

11: “Odds and Ends.”

We conclude these supplementary lists with a few extra armies which did not easily fit in elsewhere. Some of them are already covered in more general lists in the “Death In The Dark Continent” rulebook, but deserve more detailed treatment because of their wargaming popularity or their wider historical significance. Others are less well known, but are nevertheless worth consideration because of their intrinsic interest or potential as historical opponents for better known enemies.

68). THE HLUBI & PHUTHI, 1870 - 1879 (Ag 0, Organised).

The Hlubi were former subjects of the Zulus who had taken refuge in Natal with their chief Langalibalele. They lived there peacefully until 1873, when the Natal government became worried about the number of guns they had collected and tried to disarm them. This precipitated a brief war in which - after inflicting a surprise defeat on a not very efficient British column while crossing the Drakensberg Mountains – the Hlubi were dispersed, and Langalibalele was eventually captured. The Hlubi looked very like Zulus and had a similar regimental system, but by the 1870s they relied mainly on their guns. The Phuthi were another Zulu-influenced Sotho group who lived near the Orange River and also possessed plenty of guns, with which they were exceptionally good shots. They were finally defeated by the British in 1879, despite putting up a tough fight from their mountain stronghold.

Untrained Skirmishers with muskets (5 points)	2 - 9
Hlubi spearmen: Skirmishers with spears or Raw Warriors in any combination (4 points)	0 - 4

- An army from this list may represent either Hlubi or Phuthi, and may not combine options listed as applying to the other. The Hlubi options are allowed before 1874 only.
- A Chief may be a trained Light Horseman with musket (24 points) or breech-loader (33 points).
- Only Hlubi can have spearmen.
- Up to 2 Skirmisher units may replace their muskets with breech-loaders (8 points).
- Up to 1 unit of Hlubi Skirmishers with muskets, and any or all of the Phuthi fielded, may be upgraded to trained (7 points if armed with muskets, or 15 points with breech-loaders).
- Any or all Phuthi Skirmishers may be upgraded to Elite (+4 points if armed with muskets, +6 if with breech-loaders).

Home terrain is Mountain.

Defences: Tembes.

69). THE BARI (Ag 0, Tribal).

The Bari of the southern Sudan are named among the tribes covered by the Generic Villagers list (List 1 in the “Death in the Dark Continent” rulebook), but a people who had their own war named after them (the Bari War of 1871 to 1878) probably deserve the courtesy of their own list. The Egyptian armies which arrived in the 1870s under commanders like Samuel Baker and Charles Gordon were actually trying to suppress the slave trade, but by this time the activities of Khartoum slavers had turned the Bari against all outsiders, and they responded to peaceful overtures with hostility. They were fairly successful at this, on one occasion overrunning Baker’s camp and temporarily capturing a mountain gun. They were unable to put this gun to use, but they did use captured small arms very effectively. Understandably, Baker once described them as the most warlike tribe in Central Africa. By 1878 the Egyptians had given up on them, but the tribes soon discovered that the Mahdists who replaced them were far worse. By the time the British arrived in 1898 the Bari had been virtually destroyed.

Skirmishers with spears and/or bows (4 points)	2 - 9
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Skirmishers with muskets (7 points)

0 - 2

- Any or all spear or bow-armed Skirmishers may be upgraded to Elite (+4 points).
- After 1874 up to 1 base of musketeers may instead be armed with captured breech-loaders, but then count as untrained (8 points).

Home terrain is Grassland.

Defences: Tembes.

70). THE MUSGUM, BAMILEKE & BAMUM (Ag 0. Disciplined if Bamum after 1886, otherwise Tribal).

These were some of the most prominent of the pagan tribes which inhabited the grasslands between Lake Chad and Mount Cameroon, south of the region occupied by the Muslim Fulani. Many of these peoples fielded large numbers of horsemen; their elites used Hausa-Fulani style quilted body armour, but apparently not the horse armour. The kingdom of Bamum was situated in the interior of what became the German colony of Kamerun, but Europeans did not make contact with it until 1902. The Bamum King Njoya “the Great” (reigned 1886 to 1931) then became a loyal ally of Germany, and even equipped his army in local versions of German uniforms, but unfortunately this picturesque force lies just outside the time span of the rules. This reform does, however, support other evidence that Njoya’s kingdom was exceptionally well organised. Its more numerous Bamileke neighbours were similarly equipped but less centralised.

