shooting is carried out by **one base** (not unit) against another. Each shooting base engages a nominated target, which must be within range, line of sight and shooting arc at the beginning of the phase.

- Before a base may shoot at another, the target must be visible to it and within its shooting arc.

- Troops can combine movement with shooting but may suffer a penalty - see page 15.

- Troops must shoot at the following target, in preference to any others:

    - The nearest enemy base within range and advancing directly towards them this turn.

    - Otherwise, the nearest enemy within range.

- A base in close combat with an enemy can be shot at by other troops, using the normal shooting procedure, but **only** if it has moved into contact this turn.

More on this under Phase 6: Close Combat.

LINE OF SIGHT

Visibility on the tabletop is limited by line of sight.

- All hills etc are higher than any features on level ground, so men on them can see over the terrain below.

- Any/all (including Artillery and Skirmishers) intervening bases belonging to either side block lines of sight on open level ground.

- To be able to shoot at an opposing unit, the shooting unit must be able to draw a line of sight to the opposing unit from **both** of its facing corners.

- In order to be seen or shot through, a gap between bases must be at least the width of the shooter's base.

- The effects of other intervening figures on lines of sight is partly due to their physical presence, partly due to the dust they raise in dry conditions, and partly due to the clouds of powder smoke they generate if firing guns.

SHOOTING ARC

An enemy base is a legitimate target if it is in line of sight and any part of it is directly in front of any part of the shooting base, **or within 45 degree**s directly in front.

SHOOTING OVERHEAD

Shooting over other troops is permitted **only by field guns, Rockets or machine guns**. Shooting over other troops is otherwise prohibited, even if they are on lower ground than shooter and target.

This means that 'second ranks' (bases behind bases) are not allowed to fire over bases in front of them.

TARGET PRIORITIES

Units must select the closest target which is advancing towards them, otherwise they must select the nearest target within range and fire arc.

Targets can remain a priority even if the target cannot actually be hit due to deductions.

FIELD GUNS, ROCKETS AND MACHINE GUNS

The following rules refer specifically to the weapons mentioned above.

- A field gun, rocket launcher or machine gun must have been stationary in both the current and the previous turn in order to shoot. It can pivot on the spot during Movement, but can neither move nor pivot in a turn in which it shoots.

- Field guns and rockets must select the closest target which is advancing towards them, otherwise they can select **any** target regardless of its proximity.

- A machine gun must always select the nearest target (same rules as normal troops).

- A field gun or machine gun which is permitted to roll more than one shooting dice may fire at more than one base in the target unit, if they are in range. However, a player cannot engage more than one enemy unit in each turn.

- Field guns, rockets, and machine guns are allowed to fire over the heads of other troops if they are firing from a hill, escarpment, kopje or town wall, and then only if any intervening figures are on level ground and at least 6" away from both the firer and the target.

SHOOTING RANGES

The table below lists the Maximum and Effective ranges for each category of weapon used in the game. A base is considered to be in range if any part of it is within the appropriate distance of any part of the shooting base. It will become apparent later in the section that it is much easier to hit an opponent in Effective range than one at Maximum range.

Weapon	Effective Range	Maximum Range
Bows, thrown spears, sticks or knives, slings or crossbows	3"	3"
Muskets	4"	4"
Elephant guns	4"	8"
Breech-loaders and repeaters	8"	20"
Field guns: Smoothbore artillery	8"	20"
Field guns: Rifled artillery	12"	48"
Early Machine Guns (Gatling, Nordenfelt or similar)	8"	20"
Maxim Guns	16"	24"
Rockets	12"	28"

Note:
1) Untrained troops with hand-held firearms cannot shoot beyond effective range.
2) Untrained field and machine guns cannot be used against targets beyond effective range.

EXAMPLE OF SHOOTING ELIGIBILITY & ARC

A Skirmisher unit with spears (to the left) are facing a Skirmisher unit with rifles. The spearmen cannot hit the riflemen - they are out of range (spears can only be thrown 3"). The riflemen have muskets, so their enemy is within range. They are also within their Shooting Arcs - as can be seen by the red and green 45 degree Shooting Arcs. However, the rear base cannot shoot as line of sight has been blocked by its two friends. The rifle unit player rolls two D20s to hit.

SHOOTING DICE

In order to allow for more subtle modifications to the chances of hitting, in *DitDC* we roll twenty-sided dice (D20s) to hit rather than D6s.

- The number of dice rolled is dictated by the weapon firing. Roll the following number for each base shooting (**not per unit** shooting):

- Maxim guns: 5 x D20.

- Early machine guns: 3 x D20.

- Field guns, within Effective Range: 3 x D20.

- All other missile weapons: 1 x D20.

Note: If more than 1 x D20 is allowed, each roll is treated separately for the purpose of deciding hits.

