

# DITDC ARMIES

## THE LEGEND OF TARZAN

APPROVED BY CHRIS PEERS THE AUTHOR OF  
DEATH IN THE DARK CONTINENT

### 81. THE LEGEND OF TARZAN, 1888-19

Tarzan was a sensation when introduced and remains one of the most successful fictional characters to this day and is a real cultural icon. This list represents the forces summoned by Tarzan at the end of the film *The Legend of Tarzan*, and therefore based on the seminal work by Edgar Rice Burroughs, *Tarzan of the Apes*, published in 1912. From my reading of the book I think Tarzan was raised by Chimpanzees not Gorillas as in the film. Burroughs never published a book called *The Legend of Tarzan* but the movie of this name attempts to place Tarzan in a slightly more historical context about the exploitation of the Belgian Congo. The allied villagers are those who join with Tarzan and the animals to defeat The Force Publique at the end of the movie. The British Naval Landing Party are there for a “what if scenario” if HM Governments implicit support for Tarzan was turned into actions (and I have some).

- Ag 0, Tribal

• Tarzan, Gorillas or other great apes, Elite Warriors (9 points)	1-3
• Elephants, Rhinos, Giraffes, Water Buffalo etc, Elite Protected Heavy Cavalry with close combat weapons only (15 points)	0-2
• Wildebeests, Oryx, Zebra, Kudu etc, Heavy Cavalry with close combat weapons only (9 points)	3-10
• Crocodiles or Hippopotamuses, Elite Warriors (8 points)	0-3
• Lions and other big cats or Hyenas or even Ostriches, Elite Heavy Cavalry with close combat weapons only (13 points)	0-3
• Monkeys including Baboons, Mandrills etc and Warthogs, Pygmies with spears (7 points)	0-3
• Muzungu with breech-loader (28 points)	0-1
• Freed Slaves: Untrained Skirmishers with breech-loaders (8 points)	0-2

#### Notes

1. A Chief representing Tarzan must be Outstanding (+25 points).
2. The Muzungu represents George Washington Williams an American envoy, who reveals his suspicions that the Belgians are enslaving the Congolese population. Williams persuades Tarzan to go back to the Congo in order to prove his suspicions.
3. Home terrain can be of any type the player wishes
4. Defences: Pitfall traps.
5. Stratagems: Drums, Surprise, Scouting, Witchcraft.
6. Muzungu may only be used if Tarzan is used as an Outstanding Chief.
7. Allies: Generic villagers (List 1, page 66), British Naval Landing Party (List 65, page 120).

*A Chief  
representing  
Tarzan*

**Special Rule: Animals & Tarzan.** They are treated the same as ordinary troops, except always move the score of 3 dice in inches regardless of terrain except Crocodiles who move the score of 2 dice unless in swamp or river. Animals have a minimum size of two bases per unit. Tarzan is always a single Elite Warriors base and never has to take morale tests. The weapons for animals don't actually represent real weapons of course just the effects. They never need field Baggage.



## SAMPLE 300 POINT TARZAN ARMY

Command type: Tribal

Units	Type	Points	Models	Points total
1	1 x base, Elite Warriors @ 9 points plus 1 x Outstanding Tribal Chief @ 25points	34	3 figures Tarzan, Jane, Boy etc	34
2	3 x bases, Elite Warriors @ 9 points	27	6 Great Apes	61
3	3 x bases, Elite Protected Heavy Cavalry with close combat weapons only @ 15 points per base	45	2 Elephants 2 Giraffes 2 Water Buffalo	106
4	3 x bases, Heavy Cavalry with close combat weapons only @ 9 points	27	6 Wildebeests	133
3	3 x bases, Heavy Cavalry with close combat weapons only @ 9 points	27	6 Oryx	160
5	3 x bases, Heavy Cavalry with close combat weapons only @ 9 points	27	6 Zebra	187
6	1 x base, Muzungu with breech-loader @ 28 points	28	3 men including Williams	215
7	3 x bases, Elite Warriors @8 points	24	3 Crocodiles	239
8	2 x bases, Elite Warriors @8 points	16	2 Hippopotamuses	255
9	5 x bases, Untrained Skirmishers with breech- loaders @ 8 points	40	15 Freed Slaves	295



*Oryx, ostriches and giraffe.*

# EXTRACTS FROM THE DEATH IN THE DARK CONTINENT RULES

You will still need to see the full text in the book to get the complete idea of these rules.

## MUZUNGU

We use this Swahili word to represent individuals or small groups of very heavily armed and well-motivated explorers or big game hunters.

## OUTSTANDING CHIEF

An Outstanding Chief costs +25 points. In most cases he will be well worth it, but you never have to use one if you do not want to; you can always argue that the great man has delegated this particular operation to a subordinate! Note that an Outstanding Chief for a Disciplined army costs an additional +55 points to the base unit, that is +25 for being Outstanding and +30 for being Disciplined.

## STRATAGEMS

### DRUMS

An army which is allowed this option may beat its drums at the start of the morale phase of any one turn in a game. The result is to force all affected enemy units to take an immediate morale test. It affects all non-Elite opponents, except Muzungu, who are at least partly within 24" of the Chief of the army using the stratagem.

### WITCHCRAFT

A witchdoctor can curse any one enemy unit which is at least partly within 8" of his figure in the morale phase of each turn. The effect of this is to force it to take a morale test, though this can be cancelled by the presence of a Chief or for other causes in the usual way.

### SURPRISE

If a player is using the Surprise option, he may always deploy at least three of his units in ambush unless he is the attacker in an ambush scenario. At least one of these units may be placed anywhere in suitable cover in the player's own half of the table.

### SCOUTING

If a player chooses Scouting, his opponent must declare at the start of the game the identity of any units which he has kept off table as late arrivals, and the table edge which they are to arrive on. At this point the Scouting player may also nominate up to two of the terrain pieces on the table, and require his opponent to immediately deploy any troops which have been deployed in ambush in or behind them. They cannot now count as in ambush for the purpose of inflicting morale tests.



*Great apes, kudu and crocs.*

