

“DEATH IN THE DARK CONTINENT”, Supplementary Lists 9: “Lost Kingdoms, Part Two.”

These three armies complete our list of the “Lost Kingdoms” which survived unscathed in the remote heart of the continent until European explorers arrived in the late 1880s and early 1890s (see Supplement 5: “Lost Kingdoms Part One”).

61). GARENGANZE, 1870 - 1891 (Ag 1, Organised).

The state of Garenganze, in what is now the Katanga region of the Congo, was founded by a Nyamwezi adventurer named Msiri, who discovered that his guns gave him a decisive advantage in this region where they had previously been unknown. By the time the first Europeans arrived in the early 1880s he had established a thriving multi-ethnic kingdom, rich in ivory and copper. However the state was held together only by the personality of Msiri himself, and it disintegrated after his death at Belgian hands in December 1891. Europeans’ opinions of Msiri varied dramatically: “a thorough gentleman” in some eyes, to others he was Africa’s “cruellest tyrant” (a title for which, of course, he had some pretty strong competition).

Nyamwezi adventurers: Soldiers with muskets (9 points)	0 - 1
Basanga and other locally recruited gunmen: Skirmishers with muskets (7 points) or untrained	
Skirmishers with muskets (5 points) in any desired proportion	1 - 5
Basanga, Baluba and similar local spearmen: Skirmishers with spears (4 points)	1 - 4

- The Chief may be a Soldier or Skirmisher with musket (24 or 22 points respectively), or, after 1883, with breech-loader (35 or 30 points). Expeditionary forces were sometimes commanded by one of Msiri’s 500 wives.
- After 1883 up to 2 bases of Soldiers may be re-equipped with breech-loaders, but they then count as untrained (13 points).

Home terrain is Savannah.

Defences: Tembes, Pitfall traps.

Allies: Ovimbundu (List 43). Mambari (List 45).

62). THE BUSHONGO (Ag 1, Organised).

The Bushongo kingdom (often known by its Luba name of Kuba) was situated on the River Sankuru, a southern tributary of the Congo. The people were not especially numerous but they were well organised, with a formal military hierarchy, and for several centuries they had dominated the neighbouring tribes. One explorer, Emil Torday, compared them to the Romans. The same observer's claims that their early success was due to the use of throwing knives (otherwise virtually unknown this far south) are pure speculation. In fact the Bushongo had abandoned all missile weapons several centuries ago, only reintroducing bows gradually during the 19th century. In this period the main strength of the army lay in its close fighting troops armed with heavy cutting swords and large shields.

Bushongo Warriors (6 points)	2 - 7
Bakongo or Bashilele Archers: Skirmishers with bows (4 points)	0 - 2
Pygmies with bows (7 points)	0 - 1

- A Bushongo Chief must be a Warrior.
- Up to 1 Warrior unit may be upgraded to Elite as royal slave soldiers (+2 points). King Bope Mobinji, who died in 1885, allegedly had over a hundred sons of military age, whom he organised

into a bodyguard. Therefore before 1886 only, a second Warrior unit of no more than 3 bases may also be Elite.

Home terrain is Savannah.

Defences: Pitfall traps.

63). THE BENA RIAMBA (1870 - 1889) (Ag 0, Tribal).

Around 1865 a section of the Bashilange (a Luba people of the southern Congo) adopted a new religion based on the smoking of cannabis, and hence became known as the Bena Riamba or "Children of Hemp". They abolished witchcraft and prohibited the use of all traditional weapons apart from sticks, so that possession of a gun became virtually an essential requirement for a Bena Riamba warrior. However they were too spiritually inclined (or just too stoned) to be particularly good fighters. They became loyal allies of the German explorer Hermann von Wissmann, who they believed was a reincarnation of one of their founders, but in 1889 Wissmann repaid them by leading them from their homes and persuading them to submit to the Congo Free State authorities, who promptly reduced them to servitude.

Untrained Skirmishers with muskets (5 points)	2 - 9
Poorer fighters armed only with wooden staves: Raw Skirmishers (2 points)	0 - 3

Home terrain may be either Savannah or Forest.

Defences: Pitfall traps.

Allies: Explorer (List 24) (after 1881 only).