SHOOTING MODIFIERS

-1	For every **Disorder Marker** the shooting unit has. Plus:		
	Target is/are:		**Shooters are:**
-2	**Beyond 4"** and shooters **moved** this turn.	-1	Using **bow or spears**, shooting at Warriors.
-2	**Skirmishers**.	-2	**Raw or Untrained.**
-2	On foot and in **Light Cover**.	-3	**Rockets.**
-2	Armoured **Heavy Cavalry.** Ignore this deduction if shooter is using firearms.	-3	Using firearms whilst **mounted**.
-3	**Beyond Effective Range**.	+1	**Muzungu.**
-3	Foot troops in **trenches or wagon laager.** Ignore this deduction if the shooter is using a field gun.	+1	**Elite Soldiers.**
-4	On foot and in **Hard Cover**.	+1	**Elite Skirmishers.**
		+1	**Elite Light Horse.**
		+2	Armed with **breech-loaders** and target is in **Effective Range**.
		+2	**Medium rifled guns** and target is in **Effective Range**.
	Note: All shooting modifiers are cumulative.	+2	**Maxim** and target is in **Effective Range**.
		+2	**Field gun or machine gun** and target is Soldiers in square.
		+3	Armed with **repeaters** and target is in **Effective Range**.

SHOOTING OUTCOMES

Modified Dice Score	Effect
13 or less	Miss - no effect
14 - 18	Hit - Target Unit receives a Disorder Marker
19 - 20	Critical Hit - Target unit loses a base AND receives a Disorder Marker
Unmodified Dice Score*	**Effect**
20	Critical Hit - Target unit loses a base AND receives a Disorder Marker
Unmodified Dice Score - early machine gun	**Effect**
1	Weapon jams - Cannot fire **this** turn.

* Only if the shooting unit has no more than one Disorder Marker.

- Disorder Markers are placed behind the affected unit - not specific bases.

- When a target unit loses a base, the owning player selects which base is removed.

- Leader bases attached to target units are removed in the same way as other bases, but are always the last to be removed.

EXAMPLE OF SHOOTING & MORALE

1) A unit of askaris (bottom) - Trained Soldiers with breech-loaders - lines up to fire at a unit of British Redcoats (top) - Trained Elite Soldiers with breech-loaders. Firing is simultaneous, but the British are Side 1 so they roll first.

*A D20 is rolled for **each base**, firing at the base to their front.*

Each British base gets +3 to its rolls, (+2 for breech-loaders in Effective Range and +1 for being Elite Soldiers).

From right to left they roll: 11+3=14 a hit, 2+3=5 a miss, 13+3=16 a hit, and 9+3=12 a miss.

*That result puts two Disorder Markers on the whole askari unit - **not the individual bases**.*

2) The askaris now get to fire back; because firing is simultaneous, the disorder markers they have just received from the British fire do not count against them.

A D20 is rolled for each base firing, modified by +2 for using breech-loaders within Effective Range.

*From left to right, the askaris roll: **20 (Critical Hit - always a hit, regardless of modifiers:** removes a base and inflicts a Disorder Marker), 8+2=10 (a miss), 5+2=7 (another miss), and 13+2=15 (a hit, causing a Disorder Marker).*

3) In the morale phase, the British pass the morale test for losing a base, so manage to avoid suffering any further Disorder Markers. In their next turn, the askaris decide to attack the weakened Redcoats, and move into close combat.

PHASE 6: CLOSE COMBAT

Close combat occurs when opposing bases are moved into contact. It represents hand-to-hand fighting with spears and bayonets, but also the use of missile weapons at very close range, whether in the melee itself or just before the opposing lines close.

Bases which end the movement phase in contact with an enemy base do not shoot in the shooting phase, but the effects of their last-minute fire against their opponents is factored into close combat.

The use of cold steel is a gruesome business, few men were trained or conditioned to undertake it if there was any alternative. Close range fighting would often involve a lot of shooting, dodging and shouting war cries, rather than actual "washing of the spears". This is why those who are prepared to really get stuck in - Warriors and Heavy Cavalry - are able to inflict such severe losses in this phase.

MOVING INTO COMBAT

- Only the following troops may move into close combat:

  - Elite troops

  - Muzungu

  - Warriors

  - Heavy Cavalry

  - Soldiers (unless Raw)

- Other troops cannot make a move which would take them into close combat, but they may stand their ground if an opponent charges them.

- No unit with more than two Disorder Markers may voluntarily move into close combat.

- No base may contact the flank or rear of an enemy base unless already partly behind it when it begins its move.

WHO CAN FIGHT

- Close combat is calculated for entire units, even if only some of their bases are in contact with the enemy.

- A unit which has had any of its bases contacted in close combat may not make a move this turn, even if it has not yet been activated.

- A base not already engaged in close combat may turn to face an enemy that subsequently charges it in flank or rear.

- A base belonging to a unit involved in close combat but not actually in contact with an enemy itself can still shoot. Its target may be the enemy charging its own unit if the shooting arc permits - and will usually have to be, due to the target priority rules - see page 13.

MULTIPLE COMBATS

- Close combat may take an attacker into combat with more than one enemy unit.

- A unit which has moved into close combat with an opponent cannot be contacted by another enemy unit which takes its move later in the same turn - though if it is still in combat in subsequent turns, other units may join in then.

  This rule is based on the assumption that the fight will usually be resolved too quickly for such intervention to be effective. It also helps to prevent unrealistic mass scrums developing, and simplifies the task of deciding who fights who in a confused situation. It also gives outnumbered troops a chance of beating off encircling enemy forces with a swift and determined charge at a weak point. This does not prevent defending units that have not moved into contact being hit by successive charges in the same turn.

- It is possible for different bases of a unit to fight opponents from different units, but each base fights only one opponent (of the player's choice), even if in the confusion it has come into contact with more than one.

A NOTE ON THE NUMBER OF FIGURES

In most cases the actual number of figures involved is irrelevant to the outcome of a fight.

