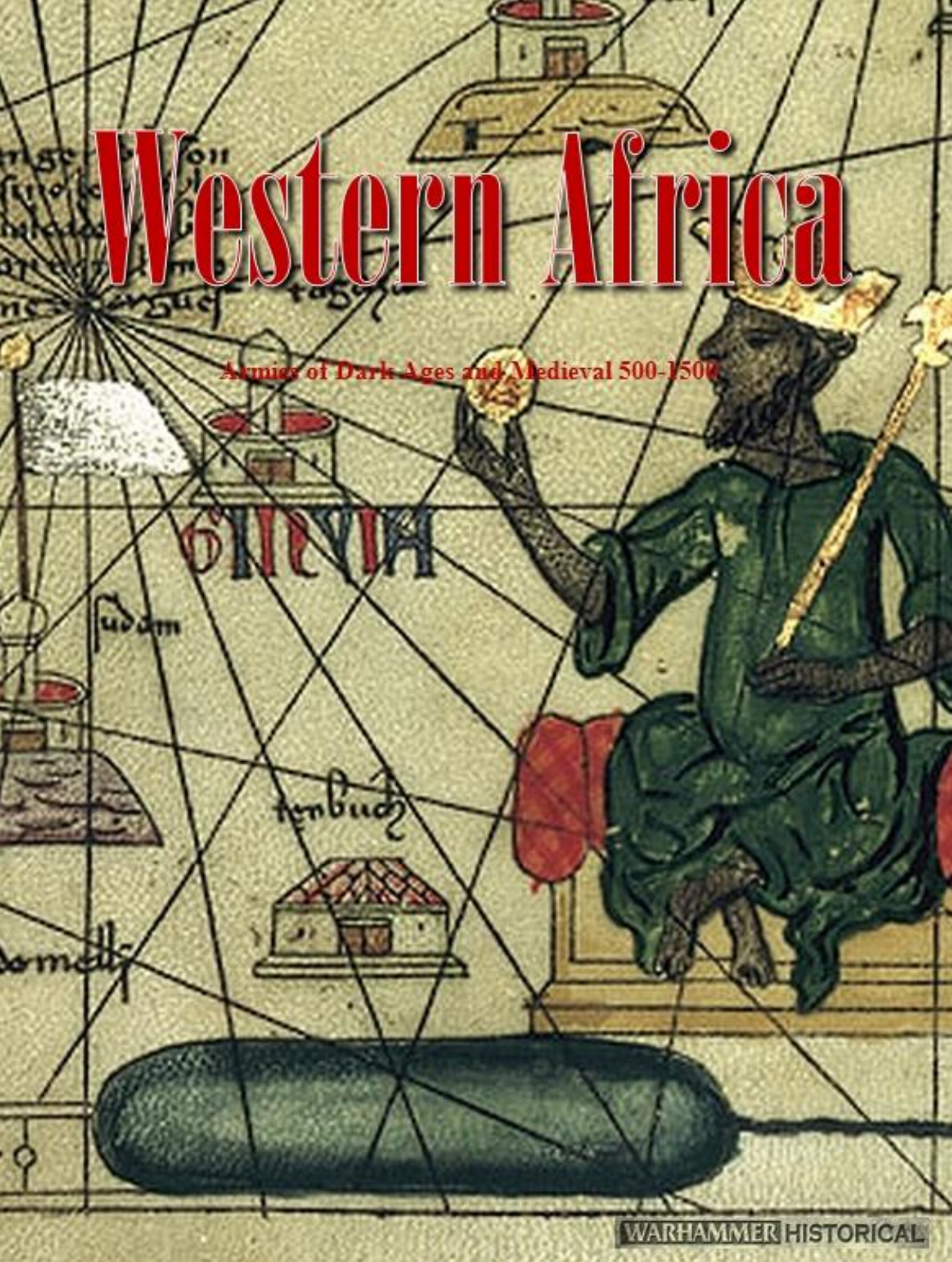


Western Africa

Armies of Dark Ages and Medieval 500-1500



WARHAMMER HISTORICAL

WAB FORUM SUPPLEMENT

WESTERN AFRICA 500-1500AD

INTRODUCTION

SPECIAL RULES

ALLIES

Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject allies have Ld-1 and cost one point less per modell, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT

Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

STAMPEDING ANIMALS (200pts)

Some armies sent herds of stampeding animals (e.g. camels, cattle) against their foes. Such a herd is a group of animals based on individual or group bases, which will be deployed and move within up to 6"x6". For a stampeding herd the player declare a direction before the game starts, but after deployment. Beginning in round one the herd move 2d6" each turn exactly in that direction, like a stampeding elephant. Starting with round two the player roll additionally to the 2d6" for the distance another d6. On a 2-5 the stampede continues in exactly the same direction. On a 1 the stampede ends and the animals remain stationary until the battle ends. On a 6 roll the scatter dice for the random direction the stampede goes on. All units touched by a stampeding herd have to flee directly away from it.

UNITS

All units may have a leader, standard and musician for 5pts each. All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

HISTORICAL BACKGROUND

Pre-colonial Africa possessed perhaps as many as 10,000 different states and polities characterised by many different sorts of political organisation and rule. These included small family groups of hunter-gatherers such as the San people of southern Africa; larger, more structured groups such as the family clan groupings of the Bantu-speaking people of central and southern Africa, heavily structured clan groups in the Horn of Africa, the large Sahelian kingdoms, and autonomous city-states and kingdoms such as those of the Akan, Yoruba and Igbo people (also misspelled as Ibo) in West Africa, and the Swahili coastal trading towns of East Africa.



9th century bronzes from the Igbo town of Igbo Ukwu, now at the British Museum

By the 9th century a string of dynastic states, including the earliest Hausa states, stretched across the sub-saharan savannah from the western regions to central Sudan. The most powerful of these states were Ghana, Gao, and the Kanem-Bornu Empire. Ghana declined in the 11th century but was succeeded by the Mali Empire which consolidated much of western Sudan in the 13th century. Kanem accepted Islam in the 11th century.

In the forested regions of the West African coast, independent kingdoms grew up with little influence from the Muslim north. The Kingdom of Nri of the Igbo was established around the 9th century and was one of the first. It is also one of the oldest Kingdom in modern day Nigeria and was ruled by the Eze Nri. The Nri kingdom is famous

for its elaborate bronzes, found at the town of Igbo Ukwu. The bronzes have been dated from as far back as the 9th century.



African knight of Baguirmi in full padded armour suit

The Ife, historically the first of these Yoruba city-states or kingdoms, established government under a priestly oba (ruler), (oba means 'king' or 'ruler' in the Yoruba language), called the *Ooni of Ife*. Ife was noted as a major religious and cultural centre in Africa, and for its unique naturalistic tradition of bronze sculpture. The Ife model of government was adapted at Oyo, where its obas or kings, called the *Alaafins of Oyo* once controlled a large number of other Yoruba and non Yoruba city states and Kingdoms, the *Fon Kingdom of Dahomey* was one of the non Yoruba domains under Oyo control.

The Almoravids were a Berber dynasty from the Sahara that spread over a wide area of northwestern Africa and the Iberian peninsula during the 11th century. The Banu Hilal and Banu Ma'qil were a collection of Arab Bedouin tribes from the Arabian peninsula who migrated westwards via Egypt between the 11th and 13th centuries. Their migration resulted in the fusion of the Arabs and Berbers, where the locals were Arabized, and Arab culture absorbed elements of the local culture, under the unifying framework of Islam.

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Ruins of Great Zimbabwe (11th–15th c.)

Following the breakup of Mali a local leader named Sonni Ali (1464–1492) founded the Songhai Empire in the region of middle Niger and the western Sudan and took control of the trans-Saharan trade. Sonni Ali seized Timbuktu in 1468 and Jenne in 1473, building his regime on trade revenues and the cooperation of Muslim merchants. His successor Askia Mohammad I (1493–1528) made Islam the official religion, built mosques, and brought Muslim scholars, including al-Maghili (d.1504), the founder of an important tradition of Sudanic African Muslim scholarship, to Gao. By the 11th century some Hausa states – such as Kano, jigawa, Katsina, and Gobir – had developed into walled towns engaging in trade, servicing caravans, and the manufacture of goods. Until the 15th century these small states were on the periphery of the major Sudanic empires of the era, paying tribute to Songhai to the west and Kanem-Borno to the east.

