

## BALUCHI MATCHLOCKMEN



### C-CLASS INFANTRY

**move 2 & battle 0.**  
**move 0-1 & battle 3-2-1.**  
**unit strength: 8 men.**

The Baluchi are predominantly Sunni Muslim, seminomadic pastoralistic people. Often poor, many try their luck as mercenary soldiers, often in Arabic service.

## ARAB TRADERS/SLAVERS



### B-CLASS INFANTRY

**move 2 & battle 0.**  
**move 0-1 & battle 4-3-2-1.**  
**unit strength: 8 men.**

Armed Arab(s) (traders) - often in the slave business... - are never found in great numbers outside their homeland, but rely instead on askari & mercenaries to fill the ranks of their armies.

## NATIVE PORTERS & VILLAGERS



### C-CLASS INFANTRY

**move 2 & battle 0.**  
**move 0-1 & battle 3.**  
**unit strength: 8 men.**

Armed with tools, knives, clubs etc. Unit scores *hits* with crossed sabers **ONLY**:



## ASKARI



### B/C-CLASS INFANTRY

**move 2 & battle 0.**  
**move 0-1 & battle 4-3-2-1.**  
**unit strength: 8 men.**

"Askar" means "soldier" in Arab. Since Askari might be better armed than Baluchi, they are here given B-Class battle performance, but **C-Class** morale level.

## SCHUTZTRUPPE ASKARI



### B-CLASS INFANTRY

**move 2 & battle 0.**  
**move 0-1 & battle 4-3-2-1.**  
**unit strength: 8 men.**

The Schutztruppe Askari are superior German trained native soldiers, forming the bulk of the German colonial police force.

## D.A.K. GERMAN INFANTRY



### A-CLASS INFANTRY

**move 2 & battle 0.**  
**move 0-1 & battle 4-3-2-1**  
(with "fire twice" option).  
**unit strength: 6 men.**

Often, threats to Germany territory (or German ambition...) on the Dark Continent are too much for the Schutztruppe to handle and troops from the *Fatherland* are called in, taking some time to adapt to tropical conditions. **Therefore (in campaign games), during their first ... (number of battles) they have only B-Class morale.**

## COLONIAL MOUNTED VOLUNTEERS



### A/B-CLASS CAVALRY

**move 0-3 & melee 3 (B-class).**  
**move 1 & fire 0-2-1 (A-Class).**  
(without "fire twice" option).  
**unit strength: 5 men.**

"Born & bred on horseback", mounted colonial volunteers shoot from the saddle, preferring to skirmish from a distance, with A-Class *fire* power (without the "fire twice" option) and B-Class *morale* and *close combat* power.

## COLONIAL VOLUNTEERS



### A/B-CLASS INFANTRY

**move 2 & battle 0.**  
**move 0-1 & battle 3-3-2-1**  
(without "fire twice" option).  
**Unit strength: 6 men.**

Used to outdoor conditions, colonial volunteers are well armed, but lack both training and steadfastness of regular European units. Therefore these units **battle** as A-Class (without the "fire twice" option), but are **B-Class** for *morale* purposes.

## D.A.K. GERMAN JÄGERS



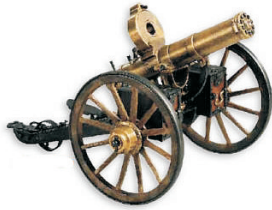
### A\*-CLASS INFANTRY

**move 0-2 & battle 4-3-2-1**  
(without "fire twice" option).  
**unit strength: 6 men.**

Jägers may fire first and then move; or move 1 hex, fire and **fall back** 1 hex. They suffer from "flags" thrown (morale) when their strength drops below **5** figures.

Often, threats to Germany territory (or German ambition...) on the Dark Continent are too much for the Schutztruppe to handle and Jägers from the *Fatherland* are called in.

## MACHINE GUN OPERATED BY EUROPEAN REGULARS (foot)



### A-CLASS

move 1 & battle 0.

move 0-1 & battle 4-4-3-3-2.

unit strength: 4 men.

Normally, MG's are served by 2 figures, the other 2 being rifle armed infantry (token figures for casualty purposes).

## MODERN FIELD ARTILLERY (foot) (EUROPEAN REGULARS)



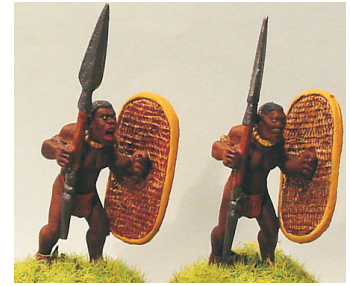
### A-CLASS

move 1 & battle 0.

move 0 & battle 4-3-3-2-1-1.

unit strength: 4 men.

## NATIVE SPEARMEN



### C-CLASS INFANTRY

move 2 & battle 0.

move 0-1 & battle 3.

unit strength: 8 men.

The mainstay of most native tribal forces.

## NATIVE ARCHERS



### C-CLASS INFANTRY

move 2 & battle 0.

move 0-1 & battle 3-2-1.

unit strength: 8 men.

Many native tribesmen were skilled in the use of bow and arrow when hunting wild animals, but also in battle...