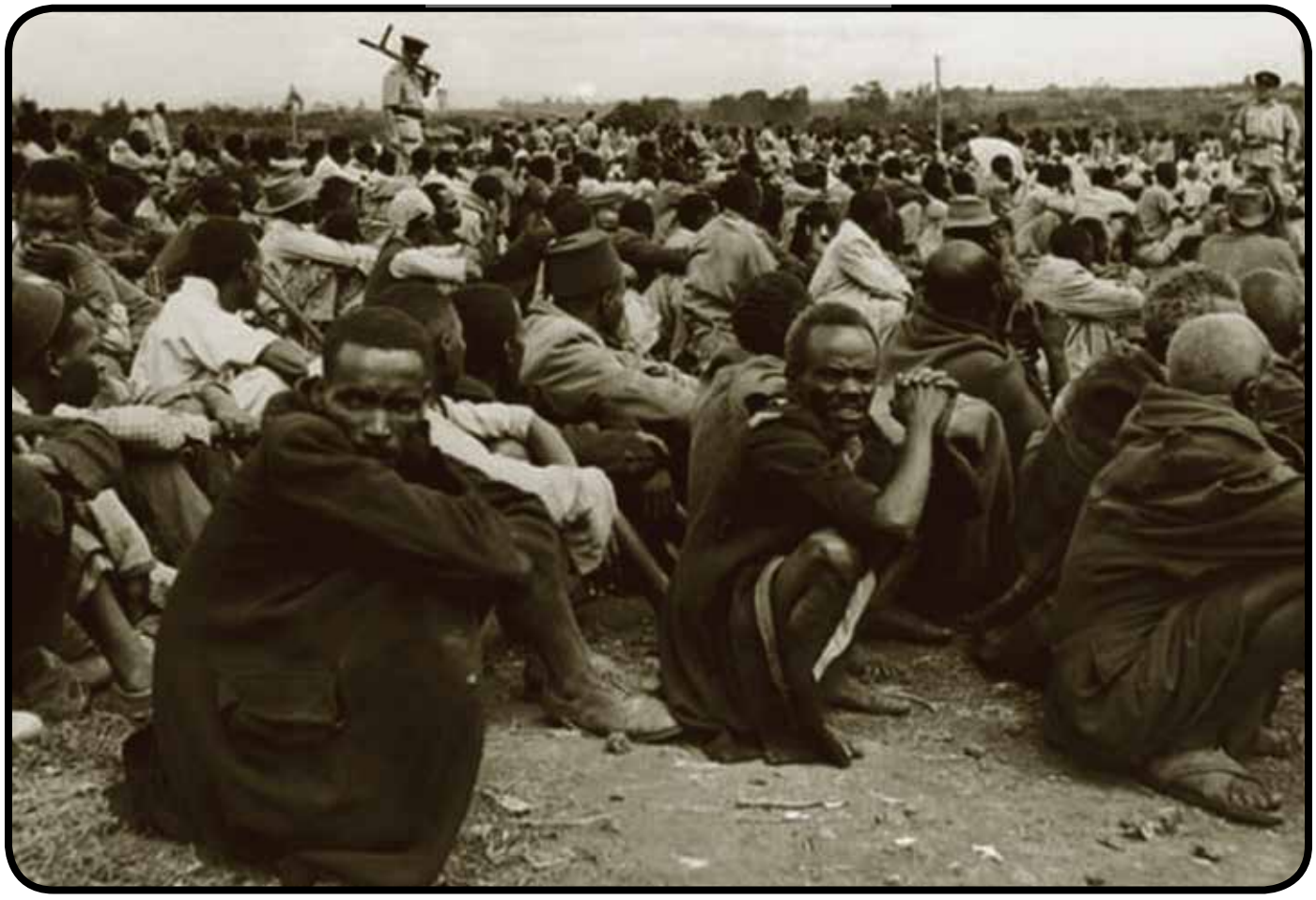
THE BRITISH WAY

Kenya

1952-1956



Designed by Stephen Rangazas

RULES OF PLAY

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The following Living rules include updates and clarifications to the original rules.
To aid readability, updates and clarifications are indicated in blue text.

1.0 Introduction

The British Way: Kenya is a game in *The British Way* COIN multipack. Alongside its accompanying games *Palestine*, *Malaya*, and *Cyprus*, this historical simulation strives to depict Britain's attempts to "manage" the emergencies, as the British referred to them, in their colonies during the period of decolonization that swept the world after WWII.