Heavy Cavalry with close combat weapons only (8 points)

1 - 2

Light Horse with spears (7 points)

0 - 4

Skirmishers with spears or bows (4 points)

1 - 5

- Options belonging to specific named armies may not be combined.
- Up to 4 bases of any type may be equipped with muskets, counting as untrained (9 points if Heavy Cavalry, 7 points if Light Horse, 5 points if Skirmishers).
- A Musgum army may not field more than 1 Heavy Cavalry unit, and replaces the compulsory Heavy Cavalry with a compulsory unit of Light Horse. Musgum may arm any or all Heavy Cavalry and/or Light Horse with throwing knives (11 points or 9 points respectively).
- Bamum only may replace any or all Light Horse with additional Heavy Cavalry, and/or upgrade up to 1 Heavy Cavalry unit to Elite as a Royal bodyguard (+4 points).

Home terrain is Savannah.

Defences: Town Walls, Tembes, Pitfall Traps.

71). THE GERMANS IN KAMERUN & TOGO, 1884 – 1899 (Ag 1, Disciplined).

The West African colonies of Kamerun and Togo were probably the most neglected backwaters in the German Empire, and it was not until the 1890s that expeditions began to penetrate the interior. Even then success was limited, mainly because of lack of funding and poor quality personnel: many of the early Polizeitruppen were actually slaves purchased from Dahomey, who revolted in 1893. Hauptmann von Gravenreuth’s 1891 mission to extend Kamerun’s borders westwards at the expense of the French was thwarted by the local Bakweri, who killed Gravenreuth and destroyed his column on the slopes of Mount Cameroon. Nevertheless this is an interesting option for players wishing to field a colonial force with reasonable numbers of less expensive troops, and the option for a Naval Landing Party with extra gunboats allows plenty of fire support.

Polizeitruppen: Raw Soldiers with breech-loaders (13 points).	2 - 5*
Schutztruppen (after 1893 only): Soldiers with breech-loaders (20 points) or repeaters (24 points)	0 - 3
Local auxiliaries: Skirmishers with spears (4 points), or untrained with muskets (5 points) in any combination	0 - 4
Gunboats (see page 27 of the rules for cost)	0 - 2
Light field gun (40 points)	0 - 1
Maxim gun (75 points)	0 - 1

- If any Schutztruppen are fielded, the compulsory minimum for the Polizeitruppen is reduced to 1.

Home terrain is Coastal.

Defences: Town Walls, Tembes.

Allies: German Naval Landing Party (List 25).

72). THE BRITISH IN MATABELELAND & MASHONALAND, 1896 - 1897 (Ag 1, Disciplined).

This is a particularly interesting colonial army, with a lot of flexibility and some unusual options. The Matabele had apparently been conquered by the British South Africa Company in 1893, but three years later they rose in revolt, encouraged by the fact that Dr. Jameson had taken most of the white police to be captured by the Boers in the Transvaal. The Shona also joined the revolt, which was only suppressed with the aid of British regulars from South Africa. The Muzungu represents the role of white scouts like Baden Powell, Selous and Burnham, whose heroic deeds were immortalised in their own accounts. (The reality did not always match the image, though. The trigger-happy Burnham infiltrated the village of Chief Jobani with a single companion and shot him – a feat made slightly less heroic by the fact that Jobani’s people were friendly, or had been until then.) Players are of course free to represent these characters with ordinary Light Horse figures if they feel that these accounts exaggerate their significance.

Muzungu with breech-loader (28 points) or repeater (30 points)	0 - 1
Bulawayo Field Force or similar volunteers and colonial police: Light Horse, up to half with repeaters (22 points), rest with breech-loaders (18 points)	2 - 4
Dismounted settlers or “Cape Boys”: Skirmishers with breech-loaders (15 points)	0 - 2
Imperial infantry: Elite Soldiers with repeaters (30 points)	0 - 1
Imperial Hussars: Elite Heavy Cavalry with repeaters (35 points)	0 - 1
Friendly Matabele “amabutho”: Warriors, up to half with muskets (8 points), rest 6 points	0 - 2
Other friendly Matabele, Shona or Tswana: Skirmishers, up to a quarter untrained with breech-loaders (8 points), rest with spears (4 points) or untrained with muskets (5 points)	0 - 3
Light field guns (40 points)	0 - 2
Nordenfelt or Gardner machine gun (36 points)	0 - 1
Maxim guns (75 points)	0 - 2

- Up to 2 units of Light Horse may be upgraded to Elite (+7 points).

