

DEATH IN THE DARK CONTINENT QUICK REFERENCE SHEET

TURN SEQUENCE (page 26)

- 1 **RALLY** (page 27)
- 2 **LATE ARRIVALS** (page 28)
- 3 **RETIREMENT MOVES** (page 29)
- 4 **MOVEMENT** (page 30) - Side 1 moves one unit, then Side 2, and so on. Repeat until all units have moved (or declared 'not moving.')
- 5 **SHOOTING** (page 32)
- 6 **CLOSE COMBAT** (page 37)
- 7 **MORALE TESTS** (page 41)
- 8 **CHECK VICTORY CONDITIONS** (page 42)

1. RALLY (page 27)

Natural 6 = remove a disorder marker

- | | |
|-------|---|
| 1 D6 | Each Raw unit |
| 2 D6 | Each other unit |
| +1 D6 | For one unit within 4" of its Chief (+2 D6 if Outstanding – can be split between two units) |

4. MOVEMENT RATES (page 30)

	Good	Difficult
Skirmishers	2 D6+2	2 D6
Warriors	2 D6	1 D6
Soldiers	1 D6+2	1 D6
Muzungu	1 D6+2	1 D6-1
Pygmies	1 D6+1	1 D6+1
Heavy Cavalry	3 D6	1 D6-1
Light Horse or Camels	3 D6+4	1 D6
Medium Artillery	1 D6-1	Not allowed
Baggage, other Artillery, MGs, Rockets	1 D6	1 D6-2

5. SHOOTING (page 34)

Maxim guns	Roll 5 D20
Other machine guns	Roll 3 D20 (jam on any roll of a 1)
Field guns in effective range	Roll 3 D20
All others	Roll 1 D20

EFFECTS OF DISORDER (page 41)

2+ markers	Unit cannot score a 'critical hit' on an unmodified 20 when shooting
3 or 4 markers	Unit cannot advance within 6" of visible enemy. If already within 6", Light Horse or Heavy Cavalry must retire, Camel riders must dismount; all others halt
5+ markers	Unit destroyed and removed

5. SHOOTING RANGES (page 32)

	Effective	Maximum
Non-firearms	3"	3"
Muskets	4"	4"
All Untrained troops with firearms	4"	4"
Elephant guns	4"	8"
Breech-loaders	8"	20"
Repeaters	8"	20"
Smoothbore artillery	8"	20"
Rifled artillery and rockets	12"	48"
Early machine guns	8"	20"
Maxim guns	16"	24"

5. SHOOTING PROCEDURE (page 34)

- +3 Shooters using repeaters within effective range
- +2 Shooters using breech-loaders, medium rifled guns, or machine guns (including Maxims) within effective range
- +2 Artillery or machine guns shooting at Soldiers in square
- +1 Shooters are Muzungu, bow-armed Pygmies, Elite Soldiers, Elite Skirmishers, or Elite Light Horse
- 1 For every disorder marker on shooting unit
- 1 Target is Warriors being shot at with bows or spears
- 1 Target is on foot, and is Pygmies in cover or other troops inside a boma (unless shot at with field guns or machine guns)
- 2 Target is protected Heavy Cavalry (unless shot at with firearms)
- 2 Target is Skirmishers or Pygmies
- 2 Shooters have moved or turned this turn and are using firearms beyond 4" range
- 2 Target is on foot and ended the turn in cover (do not count if the target is counting other minuses for fortifications or cover)
- 2 Shooters are Raw or Untrained
- 3 Target is beyond effective range, or being shot at with rockets
- 3 Shooters are using firearms while mounted
- 3 Target is on foot and in trenches or inside a wagon laager (unless shot at with field guns)
- 4 Target is on foot and behind a stone or mud wall, or occupying a tembe or solidly constructed buildings

5. SHOOTING OUTCOMES (page 35)

14+ inflicts	1 disorder marker
19+ inflicts	1 disorder marker and removes 1 base
Unmodified 20 inflicts	1 disorder marker and removes 1 base (but only if shooters have 1 or no disorder markers)

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6. CLOSE COMBAT PROCEDURE (page 38) (if attacking infantry or mounted)