Source: http://en.wikipedia.org/wiki/Africa#9th.E2.80.9318th_century

Sahelian empires & states

Ghana



Ghana at its greatest extent

The Ghana Empire may have been an established kingdom as early as the 4th century CE, founded among the Soninke

by Dingé Cissé. Ghana was first mentioned by Arab geographer Al-Farazi in the late 8th century. Ghana was inhabited by urban dwellers and rural farmers. The urban dwellers were the administrators of the empire, who were Muslims, and the *Ghana* (king), who practiced traditional religion. Two towns existed, one where the Muslim administrators and Berber-Arabs lived, which was connected by a stone-paved road to the king's residence. The rural dwellers lived in villages, which joined together into broader polities that pledged loyalty to the *Ghana*. The *Ghana* was viewed as divine, and his physical well-being reflected on the whole society. Ghana converted to Islam around 1050, after conquering Aoudaghost.

The Ghana Empire grew wealthy by taxing the trans-Saharan trade that linked Tiaret and Sijilmasa to Aoudaghost. Ghana controlled access to the goldfields of Bambouk, southeast of Koumbi Saleh. A percentage of salt and gold going through its territory was taken. The empire was not involved in production.

By the 11th century, Ghana was in decline. It was once thought that the sacking of Koumbi Saleh by Berbers under the Almoravid dynasty in 1076 was the cause. This is no longer accepted. Several alternative explanations are cited. One important reason is the transfer of the gold trade east to the Niger River and the Taghaza Trail, and Ghana's consequent economic decline. Another reason cited is political instability through rivalry among the different hereditary polities. The empire came to an end in 1230, when Takkur in northern Senegal took over the capital.

Mali



Mali Empire at its greatest extent

The Mali Empire began in the 13th century CE, when a Mande (Mandingo) leader, Sundiata (Lord Lion) of the Keita clan, defeated Soumaoro Kanté, king of the Sosso or southern Soninke, at the Battle of Kirina in c. 1235. Sundiata continued his conquest from the fertile forests and Niger Valley, east to the Niger Bend, north into the Sahara, and west to the Atlantic Ocean, absorbing the remains of the Ghana Empire. Sundiata took on the title of *mansa*. He established the capital of his empire at Niani.

Although the salt and gold trade continued to be important to the Mali Empire, agriculture and pastoralism was also critical. The growing of sorghum, millet, and rice was a vital function. On the northern borders of the Sahel,

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grazing cattle, sheep, goats, and camels were major activities. Mande society was organized around the village and land. A cluster of villages was called a *kafu*, ruled by a *farma*. The *farma* paid tribute to the *mansa*. A dedicated army of elite cavalry and infantry maintained order, commanded by the royal court. A formidable force could be raised from tributary regions, if necessary.

Conversion to Islam was a gradual process. The power of the *mansa* depended on upholding traditional beliefs and a spiritual foundation of power. Sundiata initially kept Islam at bay. Later *mansas* were devout Muslims but still acknowledged traditional deities and took part in traditional rituals and festivals, which were important to the Mande. Islam became a court religion under Sundiata's son Uli I (1225–1270). *Mansa* Uli made a pilgrimage to Mecca, becoming recognized within the Muslim world. The court was staffed with literate Muslims as secretaries and accountants. Muslim traveller Ibn Battuta left vivid descriptions of the empire.

Mali reached the peak of its power and extent in the 14th century, when *Mansa* Musa (1312–1337) made his famous *hajj* to Mecca with 500 slaves, each holding a bar of gold worth 500 mitqals. *Mansa* Musa's *hajj* devalued gold in Mamluk Egypt for a decade. He made a great impression on the minds of the Muslim and European world. He invited scholars and architects like Ishak al-Tuedjin (al-Sahili) to further integrate Mali into the Islamic world.

The Mali Empire saw an expansion of learning and literacy. In 1285, Sakura, a freed slave, usurped the throne. This *mansa* drove the Tuareg out of Timbuktu and established it as a center of learning and commerce. The book trade increased, and book copying became a very respectable and profitable profession. Timbuktu and Djenné became important centers of learning within the Muslim world.

