



# IN THE DARK CONTINENT

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This set includes lists and additional rules that allow you to play with Smooth&Rifled the Pre-Colonial Age in Africa, the European explorations and the Tribal wars in the Dark Continent.

You can purchase Smooth&Rifled at <http://www.dadiapiombo.com/smooth.html>. Follow the updates on Smooth&Rifled at <http://smooth-and-rifled.blogspot.com>

## ADDITIONAL RULES

**Assegai.** Assegai was a light spear used for a softening range attack. It can be thrown without penalty for movement only before a charge (max range 8cm, hits at 7). Aiming is allowed also for this weapon.

**Spear and machete.** They are melee weapons.

**Shield.** Shields provide light cover for shooting of bows and other throwing weapons if at 180°.

**Kpinga.** It is a throwing knife. 10/X means that if used as a missile weapon is a one use weapon. The figure can subsequently recover his kpinga if the launch was successful. Removing the weapon takes 1 Action. The figure killed by this weapon should not be removed unless it is exchanged for a marker so players know where the kpinga is when they come to recover it. Kpinga is a melee weapon if in melee.

**Witchdoctor.** A Witchdoctor works like a standard beaver and a musician at the same time. His MV is 5.

**Skirmishers and Fast Mob.** See Addenda (download it from the blog).

**Marksmen.** Marksmen cannot fire by Group.



## ARMY LISTS



# MASAI OR NGONI

### Warriors

**AV=2/2/3; C=4; Impetus Ferocious, Fast Mob**

0-1 Leader (Leader/Officer), assegai (8/X) and shield, 27 pts

1 Young Leader, assegai (8/X) and shield, 22 pts

0-1 Witchdoctor (=standard bearer+musician) 21 pts

6-20 Warriors, assegai (8/X) and shield, 17 pts

### Notes&Upgrades

This list is suitable also for other peoples influenced by Zulu tactics. For these peoples you can drop the characteristic Ferocious at -3 pts per figure.

You can upgrade one or more figures to Scout, +2 pts per figure.

You can upgrade the Unit to Veterans, +3 pts per figure.

You can upgrade the Unit to Fanatic, +2 pts per figure.

One every 6 warriors can be provided, at no extra cost, with musket (instead of assegai and shield). As they are poor shots there is no difference if smoothbores or rifles and are rated 20/2. Cannot fire by group.





# AFRICAN WARLORDS

## Veteran Warriors

AV=2/2/3; C=4; Ferocious, Skirmishers, Veterans

0-1 Leader (Leader/Officer), spear and shield, 27 pts

1 Young Leader, spear and shield, 22 pts

0-1 Witchdoctor (=standard bearer+musician) 21 pts

6-24 Warriors, spear and shield, 17 pts

## Notes&Upgrades

You can upgrade one or more figures to Scout, +2pts per figure.

You can upgrade the Unit to Veterans, +3pts per figure.

You can upgrade the Unit to Fanatic, +2pts per figure.

Native musketeers are poor shots so there is no difference if smoothbores or rifles. Cannot perform Group Fire.

## Native musketeers

AV=2/2/3; C=3

0-1 Officer or European Explorer/Slaver (leader), sabre and revolver (10/0), 19 pts

1 Leader, muzzleloading rifle (30/2), machete or other melee weapon, 21 pts

0-2 Scouts, musket (20/2), machete, scout, 11 pts

6-20 Musketeers, musket (20/2), 7 pts

## Notes&Upgrades

Native musketeers were poor shots so there is no difference if smoothbores or rifles. Anyway the Unit can be better trained and so armed with a muzzleloading rifle (30/2) at +4pts per figure (all). Cannot perform Group Fire.

# AZANDE or NIAM NIAM

## Warriors

AV=2/2/3; C=4; Impetus Ferocious, Skirmishers

0-1 Leader (Leader/Officer), spear and shield, 27 pts

1 Young Leader, spear and shield, 22 pts

0-1 Witchdoctor (=standard bearer+musician) 21pts

6-18 Warriors, spear and shield and kpinga (10/X), 20 pts

0-6 Archers, Bow with poisoned arrows (16/0), 22 pts

## Notes&Upgrades

You can upgrade one or more figures to Scout, +2pts per figure.

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You can upgrade the Unit to Veterans, +3pts per figure.

You can upgrade the Unit to Fanatic, +2pts per figure.

Kpinga is a throwing knife (see special rules above).

Poisoned arrows double MV values to their victims.

One every 3 warriors can be provided, at no extra cost, with musket (instead of spear and shield). As they were poor shots there is no difference if smoothbores or rifles and are rated 20/2. Cannot fire by group.

## ZANZIBARIS

### Arabs irregulars or Baluchi mercenaries

**AV=2/2/3; C=4; Impetus, Fast Mob**

0-1 Leader, (Officer) small shield and sword, 24 pts

1 Leader, small shield and sword, 19 pts

0-1 Standard bearer, flag, 16 pts

6-20 Warriors, small shield and sword, 14 pts

#### Notes&Upgrades

You can upgrade one figure to Scout at +2 pts.

You can upgrade the Unit to Veterans, +3pts per figure.

If Askari are not used, one every 2 warriors can be provided with musket (instead of small shield and sword) at +3 pts. They were poor shots there is no difference if smoothbores or rifles and are rated 20/2.

Cannot fire by group.

