

	Normal Move	Rough Move	4"	8"	16"	32"	Reload	Close Combat	Points
Europeans	3"	2"	2	3	3	4	2	+2	40
Elite Askaris	3"	2"	3	3	4	6	3	+1	20
Baluchis	3"	2"	3	3	5	-	5	+2	14
Other Askaris	3"	2"	3	3	5	-	4	+1	6
Native Musketeers	4"	3"	4	5	6	-	4	0	4
Pygmies	4"	4"	2	5	-	-	-	-2	8
Other Archers	4"	3"	3	5	-	-	-	0	4
Agile Spearmen	5"	3"						+2	8
Warrior Spearmen	4"	3"						+3	9
Other Spearmen	4"	3"						+1	4

**Shooting Modifiers**      Target in cover: -1      Pygmy in cover: -2      Unaimed Shot: -2

**Hand-to-Hand Combat**      Each figure rolls 1D6 +/- Close Combat modifier above  
 Winner gets 1 hit      Hit becomes a kill on roll of 4+

### Sequence of Play

1. Officers roll for Command Points (CPs)
2. Encouraged Troops take actions
3. Unencouraged troops take 1 action
4. Resolve Hand-to-Hand Combats
5. Enemy takes Panic Tests and moves fleeing figures.

### Panic Tests

Taken when:

- ❖ See friend killed within 6" (each)
- ❖ Surprised by ambush within 6"
- ❖ Own force reduced to 1/2 strength this turn
- ❖ Own force's baggage has been destroyed

#### Roll 1D6:

- 1: Rout from enemy until rallied or exits table
- 2-3: Hesitate: no shoot/move toward enemy next turn
- 4-6: Carry On

#### Modifiers:

- ❖ Own force below 1/2 strength: -2
- ❖ Non-European ambushed by Pygmies: -2
- ❖ Tester is European, Elite Askari or Agile/Warrior Spearman: +2

### Command & Control

Each officer not in combat rolls 1D6 for CPs (-2 if intends to shoot this turn)

#### Command costs:

- ❖ Encourage 1 figure within 6": 1 pt.
- ❖ Encourage 1 figure over 6": 2 pts.
- ❖ Encourage 1 figure over 12": 3 pts.
- ❖ Rally 1 routing figure: 3 pts.

1. Officers are always Self-Encouraged
2. Encouraged figures can take any action
3. Unencouraged may do 1 of:

- ❖ Halt & take no action
- ❖ Start the game advancing in same direction as nearest officer; or continue advancing if did so last turn, but not closer than 3" to enemy
- ❖ Move to nearest cover within 3"
- ❖ Attempt to reload a weapon
- ❖ Take an unaimed shot within 45° of front
- ❖ Retire at full speed away from enemy (Except European, Elite Askari or Warrior Spears)