The British Way: Kenya focuses on the British counterinsurgency effort against the Mau Mau in the Central Province of Kenya from October 1952 through to their effective defeat in 1956 (although the Kenyan Emergency officially continued until 1960, with a small number of Mau Mau still fighting). The game focuses on the counterinsurgency aspects of the conflict in rural areas and the mass population resettlement and detention conducted by the British during the Emergency, known colloquially as the 'Pipeline'. It does not focus in so much detail on urban unrest and protests during this period, although Nairobi is featured on the map.

The historical simulations that comprise *The British Way* multipack are designed to depict the full range of strategies used by the British during these conflicts, ranging from the more benevolent but still coercive provision of material benefits through pacification programs to the horrific measures used to gain control over the local population. Although many myths have arisen about an enlightened British approach to counterinsurgency that avoids large-scale violence and focuses on winning the population's 'hearts and minds', new scholarship on these conflicts have confirmed the brutality of the methods commonly used. This volume is intended to help synthesize and present this crucial scholarship, even if the simulations depicted are at times more unpleasant than fun. The main goal is that players find these thought-provoking and the gameplay encourages them to seek out the discussion of sources and historical background material in the Event notes and Campaign booklet.

1.1 General Course of Play

In *The British Way: Kenya*, one Event card at a time is revealed from the shared draw deck, and both players will have an opportunity to either execute that Event or perform an Operation from a unique menu, possibly adding a Special Activity. Propaganda cards mixed in with the Event cards provide periodic interruptions where the general board state is assessed and British Political Will is adjusted, possibly triggering an instant victory for either side, after which both players receive an opportunity to collect additional assets and redeploy their forces.

1.2 Components

The following components from the multipack are required to play *The British Way: Kenya*:

- A 17"x22" mounted *Kenya* game board (1.3).
- A deck of 35 *Kenya* cards (5.0).
- 15 blue cubes ('Police'), 10 tan cubes ('Troops'), 15 red embossed octagonal cylinders ('Guerrillas'), 4 flat red discs ('Bases'), 3 embossed cylinders (one blue and two red)—note that this is fewer than the total number of wooden pieces included in *The British Way* multipack; any excess should be set aside while playing *Kenya*.
- Three black and five white pawns (3.1.1).
- Specific markers from the countersheet: 1x Political Will, 1x Pipeline, 5x Population (numbered '0' or '1'), 12x British/Mau Mau Control, 10x Loyal/Resist, 15x Terror, 8x Capability—all other markers should be set aside while playing *Kenya*.
- Two player aid sheets.
- One Propaganda Round aid sheet.
- Two six-sided dice (one red, one blue).
- This rules booklet.

1.3 The Map

The map shows the Central Province of Kenya, divided into several different kinds of spaces.



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1.3.1 Map Spaces. Map spaces include Provinces (Reserve or Non-Reserve), Mountain Jungles, and Nairobi. All map spaces can hold forces (1.4). The Southern Provinces is marked for flavor purposes and is not a playable map space.

1.3.2 Provinces. The nine lighter-colored large irregular spaces are Provinces. Each Province is marked with a numerical Population value (either '1'or '2') that affects Political Will (1.10) via changes of Control (1.7) and Loyalty or Resistance (1.6) during the Propaganda Round (6.1), and can also modify the Mau Mau Rally Operation (3.3.1). Each Province also has a larger space for a Control marker (1.7) and a smaller space for a Loyalty or Resistance marker (1.6). Provinces are further distinguished as Reserves (titled in black and with a small '(R)', Meru, Nyeri, Embu, Fort Hall, and Kiambu), or Non-Reserves (titled in white, Thompson's Falls, Rift Valley, Nanyuki, and Thika), affecting the Mau Mau Rally Operation (3.3.1) and Oath Special Activity (4.3.2), as well as certain Events (5.0). The Population of Reserve Provinces may also be reduced by the British Relocate Operation (3.2.2) and some Events (5.0)—use the small numbered '0' and '1' markers to indicate the current population of such Provinces. A Province with Population 1 or 2 is considered 'Populated', and a Province with 0 Population is 'Unpopulated'.

DESIGN NOTE: *Reserve Provinces represent the Kikuyu, Embu, and Meru Reserves established by the colonial government. Populated Non-Reserve Provinces represent the White Highlands where Kikuyu worked as laborers but were dominated by a small population of white settlers. Mount Kenya and Aberdares are jungle-covered mountain ranges that played a critical role in protecting the Mau Mau insurgency.*

1.3.3 Mountain Jungles. The two darker-colored large irregular spaces are Mountain Jungles. Mountain Jungles have 0 Population value, and are therefore 'Unpopulated'. They may be Controlled by either Faction, but can never be shifted to Loyalty or Resistance.

