

**“DEATH IN THE DARK CONTINENT”, Supplementary Lists 8:
“Slave-raiders of the Savannah”.**

Along the southern edge of the Sahara, between Sokoto in the west and Khartoum in the east, were several Muslim states which based their armies on cavalry and their economies on slave-raiding. Like the Hausa-Fulani emirates to the west, most of them featured the colourfully attired “knights of the savannah”, with both men and horses protected from missiles by quilted armour.

58). BORNU (Ag 1, Organised).

To the east of the Sokoto Caliphate, on the shores of Lake Chad, lay Sokoto's great rival Bornu. This was a very ancient state which had been largely re-invented as a good Muslim kingdom in the 19th century under the “Shehu” al-Kanemi and his son Umar. It was overthrown by Rabeh Zubair in 1892. The Bornu army relied heavily on local Kanembu and Shuwa Arab tribesmen. The Kanembu fought mainly on foot as archers and shield-carrying spearmen. The Shuwa were equipped mainly with light spears, but they were said to be the best fighters in the army and the regime relied heavily on their loyalty.

Protected Heavy Cavalry with close combat weapons only (10 points)	1
Heavy Cavalry with close combat weapons only (8 points)	0 - 1
Arab, Kanuri or similar cavalry: Light Horse with spears (7 points)	1 - 3
Kanembu spearmen: Warriors (6 points)	0 - 3
Kanembu or Mungu archers: Skirmishers with bows (4 points)	0 - 2
Untrained Skirmishers with muskets (5 points)	0 - 2
Untrained Smoothbore Cannon (10 points)	0 – 1

- The Protected Heavy Cavalry unit may be upgraded to Elite (+4 points).
- Up to 1 Light Horse unit may be upgraded to Elite (+4 points) as Shuwa Arabs. Up to 1 unit of non-Elite Light Horse may be re-equipped with muskets, but then counts as untrained (7 points).
- Up to 4 bases in total of Heavy Cavalry, non-Elite Light Horse, or Skirmishers may be equipped with throwing knives (+2 points).

Home terrain is Savannah.

Defences: Town Walls, Tembes, Pitfall traps.

Allies: Touareg (List 6).

59). BAGIRMI (Ag 1, Organised).

Bagirmi was another Islamic savannah empire, situated to the east of Lake Chad and at various times at least nominally subject to Bornu or Wadai. Bagirmi was less influenced by Muslim culture than Bornu or Sokoto, but its people - especially the Sara - were said to be bigger and more warlike. It was off the main caravan routes, so had less access to new technology than its western neighbours, and relied even more heavily on slave-raiding. According to the German explorer Gustav Nachtigal not only the pagan troops like the Musgum, but even most of the Muslims, preferred throwing knives to spears. Bows were used mainly by foreigners like the Fulani. Bagirmi was conquered by Rabeh Zubair during his 1892 campaign, and came under French control after his defeat in 1899.

Protected Heavy Cavalry with close combat weapons only (10 points)	1
Arab or Musgum cavalry: Light Horse with spears (7 points) or throwing knives (9 points)	1 - 4
Sara, Bua or other tribal Skirmishers: up to half with spears (4 points), rest with throwing knives	

(6 points)	0 - 4
Fulani traders: Skirmishers with bows (4 points)	0 - 1
Untrained Skirmishers with muskets (5 points)	0 - 1
Skirmishers with muskets (from 1872) (7 points)	0 - 1*
Untrained Smoothbore Cannon (10 points)	0 - 1

- The Heavy Cavalry unit may be armed with throwing knives (+2 points) and/or upgraded to Elite (+4 points).
- One unit of Arab Light Horse may be untrained with muskets (7 points).
- * The trained musketeers represent a group of Nachtigal's men who assisted a Bagirmi slave raid in 1872 (without his permission), and proved to be much better shots than the Bagirmi themselves. No further date restrictions have been placed on this unit, however, as there are likely to have been similar unrecorded incidents involving other expeditions. This unit may not comprise more than 2 bases.

Home terrain is Savannah.

Defences: Town Walls, Tembes, Pitfall traps.

60. WADAI & DARFUR (Ag 1, Organised).

Wadai was located between Bagirmi and Darfur, and was usually at war with one or both of them. Its people were regarded as primitive because they had no walled towns, but they nevertheless managed to conquer Bagirmi temporarily in 1871. They were usually short of artillery (though they had captured some from Bornu in 1846), but the trans-Sahara trade route through Wadai remained active long after its rivals had declined, enabling its rulers to acquire modern small arms via Libya. Wadai avoided destruction by Rabeh Zubair, though one of its southern provinces, Dar Runga, was briefly forced into an alliance with him. The kingdom was finally conquered by the French in 1909. Darfur was situated further east, on the western frontier of the Egyptian Sudan, and had already lost its easternmost provinces to the Khartoum slavers by the start of our period. Despite the support of an Egyptian expeditionary force it was overrun after the Battle of Manawashi in 1874, and in 1885 came under Mahdist control, though the people continued to resist. In 1898, after the fall of the Mahdist regime, Darfur enjoyed a brief return to independence under Ali Dinar Zakariya. He replaced the old feudal levy with a new army of "Manadib" regulars, and ruled fairly successfully until he came unstuck after backing the Turks in World War I.

Heavy Cavalry with close combat weapons only (8 points)	0 - 2
Arab, Toubou or Baele cavalry: Light Horse with spears (7 points)	1 - 3
Toubou, Baele, Maba and other Skirmishers: up to half with throwing knives (6 points), rest with spears or bows (4 points)	1 - 4
Untrained Skirmishers with muskets (5 points)	0 - 2
"Kashkangiya": untrained Soldiers with elephant guns (from 1898 only) (10 points)	0 - 1
Untrained Smoothbore Cannon (10 points)	0 - 1

- Darfur before 1875, and Wadai at any date, may upgrade up to 1 Heavy Cavalry unit to Protected (+2 points) and/or Elite (+4 points).
- One unit of Arab Light Horse may be untrained with muskets (7 points).
- After 1880 Wadai can upgrade up to 1 unit of Skirmishers of any type to untrained with breech-loaders (8 points). After 1887, up to 1 unit can have breech-loaders and 1 repeaters (11 points).
- The Kashkangiya were a bodyguard unit raised by Ali Dinar, and can only be used by Darfur.

Home terrain is Savannah if Wadai, Mountain if Darfur.

Defences: Wadai: none. Darfur: Town Walls, Tembes.

Alliances: Between 1871 and 1872 only, Darfur may have Egyptian allies (List 12). Rabeh Zubeir (List 13) may have Wadai allies between 1890 and 1894.