This apparently illogical situation in fact reflects reality quite well, as close combat was more a matter of psychological sparring than actual physical work. Men involved in this desperate situation would not have time to count heads - especially as their vision would probably be obscured by powder smoke or intervening troops. For this reason, a small number of determined men could sometimes overcome much more numerous but less well-motivated opponents.

CLOSE COMBAT DICE

- When a unit moves into close combat with an opposing unit the attacking player rolls 1D6.

- The Combat Modifers below are then applied.

- The defending units do not get to dice - their fighting abilities and defensive shooting are included in the modifiers applied to the attacker's roll.

- Most combats will be a single unit fighting another single unit, but if an attacking unit comes into combat with more than one enemy unit, each is treated as a different combat and diced for separately.

COMBAT MODIFIERS

-1	For every **Disorder Marker** the attacking unit has.
+1	For every **Disorder Marker** the defending unit has. Plus:

When attacking infantry or mounted troops:

Attacker is:		Defenders are:	
+2	**Warriors**.	+2	**Raw.**
+2	**Heavy Cavalry.**	+2	**Skirmishers.**
+2	**Elite Soldiers.**	+2	**Light Horse.**
+2	**Elite Skirmishers.**	-1	**Elite.**
+2	Attacking an enemy unit in the **flank or rear** which is also engaged frontally. Ignore this modifier if defenders are **Soldiers in square**.	-1	**Warriors.**
		-1	**Heavy Cavalry.**
		-1	Soldiers **in Square.**
+1	**Elite** (other than Soldiers or Skirmishers).	-1	Within 2" of a friendly **Chief**. Apply a further -1 if he is the Chief of a Disciplined army.
+1	Within 2" of a friendly **Chief**. Gain a further +1 if he is Outstanding.	-1	Armed with **muskets**, in the first turn of a combat against the attacker.*
-2	**Raw.**	-1	Armed with **breech-loaders** or **repeaters**, in the second and subsequent turns of combat against the attacker.*
		-2	Armed with **breech-loaders, repeaters or elephant guns**, in the second and subsequent turns of combat against the attacker.*
		-3	All the defending bases in contact are on foot and behind **Hard Cover.**

* Do not count these modifiers if the defenders are Warriors or mounted.

When attacking Field guns, Machine guns or Rockets:

Attacker is:		Defenders are:	
+2	Starts its Move entirely outside the defender's arc of fire.	+1	Rocket launchers.
-1	**Raw.**	-1	**Elite.**
+1	**Elite.**	-1	Within 2" of a friendly **Chief**. Apply a further -1 if he is the Chief of a Disciplined army.
+1	**Mounted.**	-2	Defenders are machine guns (not jammed).
+1	Within 2" of a friendly Chief. Gain a further +1 if he is Outstanding.	-3	Behind Hard Cover.

CLOSE COMBAT OUTCOMES

Attacker's final score when attacking infantry or mounted troops:

Modified Dice Score	Effect
1 or less	The defenders stand firm. If armed with missiles, they unleash a devastating volley at the last moment. Otherwise they present an unwavering line of shields and spear points against which the enemy batters in vain. The attackers lose a base of their player's choice, receive two Disorder Markers and fall back 2 x D6", still facing the enemy.
2 - 3	As above, but the attackers maintain their cohesion better so do not lose a base.
4	The attackers temporarily break into the defending lines before being driven off. Any unit fighting against Warriors must lose a base, (even if they are also Warriors). Attackers fall back 1 x D6", and each side receives one Disorder Marker.
5	Neither side is prepared to give ground, and a bitter hand-to-hand struggle ensues. A unit fighting against Warriors must lose a base as above. Continue to dice every turn until the combat is resolved.
6	The defenders are driven back but manage to maintain their order. Defenders receive two Disorder Markers, and must fall back 2 x D6" facing the enemy. Defenders lose a base if fighting against Warriors, or three bases if fighting against Heavy Cavalry in Good Going terrain.
7 or more	The defenders lose their nerve at the last minute and flee, but too late to escape their assailants. The defending unit is massacred, and all its bases are removed permanently from the table.

Attacker's final score when attacking field guns, machine guns or rockets:

Modified Dice Score	Effect
3 or less	The guns manage to keep firing until the last moment and inflict heavy casualties. The attackers lose a base of their player's choice, receive two Disorder Markers and fall back 2 x D6", still facing the enemy.
4 - 5	As above, but most attackers manage to go to ground in time to minimise casualties. The attackers fall back 2 x D6" and receive one Disorder Marker. (They do not lose a base).
6 or more	The gunners are unable to compensate for the rapidly reducing range, and fire uselessly over their attackers' heads. The guns are captured, and their crews flee or are massacred. Captured guns will probably have been spiked first, so even if their captors know how to use them, they cannot be used again by either side for the remainder of the game.

EXAMPLE OF CLOSE COMBAT

Continuing on from the shooting example - see pages 16 and 17 - the attacking askaris work out their close combat dice modifiers:

1) The defenders have two Disorder Markers, that gives a +2.
2) The defenders are Elite (-1).
3) The attackers have one disorder marker (another -1).
4) The defenders are armed with breech-loaders (-2 for the first turn).

That's +2 - 4 = -2.

