

10: "Return to East Africa."

East Africa was the home of a diverse collection of peoples, including some of the toughest fighters on the continent. Here is a further selection of interesting armies from this region.

64). THE KAMBA (Ag 0, Tribal).

The Kamba were one of the most numerous tribes of East Africa, and despite their lack of any central authority they were one of the few who were consistently able to stand up to the Masai. Unlike every other successful fighting people in the region the Kamba did not use spears or shields. Instead their weapons were the bow and the sword, with which they were exceptionally skilled. Some groups, especially in the south of the country, had adopted muskets early in the 19th century, but they never displaced the traditional archers.

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| Elite Skirmishers with bows (8 points) | 2 - 9 |
| Untrained Skirmishers with muskets (5 points) | 0 - 1 |

Home terrain may be either Savannah or Mountain.

Defences: Tembes, Pitfall traps.

Alliances: British in East Africa (List 32) can have Kamba allies.

65). KAVIRONDO (Ag 0, Tribal).

The Kavirondo region north-east of Lake Victoria was inhabited by a variety of different tribes. Notable among these were the warlike Abanyala and Abakusu, and the little kingdom of Wanga, whose rulers had taken the unusual step of prohibiting witchcraft and relied heavily on mercenaries. Most Kavirondo men wielded long spears and huge leather shields, but were not too keen on hand-to-hand combat: in fact Joseph Thomson suggested that the long spears were so popular because their users did not have to get too close to the enemy! The region was also notable for the extravagant and often bizarre headdresses sported by the warriors.

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| Spearman: Skirmishers (4 points), or Raw Warriors (4 points) | 2 - 9 |
| "Abaofu": Warriors (6 points) | 0 - 1 |
| Masai mercenaries: Elite Warriors (8 points) | 0 - 3 |
| Arab or Swahili Traders: Untrained Soldiers with muskets (7 points) | 0 - 1 |

- A minority of Skirmishers could have bows, but most would be spearman. Spearman units may consist of either Raw Warriors or Skirmishers, and units of different types may be mixed in the same army. This represents a possible coalition of clans with different fighting styles, as well as general uncertainty about how they should be classified. However, apart from this situation, an army must represent only one clan, and cannot combine options listed as applying to different clans.
 - Only Wanga may use Arabs or Swahilis, or more than 1 unit of Masai.
 - The "Abaofu" were the survivors of the ferocious Abakhoone clan, which had been dispersed by a coalition of the others earlier in the century. Only the Abanyala can use them.
- After 1889 an Abakusu army can re-arm up to 1 Skirmisher unit as untrained with muskets (5 points). After 1894 up to 1 base of this unit can replace its muskets with breech-loaders captured from the British (8 points).

Home terrain may be either Savannah or Coastal.

Defences: Tembes, Pitfall traps.

66. THE LUO (Ag 0, Tribal).

The Luo were close neighbours of the Kavirondo tribes but were of a different ethnic origin, having originally migrated from the Sudan. Although now mainly farmers, they had once been cattle herders and retained the heroic warrior ethos associated with that lifestyle, placing great emphasis on the fighting prowess of individual champions.

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| Luo Warriors (6 points) | 2 - 7 |
| Allied Kavirondo Skirmishers with spears or bows (4 points) | 0 - 2 |

- A Chief representing **Okore Oganda (1870 - 1879)** may be Outstanding (+25 points). If so, he must be part of an Elite Warrior unit. A Chief must always belong to an Elite unit if any are used.
- Up to 3 Warrior units may be upgraded to Elite (+2 points).

Home terrain may be either Savannah or Coastal.

Defences: Tembes, Pitfall traps.

67. THE ZANZIBARI REGULAR ARMY, 1877 - 1896 (Ag 1, Disciplined).

In 1877 the British helped Sultan Barghash of Zanzibar to establish a regular army, partly as a reward for his agreement to abolish the slave trade in East Africa. Unfortunately the army was unable to prevent him losing control of his mainland possessions to the Germans soon afterwards, though it did campaign alongside the British against dissident Swahili chiefs. The regular element of this "army" was actually only a single battalion strong and was said to be better at parades than actual fighting, but it was supported by large numbers of irregulars equipped in traditional Arab or Swahili style. It was relegated to garrison duty in the aftermath of the British bombardment of Zanzibar in 1896.

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| "New Soldiers": Raw Soldiers with breech-loaders (13 points) | 1 - 3 |
| Baluchis: Elite untrained Soldiers with muskets (11 points) | 0 - 1 |
| Arab and Swahili Irregulars: Untrained Skirmishers with muskets (5 points) | 1 - 4 |
| Light rifled field gun (40 points) | 0 - 1 |
| Gunboat (see page 27 of the rules for cost) | 0 - 1 |

- The Chief of a Zanzibari army would usually be a British officer, but there were not enough such officers to justify the presence of a Muzungu figure here. The Chief may, however, upgrade his own Soldier base to Elite, as permitted by the rules.
- No more than 1 field gun and 1 gunboat may be used, including any contributed by an allied contingent.

Home terrain is Coastal.

Defences: Town Walls, Tembes.

Allies: Arab/Swahili (List 20). British Naval Landing Party (List 25). British in East Africa (List 32).