+2	Attackers are Warriors, Heavy Cavalry, Elite Soldiers or Elite Skirmishers
+2	Defenders are Skirmishers, Light Horse or bow-armed Pygmies
+2	Defenders are Raw
+2	If any attacking unit's bases is in contact with the flank or rear of an enemy base that is also engaged frontally, and not Soldiers in square
+1	Attackers are Elites other than Soldiers or Skirmishers
+1	Own chief within 2" of any part of attacking unit (additional +1 if Chief is Outstanding)
+1	For each disorder marker on defending unit
-1	Defenders are Elite
-1	Defenders are Warriors or Heavy Cavalry, or Soldiers in square
-1	For each disorder marker on attacking unit
-1	Defenders armed with muskets, in the first turn of combat against this attacker*
-1	Defenders armed with breech-loaders or repeaters, in the second and subsequent turns of combat against this attacker*
-1	Own Chief within 2" of defending unit (additional -1 if Chief is Disciplined)
-2	Defenders armed with breech-loaders, repeaters or elephant guns, in the first round of combat against this attacker*
-2	Attackers are Raw
-3	All defending bases in contact are on foot and behind a boma, inside a fortification or wagon laager, or on top of a town wall

*do not count if defenders are Warriors or any mounted troops

6. COMBAT OUTCOMES (page 39) (if attacking infantry or mounted)

1 or less	Defenders stand firm. Attackers lose a base of their player's choice, take 2 disorder markers and fall back 2 D6", still facing the enemy.
2 or 3	Defenders stand firm. Attackers take 2 disorder markers and fall back 2 D6", still facing the enemy.
4	Attackers temporarily break in before being driven off. They fall back 1 D6", still facing the enemy. Both units receive a disorder marker. Any unit fighting Warriors must lose a base of their player's choice (even if they are Warriors).
5	Bitter hand-to-hand struggle – neither side gives ground. A unit fighting Warriors must lose a base of their player's choice. Continue combat next turn.
6	Defenders are driven back but maintain order. They receive 2 disorder markers, must fall back 2 D6" facing the enemy. Defenders also lose a base if fighting against Warriors, or 3 bases if fighting against Heavy Cavalry in good going.
7 or more	Defenders lose their nerve and flee, but are cut down. Unit is destroyed and removed from table.

6. OTHER CLOSE COMBAT PROCEDURE (page 40) (if attacking artillery, rockets or mountain guns)

+2	If the attacking unit starts its move entirely outside the defenders' arc of fire
+1	Attackers are mounted troops
+1	Attackers are Elite
+1	Defenders are rocket launchers
-1	Attackers are Raw
-2	Defenders are machine guns (including Maxims) and not currently out of action due to jamming

6. COMBAT OUTCOMES (page 40) (attacking artillery, rockets or machine guns)

3 or less	The guns keep firing and inflict heavy casualties. Attackers lose a base of their player's choice, take 2 disorder markers and fall back 2 D6", still facing the enemy.
4 or 5	The guns keep firing, but the attackers manage to minimise casualties. Attackers take 2 disorder markers and fall back 2 D6", still facing the enemy.
6 or more	The gunners cannot compensate for the rapidly reducing range. Unit is destroyed and removed from table.

7. MORALE TESTS (page 41)

Roll 1 D6 per unit
(unattached Chiefs and Wazungu never test)

Each fail = 2 disorder markers

1 test per turn can be ignored by all units within 12" of an Outstanding or Disciplined Chief

Soldiers may ignore 1 additional test per turn if in square, or if more than half of their unit's bases are behind bomas, in trenches, or defending a village or tembe throughout the turn

Raw troops 5 or 6 to pass

Elites 3,4,5 or 6 to pass

All others 4,5 or 6 to pass

Test for:

Each friendly unit removed from play within 12" and line of sight

If within 8" of an enemy unit shooting or emerging from ambush this turn (test once only)

If a non-firearm unit being shot at with firearms (test only first time; Elites ignore the test)

Shot at with rockets, elephant guns, throwing knives or crossbows (all troops test only first time)

Each base lost from the unit this turn

If own Chief is destroyed within 24", or if own baggage has been captured (whether visible or not)

All units must test if a defending player sets fire to a village in his own half of the table