After the reign of *Mansa* Suleyman (1341–1360), Mali began its spiral downward. Mossi cavalry raided the exposed southern border. Tuareg harassed the northern border in order to retake Timbuktu. Fulani (Fulbe) eroded Mali's authority in the west by establishing the independent Kingdom of Fouta Tooro, a successor to the kingdom of Takrur. Serer and Wolof alliances were broken. In 1545 to 1546, the Songhai Empire took Niani. After 1599, the empire lost the Bambouk goldfields and disintegrated into petty polities.

Songhai

The Songhai people are descended from fishermen on the Middle Niger River. They established their capital at Kukiya in the 9th century CE and at Gao in 12th century. The Songhai speak a Nilo-Saharan language.

Sonni Ali, a Songhai, began his conquest by capturing Timbuktu in 1468 from the Tuareg. He extended the empire to the north, deep into the desert, pushed the Mossi further south of the Niger, and expanded southwest to Djenné. His army consisted of cavalry and a fleet of canoes. Sonni Ali was not a Muslim, and he was portrayed negatively by Berber-Arab scholars, especially for attacking Muslim Timbuktu. After his death in 1492, his

heirs were deposed by General Muhammad Ture, a Muslim of Soninke origins.



The Songhai Empire, c. 1500

Muhammad Ture (1493–1528) founded the Askiya Dynasty, *askiya* being the title of the king. He consolidated the conquests of Sonni Ali. Islam was used to extend his authority by declaring jihad on the Mossi, reviving the trans-Saharan trade, and having the Abbasid "shadow" caliph in Cairo declare him as caliph of Sudan. He established Timbuktu as a great center of Islamic learning. Muhammad Ture expanded the empire by pushing the Tuareg north, capturing Air in the east, and capturing salt-producing Taghaza. He brought the Hausa states into the Songhai trading network. He further centralized the administration of the empire by selecting administrators from loyal servants and families and assigning them to conquered territories. They were responsible for raising local militias. Centralization made Songhai very stable, even during dynastic disputes. Leo Africanus left vivid descriptions of the empire under Askiya Muhammad. Askiya Muhammad was deposed by his son in 1528. After much rivalry, Muhammad Ture's last son Askiya Daoud (1529–1582) assumed the throne.

In 1591, Morocco invaded the Songhai Empire under Ahmad al-Mansur of the Saadi Dynasty in order to secure the goldfields of the Sahel. At the Battle of Tondibi, the Songhai army was defeated. The Moroccans captured Djenné, Gao, and Timbuktu, but they were unable to secure the whole region. Askiya Nuhu and the Songhai army regrouped at Dendi in the heart of Songhai territory where a spirited guerrilla resistance sapped the resources of the Moroccans, who were dependent upon constant resupply from Morocco. Songhai split into several states during the 17th century.

Morocco found its venture unprofitable. The gold trade had been diverted to Europeans on the coast. Most of the trans-Saharan trade was now diverted east to Bornu. Expensive equipment purchased with gold had to be sent across the Sahara, an unsustainable scenario. The Moroccans who remained married into the population and were referred to as *Arma* or *Ruma*. They established themselves at Timbuktu as a military caste with various fiefs, independent from Morocco. Amid the chaos, other groups began to assert themselves, including the Fulani of Futa Tooro who encroached from the west. The Bambara

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WESTERN AFRICA 500-1500AD

Empire, one of the states that broke from Songhai, sacked Gao. In 1737, the Tuareg massacred the *Arma*.

Kanem-Bornu (Kanembu)



The farthest extent of the medieval Kanem-Bornu state.

Around the 9th century CE, the central Sudanic Empire of Kanem, with its capital at Njimi, was founded by the Kanuri-speaking nomads. Kanem arose by engaging in the trans-Saharan trade. It exchanged slaves captured by raiding the south for horses from North Africa, which in turn aided in the acquisition of slaves. By the late 11th century, the Islamic Sayfawa (Saifawa) dynasty was founded by Humai (Hummay) ibn Salamna. The Sayfawa Dynasty ruled for 771 years, making it one of the longest-lasting dynasties in human history. In addition to trade, taxation of local farms around Kanem became a source of state income. Kanem reached its peak under *Mai* (king) Dunama Dibalemi ibn Salma (1210–1248). The empire reportedly was able to field 40,000 cavalry, and it extended from Fezzan in the north to the Sao state in the south. Islam became firmly entrenched in the empire. Pilgrimages to Mecca were common; Cairo had hostels set aside specifically for pilgrims from Kanem.