5) The askaris then roll a 2 on a D6, giving a final modified score of 0.
6) Disaster! The askaris lose a base, receive two disorder markers, and retreat 2 x D6". Oops!

AFTER COMBAT

- Bases which survive a turn of close combat and are not affected by any of the compulsory outcomes detailed in the Close Combat Outcomes tables, may voluntarily move out of contact next turn, if their unit gets its chance to move before the opponent does - the opponent player may, of course, try to contact them again.

- A unit may not move voluntarily out of one close combat and into another in the same turn.

- A unit that forces its opponent to fall back in close combat may contact another unit in the next turn, but bases are never permitted to move voluntarily out of contact with a surviving enemy base and into contact with another in the same turn.

- Occasionally a unit might have to do two or more contradictory things as a result of combat against different enemies. It may even be both an attacker and a defender (against a different enemy) in the same turn. In this case it always takes the worst outcome for itself, and ignores the others.

It may then happen that two units are forced to fall back away from each other, or a unit that is removed from play as a result of a fight at one end of its line simultaneously beats away or destroys an opponent at the other end. This may seem odd, but this sort of thing did happen in reality, with opposing troops running away from each other, each convinced that they had been beaten. Blame the fog of war - or the commanders who allowed this chaotic situation to develop!

Force Publique Askaris charge into close combat with a unit of Congo pygmies.

PHASE 7: MORALE TESTS

Morale tests represent a unit's reaction to unfavourable battlefield situations. They are all taken at the same point in the turn sequence (at the end) regardless of exactly when the cause was applied.

At first sight this situation may appear illogical, but it produces realistic results in practice. The rationale for this rule (which incidentally greatly speeds up play and improves the flow of the game) is that men in combat are not necessarily aware of every event as soon as it happens. Therefore the extent of the casualties suffered, for example, is not likely to become apparent until a lull in the action allows people to look around and take stock.

WHEN TO TAKE THE TEST

Muzungu, and Chiefs not attached to a unit, never need to test morale.

Any other unit must do so for **each** of the following circumstances, and may therefore have to take several tests in a turn:

*   **Friendly unit destroyed:** Test for each friendly unit destroyed (or otherwise removed from play) this turn within 12" and in line of sight.

    If a unit is removed at this point in the turn, as a result of a morale test, others on its side must now test if appropriate, even if they have already taken a test for other causes this turn.

*   **Unarmed under fire:** Any unarmed unit, **except Elites**, must test the first time they are shot at with firearms, artillery, throwing knives, or rockets, regardless of if casualties are taken.

*   **Under unconventional fire:** All units must test the first time in the game that they are shot at with rockets, elephant guns, or throwing knives. This test can be in addition to an unarmed under fire test if the weapon type is.

*   **Losing a base:** A unit must test each time it loses a base. If it loses more than one base in a turn, it must test separately for each.

*   **Chief killed:** A unit must test if its Chief is killed or captured within 24".

*   **Baggage captured:** A unit must test if its baggage has been captured, whether they can see it or not - bad news travels fast!

*   **Village on fire:** All units in the defending army must test if a defending player has set fire to a village in their own half of the table.

TEST EXEMPTIONS

*   **Soldiers in square:** Soldiers may ignore one test in each turn if they are in square.

*   **Soldiers in cover:** Soldiers may ignore one test in each turn if they are in/behind Hard Cover.

*   **Chief nearby:** Any units with a friendly Outstanding Chief or Chief of a Disciplined army within 12" and in line of sight may ignore **just one** test per turn each.

MORALE TEST PROCEDURE

To take a morale test for a unit, roll a D6. The minimum scores required to pass are:

Raw Troops:	5
Elites:	3
Others:	4

If the roll is less than the total listed, it has failed.

For each failed test receive **two Disorder Markers**.

EFFECTS OF DISORDER

Disorder Markers are used to indicate the various things that can reduce a unit's effectiveness in battle without actually killing its members outright.

Disorder may represent psychological stress, physical fatigue, shortage of ammunition, or a temporary loss of control by the unit's leaders.

Disorder Markers can be accumulated as a result of missile fire, hand-to-hand combat, or failures of morale, and are placed beside the unit.

The sections on Shooting and Close Combat set out the disadvantages disorder causes in those situations. The following additional penalties apply:

*   If a unit has **more than one Disorder Marker** it cannot inflict a Critical Hit with its shooting dice - see page 15.

*   A unit with **more than two Disorder Markers** cannot advance within 6" of any visible enemy.

    If mounted and already within 6" it must retire outside of that distance then halt. Camel riders must also dismount.

*   A unit with **more than four Disorder Markers** is broken, and removed permanently from the game.

Disorder penalties apply as soon as they are inflicted.

FOR EXAMPLE

A unit accumulates three Disorder Markers as a result of being shot at while charging into close combat. With more than two Disorder Markers it cannot advance within 6'' of any visible enemy so cannot complete the move - it must be moved back, outside the 6'' distance, or to its starting position if that was closer.

TABLETOP

The diverse and often inhospitable African terrain had a profound effect on military operations in several ways - not least in making it almost impossible to feed and supply large armies - but we are mainly concerned with the influence of relief and vegetation on the conduct of actual battles, a factor which fighters with local knowledge could often exploit to their advantage.

The topographical features of our battlefields, represented by individual terrain pieces, affect play in three ways:

1) Reducing visibility - line of sight.
2) Slowing movement - effect on movement.
3) Providing cover against shooting - type of cover.