### Ruga Ruga mercenaries

**AV=2/2/3; C=4**

0-1 Arab Leader (Officer), small shield and sword, 19 pts

1 Leader, muzzleloading rifle (30/2), machete or other melee weapon, 23 pts

0-2 Scouts, muzzleloading musket (30/2), machete, scout, 17 pts

6-20 Musketeers, muzzleloading musket (30/2), 13 pts

#### Notes&Upgrades

Cannot perform Group Fire.

You can upgrade the Unit to Veterans, +3pts per figure.

### Askari

**AV=1/2/3; C=4**

0-1 Arab Leader (Officer), small shield and sword, 21 pts

1 NCO (leader), muzzleloading rifle (30/2), sabre, 25 pts



0-1 Standard bearer, flag, 13pts

6-20 Askari, muzzleloading rifle (30/2), 18 pts

### Notes&Upgrades

You can upgrade one figure to Scout at +2 pts.

You can upgrade the Unit to Veterans, +3pts per figure.

Change MLR with BLR (Breechloading rifles 30/1) at +4 per weapon (change all).

## JUNGLE CANNIBAL TRIBES

### Warriors

**AV=2/2/3; C=4; Ferocious, Terrain, Skirmishers**

0-1 Leader (Leader/Officer), spear and shield, 27 pts

1 Young Leader, spear and shield, 22 pts

0-1 Witchdoctor (=standard bearer+musician) 21 pts

4-12 Warriors, spear and shield, 17 pts

4-12 Archers, Bow (16/0), 19 pts

0-4 Musketeers, musket (20/2), 17 pts

### Notes&Upgrades

You can upgrade one or more figures to Scout, +2pts per figure.

You can upgrade the Unit to Veterans, +3pts per figure.

You can upgrade the Unit to Fanatic, +2pts per figure.

Native musketeers are poor shots so there is no difference if smoothbores or rifles. Cannot perform Group Fire.



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# PYGMIES

## Warriors

**AV=2/2/3; C=4; Ferocious, Terrain, Slow Skirmishers**

0-1 Leader (Leader/Officer), spear and shield, 25 pts

1 Young Leader, spear and shield, 20 pts

0-1 Witchdoctor (=standard bearer+musician) 19 pts

0-4 Warriors, spear and shield, 15 pts

8-24 Archers, Bow (16/0), melee weapon, 19 pts

## Notes&Upgrades

Slow Skirmishers work like Skirmishers but they can move up to 6cm instead of 8cm, also if they move singly.

You can upgrade one or more figures to Scout, +2pts per figure.

You can upgrade the Unit to Veterans, +3pts per figure.

You can provide all Archers with poisoned arrows at +3 pts per figure. Poisoned arrows double MV values to their victims.

One or more Archer can be upgraded to Marksman at +5pts per figure. If Marksmen cannot perform Group fire.

# EUROPEAN EXPLORERS AND SLAVE TRADERS

## White men

**AV=1/2/3; C=4**

0-1 Chief Explorer/Slaver (officer-leader), sabre and revolver (10/0), 23 pts

1 Second in chief (leader), muzzleloading rifle (30/2), sabre, 25 pts

0-2 Guides, muzzleloading rifle (30/2), machete, scout, 22 pts

0-1 Standard bearer, flag, 13 pts

4-12 White men, regulars or mercenaries, muzzleloading rifle (30/2), 18 pts

0-8 Civilians, muzzleloading rifle (30/2) 16 pts

0-4 Unarmed civilians, -5pts

0-10 Porters, -3pts

## Notes&Upgrades

Machete is a melee weapon. White men and mercenaries can be equipped with machete at +2 pts per figure.

Change MLR with BLR (Breechloading rifles 30/1) at +4 per weapon (change



all) .

Civilians have C=3. Regulars and mercenaries can be upgraded to C=5 at +2 pts per figure. They can be provided with bayonet at +2pts per figure.

Unarmed civilians and Porters can perform only group movements and can be lead also by a white man. They are automatically eliminated (captured if unarmed civilians) if contacted by enemy figures. If 1/3 rounded up of porters is lost then all porters flee (eliminated). Porters count as 1/2 pt (each) on Morale Value, unarmed civilians (usually the family of the leader) count 4 MV or 8 MV if captured.

### **Askari**

**AV=1/2/3; C=4**

0-1 European Officer (leader), sabre and revolver (10/0), 23 pts

1 NCO (leader), muzzleloading rifle (30/2), sabre, 25 pts

0-1 Standard bearer, flag, 13pti

6-20 Askari, muzzleloading loading rifle (30/2) 18 pts

### **Notes&Upgrades**

You can upgrade one figure to Scout at +2 pts.

Change MLR with BLR (Breechloading rifles 30/1) at +4 per weapon (change all). They can be provided with bayonet at +2pts per figure.

### **Native musketeers**

**AV=2/2/3; C=3**

0-1 European Officer (leader), sabre and revolver (10/0), 19 pts

1 Leader, muzzleloading rifle (30/2), machete or other melee weapon, 21 pts

0-2 Scouts, musket (20/2), machete, scout, 11 pts

6-20 Musketeers, musket (20/2), 7 pts

### **Notes&Upgrades**

Musketeers can be equipped with machete at +2 pts per figure.

Native musketeers were poor shots so there is no difference if smoothbores or rifles. Cannot perform Group Fire.

## **28mm FIGURES TO PLAY THE PERIOD**

Copplestone Castings <http://www.copplestonecastings.co.uk/>

Foundry Miniatures <http://wargamesfoundry.com/>

North Star <http://www.northstarfigures.com/>

Old Glory <http://www.oldgloryminiatures.com/>