Around 1400, the Sayfawa Dynasty moved its capital to Bornu, a tributary state southwest of Lake Chad with a new capital Birni Ngarzgamu. Overgrazing had caused the pastures of Kanem to become too dry. In addition, political rivalry from the Bilala clan was becoming intense. Moving to Bornu better situated the empire to exploit the trans-Saharan trade and to widen its network in that trade. Links to the Hausa states were also established, providing horses and salt from Bilma for Akan gold. *Mai* Ali Gazi ibn Dunama (c. 1475–1503) defeated the Bilala, reestablishing complete control of Kanem.

During the early 16th century, the Sayfawa Dynasty solidified its hold on the Bornu population after much rebellion. In the latter half of the 16th century, *Mai* Idris Alooma modernized its military, in contrast to the Songhai Empire. Turkish mercenaries were used to train the military. The Sayfawa Dynasty were the first monarchs south of the Sahara to import firearms. The empire

controlled all of the Sahel from the borders of Darfur in the east to Hausaland to the west. Friendly relationship was established with the Ottoman Empire via Tripoli. The *Mai* exchanged gifts with the Ottoman sultan.

During the 17th and 18th centuries, not much is known about Bornu. During the 18th century, it became a center of Islamic learning. However, Bornu's army became outdated by not importing new arms, and Kanembu had also begun its decline. The power of the *mai* was undermined by droughts and famine that were becoming more intense, internal rebellion in the pastoralist north, growing Hausa power, and the importation of firearms which made warfare more bloody. By 1841, the last *mai* was deposed, bringing to an end the long-lived Sayfawa Dynasty.

Sokoto Caliphate

The Fulani were migratory people. They moved from Mauritania and settled in Futa Tooro, Futa Djallon, and subsequently throughout the rest of West Africa. By the 14th century CE, they had converted to Islam. During the 16th century, they established themselves at Macina in southern Mali. During the 1670s, they declared jihads on non-Muslims. Several states were formed from these jihadist wars, at Futa Toro, Futa Djallon, Macina, Oualia, and Bundu. The most important of these states was the Sokoto Caliphate or Fulani Empire.

In the city of Gobir, Usman dan Fodio (1754–1817) accused the Hausa leadership of practicing an impure version of Islam and of being morally corrupt. In 1804, he launched the Fulani War as a jihad among a population that was restless about high taxes and discontented with its leaders. Jihad fever swept northern Nigeria, with strong support among both the Fulani and the Hausa. Usman created an empire that included parts of northern Nigeria, Benin, and Cameroon, with Sokoto as its capital. He retired to teach and write and handed the empire to his son Muhammed Bello. The Sokoto Caliphate lasted until 1903 when the British conquered northern Nigeria.

Source: http://en.wikipedia.org/wiki/Ancient_African_history#Antiquity

WAB FORUM SUPPLEMENT

WESTERN AFRICA 500-1500AD

ARMY LISTS

III/68a GHANA 500-1071

EARLY (500-800AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SPECIAL: Up to 25%

No light armour allowed except for characters.

Yan Kwarbai have M6.

Poisoned arrows: Any roll of 6 to hit automatically wounds, saves allowed as normal.

IMPERIAL (800-1071AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

CHARACTERS

0-1 KING

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	4	5	5	4	3	3	6	2	9	150

Equipment: Hand weapon, light armour, javelins

May rides a horse (increase to M8) at no additional cost.

Special Rules: *Army General*

CHIEFTAIN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	4	4	4	3	2	5	2	8	80

Equipment: Hand weapon, light armour, javelins

May rides a horse (increase to M8) at no additional cost.

One noble may be upgraded to general for +25 pts if no other general taken

0-1 WARBANNER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warbanner	4	4	4	4	3	2	5	2	8	70

Equipment: Hand weapon, light armour

May rides a horse (increase to M8) at no additional cost.