What follows is a streamlined version of the 'Effects of Terrain' from the full rulebook. It concentrates on the basic gaming effects of each terrain feature/piece without the further interesting information about African terrain found in the full *DitDC* rulebook.

Terrain pieces are classified under the following broad headings in this table.

THE EFFECTS OF TERRAIN

Terrain Feature	Effect on Line of Sight	Effect on Movement	Type of Cover
Low Hills	Any line of sight crossing this crest is blocked.	None.	None.
Rocky ground	None.	Difficult Terrain for field guns.	Hard Cover
Jungle	Line of sight that passes through more than 1" of jungle terrain is blocked.	Difficult Terrain.	Light Cover for figures on foot against shooting from ranges beyond 4".
Bush	Line of sight that passes through more than 12" of bush is blocked.	None.	Light Cover for figures on foot against shooting from ranges beyond 4".
Tall Grass	Line of sight that passes through more than 4" of tall grass is blocked.	Difficult Terrain.	None.
Crops	None.	None.	Light Cover for figures on foot against shooting from ranges beyond 4".
Marsh (Crocodiles!*)	None.	Difficult Terrain.	Light Cover for figures on foot against shooting from ranges beyond 4".
Streams	None.	Difficult Terrain except to skirmishers.	None.
River (Crocodiles!*)	None.	Can only be crossed by bridge or ford.	None.
Villages	Line of sight that passes through more than 2" of a built-up area is blocked.	None.	Figures which are inside a village but visible to an opponent count as in **Hard Cover** against all shooting except by field guns and rockets.
Tracks	Tracks cancel out the effect on movement of any terrain that they cross.		

* Crocodiles: Marshes and Rivers in our region are also considered to be infested with **crocodiles**. If any part of a base is in the marsh or river at the end of the movement phase of a turn, roll a D20. It is lost (i.e. dragged under and eaten) on a roll of a 1 or 2. Such losses count as casualties for morale test purposes (this did happen quite frequently in African warfare, and some tribes deliberately encouraged the crocodiles as part of the defences of their villages).

MORE SPECIFIC RULES

In this section we highlight some specific rules pertaining to Chiefs, baggage, square formations, and mixed weapons. Most of these rules are covered elsewhere in the relevant sections of the rules - Movement, Morale, etc.

CHIEFS

The job of a Chief is to ensure that his units obey their orders, to encourage and inspire them in combat and if things go wrong, to rally demoralised troops. Some of these functions can be performed with an encouraging word or simply by being seen to be watching, but on occasions it may be necessary to go forward and personally lead by example, or deal out corporal punishment to the cowardly or the over-excited.

The distance at which a unit can be influenced depends on what the Chief wants to do:

- To inspire a unit in close combat: 2"
- To rally a disordered unit: 4"
- To re-roll its movement dice: 12"
- To exempt the unit from a morale test (Disciplined or Outstanding Chiefs only): 12"

Each Chief has a points value defined by the cost of the unit they are based on, plus the cost of the type of Chief - **Tribal**, **Organised**, **Disciplined** or in some rare cases **Outstanding**:

- **Tribal:** A Tribal Chief must belong to one of the units specified in his list, and cannot leave it - become independent. The base he is on fights, and is costed, like a normal one of its type.
- **Organised** or **Disciplined:** An Organised or Disciplined Chief may be based either as part of a unit or independently.

His base may be classed as any troop type permitted to the army, but does not count towards the permitted unit or figure totals.

He must be of the same troop type (e.g. Warriors or Soldiers) as a unit he is with, but may be armed differently if permitted by his Army List.

He moves and fights like a normal base of the appropriate type and armament, and costs the same plus an additional 15 points if Organised or 30 if Disciplined.

- **Outstanding:** Some lists provide for an Outstanding Chief, representing a particular historical figure. These may normally be used only in games set within the dates given.

An Outstanding Chief costs +25 points. Note that an Outstanding Chief for a Disciplined army costs an additional +55 points to the base unit - +25 for being Outstanding and an additional +30 for being Disciplined.

- An **independent** Chief's base is moved as part of the normal movement sequence, as if it was a unit in its own right.

A Chief may be shot at and killed like a normal base, but does not count as a unit for the enemy's target priority purposes unless he is charging into close combat. Although the job of a commander is inevitably dangerous, a Chief will not often be an eligible target, unless exposed to danger while inspiring troops or achieving some other objective.

- The death of a Chief causes a morale test for units that witness it, and the army must continue without the functions exercised by the commander.

This Azande Tribal Chief aids the unit by allowing an additional (third) dice to be thrown during the Rally Phase.

BAGGAGE

Baggage can consist of one or more separately based elements, which deploy and move as is they were a normal unit, but do not fight or take morale tests.

Baggage can be represented by whatever models are appropriate to the army - a line of porters or pack animals, a herd of cattle, or a wagon train.

- A baggage train moves as part of the main sequence, as if it was a unit, but does not count towards the maximum number of units allowed.

- Baggage may not be shot at, but if an enemy fighting base is in contact with a baggage element at the end of any turn, all the baggage is considered captured and can be removed from the table. This causes its former owners to take a morale test.

SQUARE FORMATION

Soldiers often adopted a square formation against tribal opponents, this could be useful for protecting the flanks and stiffening the morale of an outnumbered force.