Home terrain is Savannah.

Defences: Town Walls, Tembes, Wagon Laager.

Special Rules: Dynamite. The new settlers in this region included gold miners, who devised ingenious new uses for the dynamite which was one of the tools of their trade. One was for mines, hidden on the approaches to defensive positions and detonated electrically by a sentry on the approach of an enemy. We treat these the same as pitfall traps (see page 26 of the rulebook), except that all bases within 1 inch of the nearest part of the marker must throw a 5 or 6 to avoid being destroyed. A real mine costs 10 points, and a dummy 5. A player who is defending a town wall or

tembe in a “Planned Attack” game may place up to 5 real and 10 dummy mines in his own half of the table, just as for pitfall traps.

An even stranger explosive device was the “dynamite assegai”, which was basically a throwing spear fitted with a warhead and an impact detonator. These were given to picked men among the spear-armed Sotho “friendlies”, and were said to have a drastic moral effect on the enemy, even though they probably caused few if any actual casualties. Up to 4 bases of spear-armed Skirmishers can have these, at an extra cost of 5 points each. They have the same range and effect as ordinary throwing spears, except that in 1 turn per game the player can declare that the dynamite is being used. Any enemy unit shot at by a dynamite-armed base in that turn must test morale as if targeted by rockets or elephant guns (which may require 2 immediate tests if they are also vulnerable to the morale effect of firearms – see page 23 of the rules).

LIST AMENDMENTS.

A few amendments to the lists in the rule book have been proposed by players of “Death in the Dark Continent” since its release last year. Some of them have already appeared in this series of downloads and some have not, but here for convenience is the complete list. Please keep your suggestions coming.

LIST 13). TURKISH SLAVERS. Khartoum Arabs between 1874 and 1880 can have Mangbetu allies (List 10), but cannot combine them with any other allies except Azande.

Rabeh Zubair should be allowed Azande allies before 1891. After 1890 he was based too far to the west, and we can assume that any Azande who were still with him had become assimilated. Otherwise the rules about allies in this list remain the same.

LIST 15). ETHIOPIANS, & 52). GALLAS. This one is a straightforward mistake. Untrained Soldiers with muskets should be 7 points, not 9. This also applies to the “Zebena” in the Galla list.

LIST 16). WARRIOR HERDSMEN. The Nyaturu are a mysterious lot, but we do know that they had an extremely warlike reputation and a remarkable record of success against various invaders, at least until a famine almost destroyed them in the 1880s. Therefore the second bullet point in the notes to this list is amended to read:

Lotuka before 1883, Nyaturu before 1887, Turkana and Ila at any date, and Jie from 1893 onwards, may upgrade any or all of their Skirmishers to Elite (+4 points). A Jie army must consist entirely of Elite Skirmishers if its Chief is Loriang.

It makes no practical difference in the game, but the notes ought perhaps to mention that some tribes – notably the Suk, Samburu and Nyaturu – used bows as well as spears.

LIST 21). MATABELE, & 22). ZULUS. Elite Warriors with breech-loaders should cost 12 points, not 14.

LIST 21). MATABELE. Under the Rudd Concession of 1889 the British agreed to provide Lobengula with 1,000 Martini Henrys, which he seems to have kept under his control and issued to units on the most critical battlefronts. The result was that in some battles the Matabele had more breech-loaders than their British opponents. The present rule that up to a quarter of the musket-armed troops can be re-equipped with breech-loaders does not really reflect this, so replace it with the following:

After 1889, any or all musket-armed Skirmishers and Elite Warriors may replace their muskets with breech-loaders (12 points per base if Elite Warriors, 8 points if untrained Skirmishers).

This also gives the Matabele army a bit more distinctiveness, rather than just being a “poor man’s Zulu”, and the combination of Elite Warriors with breech-loaders should be fairly deadly, especially against native opponents. Unfortunately the heavily armed gunboat on the Zambezi which Lobengula was also promised does not seem to have materialised!

LISTS 45). PRAZEIROS ETC. & 50). BAROTSE. Chikunda (from List 45) can have Barotse allies, and vice versa.