Special Rules: *Battle Standard Bearer*

CAVALRY

YAN KWARBAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapons, horse, javelins

May have light armour (+2) and throwing spear (+2)

Special Rules: *Light Cavalry*

INFANTRY

YAM BAKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shortbow

Special Rules: *Light Infantry, Poisoned Arrows*

YAM MASHI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins

May have a shield (+1) and throwing spear (+2)

Special Rules: *Light Infantry, Warband*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Zagi	5	2	3	3	3	1	3	1	5	4

Equipment: Dagger, javelins.

0-1 per unit of Yan Kwarbai.

Special Rules: *Skirmishers*

SPECIAL

0-1 CATTLE HERD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cattle	2d6	-	-	4	-	-	-	-	-	100

Equipment: A cattle herd contains 10-20 cows.

Special Rules: *Stampede*

WAB FORUM SUPPLEMENT

WESTERN AFRICA 500-1500AD

III/68b HAUSA CITY STATES 900-1500

EARLY (900-1400AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

Yan Lifida is 0-1.

IMPERIAL (1400-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

CHARACTERS

0-1 KING

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	4	5	5	4	3	3	6	2	9	150

Equipment: Hand weapon, light armour, javelins

May ride a horse (increase to M8) at no additional cost.

Special Rules: *Army General*

CHIEFTAIN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	4	4	4	3	2	5	2	8	80

Equipment: Hand weapon, light armour, javelins

May ride a horse (increase to M8) at no additional cost.

One noble may be upgraded to general for +25 pts if no other general taken

0-1 WARBANNER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warbanner	4	4	4	4	3	2	5	2	8	70

Equipment: Hand weapon, light armour

May ride a horse (increase to M8) at no additional cost.

Special Rules: *Battle Standard Bearer*

CAVALRY

YAN KWARBAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapons, horse, javelins

May have light armour (+2) and throwing spear (+2)

Special Rules: *Light Cavalry*

YAN LIFIDA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapons, light armour, shield, horse

May have thrusting spear (+2), javelins (+1) and cloth barding for the horse (+2, counts as half barding)

Special Rules: *Veterans, May count rank bonus up to +1*

INFANTRY

YAM BAKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shortbow

Special Rules: *Light Infantry, Poisoned Arrows*

YAM ASSIGIRI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Footman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have a shield (+1) and light armour (+2)

Special Rules: *Light Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Zagi	5	2	3	3	3	1	3	1	5	4

Equipment: Dagger, javelins.

0-1 per unit of Yan Kwarbai.

Special Rules: *Skirmishers*

WAB FORUM SUPPLEMENT

WESTERN AFRICA 500-1500AD

III/68c KANEM-BORNU 1100-1500

KANEM (1100-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 33%

INFANTRY: At least 33%

SPECIAL: Up to 33%

CHARACTERS

0-1 KING

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	4	5	5	4	3	3	6	2	9	150

Equipment: Hand weapon, light armour, javelins

May ride a horse (increase to M8) at no additional cost.

Special Rules: *Army General*

CHIEFTAIN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	4	4	4	3	2	5	2	8	80

Equipment: Hand weapon, light armour, javelins

May ride a horse (increase to M8) at no additional cost.

One noble may be upgraded to general for +25 pts if no other general taken

0-1 Warbanner

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warbanner	4	4	4	4	3	2	5	2	8	70

Equipment: Hand weapon, light armour

May ride a horse (increase to M8) at no additional cost.

Special Rules: *Battle Standard Bearer*

CAVALRY

YAN KWARBAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapons, horse, javelins

May have light armour (+2) and throwing spear (+2)

Special Rules: *Light Cavalry*

0-1 YAN LIFIDA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapons, light armour, shield, horse

May have thrusting spear (+2), javelins (+1) and cloth barding for the horse (+2, counts as half barding)

Special Rules: *Veterans, May count rank bonus up to +1*

INFANTRY

YAM MASHI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Footman	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins

May have a shield (+1) and throwing spear (+2)

Special Rules: *Light Infantry, Warband*

YAM ASSIGIRI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Footman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have a shield (+1) and light armour (+2)

Special Rules: *Light Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Zagi	5	2	3	3	3	1	3	1	5	4

Equipment: Dagger, javelins.