- A square may be formed by one or more Soldier units, totalling at least four bases in contact with each other (except for any gaps of the minimum width needed to accommodate artillery or machine guns at the corners), and facing in different directions. It need not have sides of equal length.

- To form square, move the constituent bases in the normal way.

- A unit does not count as being in square in any turn in which any of its bases have been moved. This includes the turn it forms the square.

- A unit in square formation does not have any flanks, and receives bonuses for close combat and shooting.

- Soldiers may ignore one additional morale test for each turn they are in square.

MIXED WEAPONS

Many mounted troops carry a mix of missile and hand-to-hand weapons, such as European mounted Soldiers with breech-loaders as well as swords.

No matter what the Soldiers are armed with, during close combat mounted Heavy Cavalry, Light Horse or camel riders do not use any firearms or other missile weapons. We assume that they will resort to cold steel when the enemy gets to close quarters.

ARMY LISTS

The full version of *DitDC* contains 80 lists, giving players options to field armies from the West, North-East, Central-East, South-Central and South Africa, plus 'The Invaders'. In this Lite version of the rules, we provide three lists which act as a great introduction to the game.

EACH ARMY SHOULD CONSIST OF:

- 2 to 9 units (including any allies)
- baggage
- an independent Chief's base if appropriate.

Each list allows for two compulsory units, plus enough other options to create at least another seven, though there may be many more options than this.

Different troop-types (e.g. Skirmishers and Soldiers) may not be mixed within a unit, though its constituent bases may be armed differently unless a particular list specifies otherwise.

The lists are intended mainly for forces of between 200 and 300 points. However many of them contain enough options to permit considerably bigger armies than this if you wish to use them.

POINTS COST PER BASE

In all cases the points costs quoted are **per base**, and not per unit or per figure. Each list specifies the maximum and minimum number of permitted **units** (not bases) of each troop-type.

UNIT SIZE

Unless otherwise stated, a unit may be of any size permitted by the rules, i.e. between **two and eight** bases. A Muzungu, field gun, rocket launcher, or machine gun unit always consists of a single base.

Any additional restrictions on the number of figures allowed are given in the notes. Many of these apply to the dates at which particular options are permitted.

Each army has an **Aggression** factor (Ag 0 to Ag 2) to reflect the chances of it being the aggressor in a particular engagement. A factor of 0 denotes a people who - however viciously they might have fought amongst themselves - seldom strayed beyond their own boarders, except perhaps to recover stolen cattle. Those with a factor of 2 are the habitual troublemakers. A factor of 1 falls somewhere in between.

Where **Allies** are permitted, an army may draw up to two fifths of its points from one (**only**) of the allies indicated, unless the notes state otherwise.

An allied contingent **must always** include at least one unit from all of its own list's compulsory types.

Allies may not include a Chief, use any defences not permitted to the main army, or have further allies.

When operating as part of an allied contingent a unit is treated as belonging to the main army's command type, regardless of what type its own army is.

Above: A 301 point Matabele army. Below: A 284 point British Army in South Africa army.

POINTS VALUES

An optional system of points values is included here, to be used with the army lists and the rules for selecting game scenarios. Values are calculated per base - not per figure or unit:

Soldiers armed with:	Muskets	9
	Elephant guns	12
	Breech-loaders	20
	Repeaters	24
Skirmishers armed with:	Spears, bows, slings	4
	Throwing knives or Fan crossbows	6
	Muskets	7
	Elephant guns	10
	Breech-loaders	15
	Repeaters	18
Deduction if any of the above armed with guns are Untrained:	If armed with breech-loaders or repeaters	-7
	Otherwise	-2
Addition if any of the above are Elite:	If armed with breech-loaders or repeaters	+6
	If Soldiers or Skirmishers	+4
Deduction if any of the above are Raw:	If armed with breech-loaders or repeaters	-7
	Otherwise	-2
Warriors armed with:	Close combat weapons only	6
	Close combat weapons and muskets	8
	Close combat weapons and breech-loaders	10
	Elite Warriors	+2
	Raw Warriors	-2
Extra to mount Soldiers on camels:		+4
Extra to mount any other infantry on camels:		+2
Muzungu armed with:	Elephant gun	24
	Breech-loader	28
	Repeater	30
Light Horse armed with:	Spears	7
	Throwing knives or muskets	9
	Elephant guns	12
	Breech-loaders	18
	Repeaters	22
Heavy Cavalry armed with:	Close combat weapons only	8
	Close combat weapons and throwing knives or muskets	11
	Close combat weapons and breech-loaders	24
	Close combat weapons and repeaters	28
Extra if Heavy Cavalry are protected:		+2
Addition if mounted troops are Elite:	If armed with breech-loaders or repeaters	+7
	Otherwise	+4
Deduction if mounted troops with guns are Untrained:	If armed with breech-loaders or repeaters	-7
	Otherwise	-2
Artillery:	Smoothbores	20
	Light rifled	40
	Medium rifled	48
Machine guns:	Early models, e.g. Gatlings, Nordenfelts etc.	36
	Maxims	75
Deduction if Untrained:	Smoothbores and early machine guns	-10
	Rifled field guns and Maxim guns	-20
Rockets:		20
Chief if the army is:	Tribal	+0
	Organised	+15
	Disciplined	+30
Extra if the Chief is Outstanding:		+25

ZULU & SWAZI

The Zulus are one African people who should need no introduction. In the early nineteenth century the founder of their nation, Shaka, introduced disciplined fighting tactics using the short stabbing assegai (*iklwa*/*ixwa*). Although he probably did not invent this weapon, the Zulu put them to use attacking and slaughtering his neighbours. This gave rise to the *mfecane* or "crushing", a tidal wave of war and destruction which rippled out from Zululand as far as the shores of Lake Victoria, and spreading Zulu fighting methods throughout the region.