0-1 per unit of Yan Kwarbai.

Special Rules: *Skirmishers*

SPECIAL

TUAREG

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tuareg	6	3	3	3	3	1	3	1	7	20

Equipment: Hand weapons, camel, thrusting spear, javelins

May have shield (+1) or large shield (+2)

Special Rules: *Light Cavalry, Camels*

WAB FORUM SUPPLEMENT

WESTERN AFRICA 500-1500AD

III/68d MALI 1230-1500

IMPERIAL MALI (1230-1400AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

SPECIAL: Up to 25%

LATER (1400-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

SPECIAL: Up to 25%

Yan and Yam Lifida are 0-1.

CHARACTERS

0-1 KING

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	4	5	5	4	3	3	6	2	9	150

Equipment: Hand weapon, light armour, javelins

May ride a horse (increase to M8) at no additional cost.

Special Rules: *Army General*

CHIEFTAIN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	4	4	4	3	2	5	2	8	80

Equipment: Hand weapon, light armour, javelins

May ride a horse (increase to M8) at no additional cost.

One noble may be upgraded to general for +25 pts if no other general taken

0-1 WARBANNER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warbanner	4	4	4	4	3	2	5	2	8	70

Equipment: Hand weapon, light armour

May ride a horse (increase to M8) at no additional cost.

Special Rules: *Battle Standard Bearer*

CAVALRY

YAN KWARBAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapons, horse, javelins

May have light armour (+2) and throwing spear (+2)

Special Rules: *Light Cavalry*

YAN LIFIDA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapons, light armour, shield, horse

May have thrusting spear (+2), javelins (+1) and cloth barding for the horse (+2, counts as half barding)

Special Rules: *Veterans, May count rank bonus up to +1*

INFANTRY

YAM BAKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shortbow

Special Rules: *Light Infantry, Poisoned Arrows*

YAM LIFIDA BAKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow

May exchange bow for thrusting spear and shield for free

May have light armour (+2) and large shield instead of shield (+1)

Special Rules: *Shieldwall, Mixed Formation*

YAM MASHI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins

May have a shield (+1) and throwing spear (+2)

Special Rules: *Light Infantry, Warband*

YAM ASSIGIRI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Footman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have a shield (+1) or large shield (+2)

Special Rules: *Light Infantry*

YAM FATE-FATE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	3	3	3	3	1	3	1	7	8

Equipment: Broadsword

May have shield (+1) and light armour (+2)

Special Rules: *Light Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Zagi	5	2	3	3	3	1	3	1	5	4

Equipment: Dagger, javelins.

0-1 per unit of Yan Kwarbai.

Special Rules: *Skirmishers*

SPECIAL

TUAREG

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tuareg	6	3	3	3	3	1	3	1	7	20

Equipment: Hand weapons, camel, thrusting spear, javelins

May have shield (+1) or large shield (+2)

Special Rules: *Light Cavalry, Camels*

WAB FORUM SUPPLEMENT

WESTERN AFRICA 500-1500AD

III/68e MINOR TRIBES 800-1500

CHARACTERS: Up to 25%

CAVALRY: Up to 10%

INFANTRY: At least 50%

SPECIAL: Up to 25%

CHARACTERS

0-1 WARLORD

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	4	5	5	4	4	3	6	3	8	150

Equipment: Hand weapon, light armour, javelins

May ride a horse (increase to M8) at no additional cost.

Special Rules: *Army General*

CHIEFTAIN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	4	4	4	4	2	5	2	7	80

Equipment: Hand weapon, light armour, javelins

May ride a horse (increase to M8) at no additional cost.

One noble may be upgraded to general for +25 pts if no other general taken

0-1 WARBANNER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warbanner	4	4	4	4	4	2	5	2	7	70

Equipment: Hand weapon, light armour

May ride a horse (increase to M8) at no additional cost.

Special Rules: *Battle Standard Bearer*

CAVALRY

YAN KWARBAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapons, horse, javelins

May have light armour (+2) and throwing spear (+2)

Special Rules: *Light Cavalry*

INFANTRY

YAM BAKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shortbow

Special Rules: *Light Infantry, Poisoned Arrows*

YAM MASHI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	3	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins

May have a shield (+1)

Special Rules: *Light Infantry, Warband*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Zagi	5	2	3	3	3	1	3	1	5	4

Equipment: Dagger, javelins.

0-1 per unit of Yan Kwarbai.

Special Rules: *Skirmishers*

SPECIAL

0-1 CATTLE HERD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cattle	2d6	-	-	4	-	-	-	-	-	100

Equipment: A cattle herd contains 10-20 animals.

Special Rules: *Stampede*

WAB FORUM SUPPLEMENT

WESTERN AFRICA 500-1500AD

III/68f SONGHAI 1450-1500

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

SPECIAL: Up to 25%

CHARACTERS

0-1 KING

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	4	5	5	4	3	3	6	2	9	150

Equipment: Hand weapon, light armour, javelins

May ride a horse (increase to M8) at no additional cost.

Special Rules: *Army General*

CHIEFTAIN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	4	4	4	3	2	5	2	8	80

Equipment: Hand weapon, light armour, javelins

May ride a horse (increase to M8) at no additional cost.

One noble may be upgraded to general for +25 pts if no other general taken

0-1 WARBANNER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warbanner	4	4	4	4	3	2	5	2	8	70

Equipment: Hand weapon, light armour

May ride a horse (increase to M8) at no additional cost.

Special Rules: *Battle Standard Bearer*

CAVALRY

YAN KWARBAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	16

Equipment: Hand weapons, horse, javelins

May have light armour (+2) and throwing spear (+2)

Special Rules: *Light Cavalry*

SONGHAI GHULAMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ghulam	8	4	3	3	3	1	3	1	8	24

Equipment: Hand weapon, light armour, shield, horse, thrusting spear

May have javelins (+1) and barding for the horse (+4)

Special Rules: *Superior Arab Cavalry*

INFANTRY

YAM BAKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shortbow

Special Rules: *Light Infantry, Poisoned Arrows*

YAM LIFIDA BAKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow

May exchange bow for thrusting spear and shield for free.

May have light armour (+2) and large shield instead of shield (+1)

Special Rules: *Shieldwall, Mixed Formations*

YAM MASHI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins

May have a shield (+1) and throwing spear (+2)

Special Rules: *Light Infantry, Warband*

YAM ASSIGIRI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Footman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have a shield (+1)

Special Rules: *Light Infantry*

YAM FATE-FATE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	3	3	3	3	1	3	1	7	8

Equipment: Broadsword

May have shield (+1) and light armour (+2)

Special Rules: *Light Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Zagi	5	2	3	3	3	1	3	1	5	4

Equipment: Dagger, javelins.

0-1 per unit of Yan Kwarbai.

Special Rules: *Skirmishers*

SPECIAL

TUAREG

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tuareg	6	3	3	3	3	1	3	1	7	20

Equipment: Hand weapons, camel, thrusting spear, javelins

May have shield (+1) or large shield (+2)

Special Rules: *Light Cavalry, Camels*

WAB FORUM SUPPLEMENT

WESTERN AFRICA 500-1500AD

III/69. TUAREG (1000-1500AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a camel (+6, M6).

CAVALRY

IHAGGAREN AND IMRAD CAMEL WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	4	3	3	3	1	4	1	8	20

Equipment: Hand weapon, thrusting spear

May have light armour (+2), shield (+2) and bow (+2)

May be *Veterans* (+2)

Special Rules: *Light Cavalry*, *Camelry*

CAMEL SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	3	1	5	14

Equipment: Hand weapon, short bow

Special Rules: *Skirmishers*, *Feigned Flight*, *Camelry*

INFANTRY

IMRAD OR MIXED OR MOUNTAIN TRIBE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield

Special Rules: *Warband*

IKLAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins

Special Rules: *Light Infantry*

WAB FORUM SUPPLEMENT

WESTERN AFRICA 500-1500AD

ARMY LIST SAMPLES

BATTLE REPORT

MANUFACTURERS

<http://www.wargamesfoundry.com/>

COMMUNITY

<http://wabforum.co.uk> (english)
<http://wab-portal.forumperso.com/> (french)
<http://www.wab-forum.de> (german)

SPECIAL THANKS

Many thanks to WAB Forum members for providing the template and their great support.