By the 1870s the Zulus' expansionist days were over, and although their impis were still dreaded by their neighbours it was thought that they had lost some of the prowess instilled in them by Shaka. As the British discovered in 1879, this was not the case.

They defeated imperial forces at Isandlwana and Hlobane as well as in several smaller engagements, before being finally beaten by overwhelming firepower.

The Zulus had earned the respect of their conquerors, and for a while were allowed to retain a measure of independence, which they wasted in fighting among themselves.

The Swazis were a related people who used similar military methods, but avoided colonial occupation thanks to their mountainous homeland and a policy of fighting alongside the whites rather than against them. They make a spectacular wargames army owing to their habit of wearing their full regalia on campaign, something which the Zulus no longer did. Nevertheless they were no match for the Zulus in a stand-up fight, and their reluctance to join the British in the war of 1879 suggests that they knew it.

- Ag 0. Organised if Zulu after 1879, otherwise Disciplined

• Zulu or Swazi amabutho ('regiments'): Warriors (6 points)	3 - 8
• Izindibi: Skirmishers with spears (4 points)	0 - 1
• Untrained Skirmishers with muskets (5 points)	0 - 1
• Mounted Zulus or white adventurers (Zulus after 1879 only): Light Horse, Untrained with muskets (7 points) or Trained with breech-loaders (18 points)	0 - 1

Notes

1. Any or all Warriors in a Zulu army before 1880, or up to two units in a Swazi or later Zulu army, may be upgraded to Elite as Veteran amabutho (8 points). These may be either married or unmarried, in any combination. See the special rule below.

2. The Chief may be a trained Light Horseman with musket (39 points) or breech-loader (48 points). A Zulu Chief representing **Zibhebhu kaMaphitha (1872–87)** may be Outstanding (+25 points).

3. Up to half of the Warriors fielded may have muskets (+2 points). By this time many men possessed firearms, but they incorporated them into their traditional tactics, firing an inaccurate volley before closing with the assegai in the same way as they employed throwing spears. Therefore they are still classed as Warriors, though we do allow a small number to be detached as skirmishers. After 1878 up to a quarter of the gun-armed infantry bases fielded may be re-equipped with breech-loaders (totalling 8 points if Untrained Skirmishers, 12 if Elite Warriors, 10 if other Warriors).

4. Allies: Boers.

5. **Special Rule: Regimental Characteristics.** In order to bring out some of the flavour of the Zulu regimental system, we attempt to distinguish between the fighting qualities of the older married men and the regiments made up of fitter and more enthusiastic younger warriors:

   Veteran unmarried Warriors are treated as normal Elites. Married Warriors were older men, who may have been steadier but were probably slightly less fit. They are treated as Elite Warriors except that they move as Soldiers, but to compensate can re-roll up to one failed morale test per turn.

BRITISH IN SOUTH AFRICA

The British had laid claim to the Cape Colony since the beginning of the nineteenth century, and had quickly found themselves enmeshed in the complexities of local politics. South Africa's problem was that its climate and natural riches made it too inviting to European immigrants.

The newcomers either trekked north to escape from government control - like the Boers - or got the crown mixed up in long-standing conflicts over land, as happened in the Eastern Cape with the Xhosa tribes. This list is based mainly on the armies deployed for the most famous conflict of the period - the Zulu War of 1879 - but it can include all Cape colonial and regular British forces operating south of the Limpopo River from 1870 until the eve of the Second Boer War in 1899.

- Ag 2. Disciplined

• Regular infantry, Marines or Sailors: Soldiers (20 points) or Elite Soldiers (26 points) with breech-loaders	1 - 5
• Dragoons or Lancers: Elite Heavy Cavalry with breech-loaders (after 1878 only) (31 points)	0 - 1
• Mounted Infantry, Mounted Rifles, Colonial Police, Basutos and similar regular or volunteer horsemen: Light Horse with breech-loaders (18 points)	0 - 3
• Swazis: Warriors, up to a quarter with breech-loaders (10 points), remainder with close combat weapons only (6 points) (before 1880 only)	0 - 1
• Other Natal Native Contingent, Fingoes, Tswana, Shona or similar auxiliaries: Skirmishers: up to a quarter Untrained with breech-loaders (8 points), rest with spears (4 points) or Untrained with muskets (5 points).	1 - 3
• Field guns: light rifled (40 points) or smoothbores (20 points)	0 - 3
• Gatling machine gun (36 points)	0 - 1
• Maxim gun (after 1888) (75 points)	0 - 2
• Rockets (20 points)	0 - 1

Notes

1. The 7-pounder rifled muzzle-loading field gun used in 1879 was notoriously short ranged, and is best treated as a smoothbore.

2. Any or all Soldiers after 1890, and Heavy Cavalry after 1896, can replace their breech-loaders with repeaters (30 points if Elite Soldiers, 24 points if ordinary Soldiers, 35 points if Elite Heavy Cavalry).

3. If representing detached mounted units such as those operating in the opening phases of the Ninth Cape Frontier War in 1877, the British South Africa Company's invasions of Mashonaland and Matabeleland in 1890 and 1893, or the Jameson Raid of 1895, Soldiers and Heavy Cavalry are not available. The compulsory Soldiers must, and the compulsory Skirmishers may, be replaced with additional Light Horse units. After 1878 up to three of these units may be upgraded to Elite (+7 points).

4. Allies: British South Africa Company, Swazi, Boer.

MAHDIST, 1882-98

The jihad launched by Muhammad Ahmad ibn Abdallah, known as the Mahdi or 'saviour', first impinged on the outside world with the siege of the Egyptian-held town of El Obeid in 1882. Over the next few years the movement was so successful that its members believed themselves to be favoured by God.

They captured El Obeid in 1883, and two years later took Khartoum and drove the Egyptians and their British allies out of the Sudan. But then the Mahdi died, and his successor, the Khalifa Abdullahi, proved less successful at holding the new state together.

The Mahdists failed to follow their founder's plan of invading Egypt, but instead attacked Ethiopia and continued to raid the tribes in the south as ruthlessly as their predecessors had done.

The troops fought heroically until the end, but the cutting edge of the Mahdi's army, the Jihadiyya riflemen recruited from Egyptian POWs and the armies of Khartoum-based slavers, lost much of their discipline and effectiveness as time went on. When the British returned in 1898, the once-invincible Dervishes had no options left except for a charge into the fire of magazine rifles and modern artillery. Especially effective against less well-equipped opponents, this is an effective army which can often repeat the successes of its real life prototype.

• Ag 2. Organised	
• Heavy Cavalry with close combat weapons only (8 points)	0 - 1
• Baggara Arabs: Light Horse, up to half Untrained with muskets (7 points), rest with spears (7 points)	0 - 3
• Jihadiyya: Soldiers, up to half with breech-loaders (20 points), rest with muskets (9 points)	1 - 4
• Ansar: Skirmishers with spears or bows (4 points) or Untrained with muskets (5 points)	1 - 5
• Untrained Smoothbore cannon (10 points) or (after 1883) Untrained light rifled field gun (20 points)	0 - 1

Notes

1. Up to two Heavy Cavalry bases, plus a Chief's base, may be upgraded to Elite and protected (+6 points).

2. Up to half the Ansar units fielded may be mounted on camels (+2 points).

3. Up to half the Jihadiyya and Ansar units may be upgraded to Elite (+6 points if with breech-loaders, +4 points otherwise).

4. After 1885 all Jihadiyya must be downgraded to Untrained (-7 points if armed with breech-loaders, -2 points if with muskets).

5. As time went on the Mahdists acquired more modern weapons by trade or capture, but seldom used them very effectively. Therefore after 1890 any or all Jihadiyya may be Untrained with breech-loaders (19 points if Elite, 13 points otherwise).

6. Allies: Dinka. Beja (from 1883 only).

INDEX

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SHOOTING RANGES

Weapon	Effective Range	Maximum Range
Bows, thrown spears, sticks or knives, slings or crossbows	**3"**	**3"**
Muskets	4"	4"
Elephant guns	4"	8"
Breech-loaders and repeaters	8"	20"
Field guns: Smoothbore artillery	8"	20"
Field guns: Rifled artillery	12"	48"
Early Machine Guns (Gatling, Nordenfelt or similar)	8"	20"
Maxim Guns	16"	24"
Rockets	12"	28"

SHOOTING MODIFIERS

-1   For every **Disorder Marker** the shooting unit has. Plus:

Target is/are:	Shooters are:

Target is/are:

-2   **Beyond 4"** and shooters **moved** this turn.

-2   **Skirmishers**.

-2   On foot and in **Light Cover**.

-2   Armoured **Heavy Cavalry.** Ignore this deduction if shooter is using firearms.

-3   **Beyond Effective Range**.

-3   Foot troops in **trenches or wagon laager.** Ignore this deduction if the shooter is using a field gun.

-4   On foot and in **Hard Cover**.

Note: All shooting modifiers are cumulative.

Shooters are:

-1   Using **bow or spears**, shooting at Warriors.

-2   **Raw or Untrained.**

-3   **Rockets.**

-3   Using firearms whilst **mounted**.

+1   **Muzungu.**

+1   **Elite Soldiers.**

+1   **Elite Skirmishers.**

+1   **Elite Light Horse.**

+2   Armed with **breech-loaders** and target is in **Effective Range**.

+2   **Medium rifled guns** and target is in **Effective Range**.

+2   **Maxim** and target is in **Effective Range**.

+2   **Field gun or machine gun** and target is Soldiers in square.

+3   Armed with **repeaters** and target is in **Effective Range**.

SHOOTING OUTCOMES

Modified Dice Score	Effect
13 or less	Miss - no effect
14 - 18	Hit - Target Unit receives a Disorder Marker
19 - 20	Critical Hit - Target unit loses a base AND receives a Disorder Marker
Unmodified Dice Score*	**Effect**
20	Critical Hit - Target unit loses a base AND receives a Disorder Marker
Unmodified Dice Score - early machine gun	**Effect**
1	Weapon jams - Cannot fire **this** turn.

* Only if the shooting unit has no more than one Disorder Marker.