1.3.4 Nairobi. The large circular space is Nairobi, the capital city of Kenya. Like Provinces, Nairobi has a marked Population value ('2') and two spaces for Control and Loyalty or Resistance markers. Nairobi is considered a Populated Non-Reserve space, and a Terror marker there has an additional effect on Political Will during the Propaganda Round (6.1).

1.3.5 Out of Play. The Out of Play box begins the game with some Police cubes in it. These cubes may not be used until they are released into play by the Relocate Operation (3.2.2) or an Event effect (5.0).

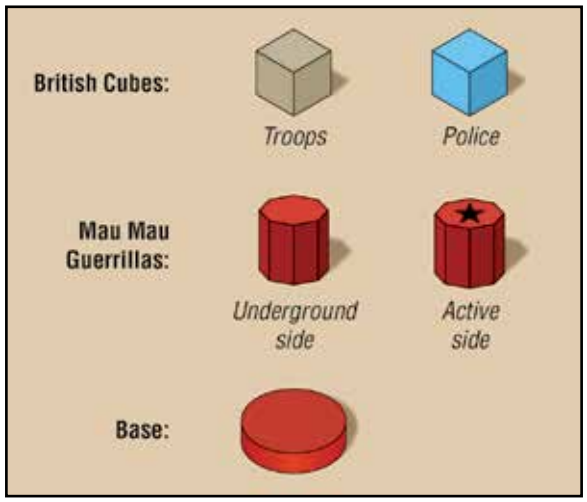
1.3.6 Adjacency. Adjacency affects the movement of forces and implementation of certain Events (5.0). Any two spaces that border one another are adjacent.

EXAMPLE: *Mau Mau Guerrillas in Kiambu are adjacent to Rift Valley, Aberdares, Fort Hall, Thika, and Nairobi.*

1.4 Forces

The wooden pieces represent the two Factions' various forces: British Troops (tan cubes) and Police (blue cubes), Mau Mau Guerrillas (red octagonal cylinders) and Bases (red discs).

DESIGN NOTE: *British Police represent both urban settler police and Kikuyu Home Guard. Bases represent command, training, and supply facilities as well as political administration.*



Important! The Mau Mau in *Kenya* use only 4 red Base discs, and the British use only 10 tan Troops cubes. The remaining red disc and 5 tan cubes should be set aside and not used while playing *Kenya*.

1.4.1 Availability and Removal. Keep forces Available for placement in the Faction's Available Forces box. Forces removed from the map go to Available.

- Unless otherwise instructed (by Event, 5.1.1), forces may only be placed from or replaced with those in the Available boxes. A piece to be replaced by a piece that is unavailable is simply removed.

Important! Factions while executing an Operation, Special Activity, or Event to place their own forces may take them from elsewhere on the map if the desired force type is not Available.

DESIGN NOTE: *Mau Mau without Available Guerrillas could remove Guerrillas from the map during a Rally (3.3.1) to place them Underground, either in the same space or a different space.*

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1.4.2 Stacking. No more than two Bases (1.4) may occupy a single space.

- Bases placed (such as via the Rally Operation [3.3.1] or Event [5.0]) may never violate stacking.
- More than one Terror marker may be placed in a space by Events (5.0), but never by the Terror Operation (3.3.3) or Reprisal Special Activity (4.2.2), which only place up to a maximum of one Terror marker in selected spaces.

1.4.3 Underground/Active. Guerrillas are either Underground—symbol end down—or Active—symbol end up. Actions and Events flip them from one to the other state. Bases, Troops, and Police are always Active. Always set up and place new Guerrillas Underground (including if replacing a piece).

NOTE: Unless instructions specify "Underground" Guerrillas, it is sufficient to "Activate" already Active Guerrillas (they stay Active). Also, "moving" or "relocating" Guerrillas does not affect Underground status unless specified.

1.5 Players & Factions

The game requires two players, each playing as one Faction: the British (blue), and the Mau Mau (red).

1.6 Loyalty and Resistance





Loyalty and Resistance markers may be placed in Provinces and Nairobi, affecting some Operations and Special Activities and Political Will during the Propaganda Round (6.1). Nairobi (1.3.4) and all Populated Provinces (1.3.2) always show one of three levels of Loyalty or Resistance to British rule in Kenya, that can shift during play. Each space may be either at Loyalty or Resistance (indicated with the appropriate marker) or Neutral (indicated by the absence of any marker). A *shift* towards Loyalty or Resistance either removes a marker of the opposite type, or places the specified marker if a space is already at Neutral. Some Events (5.0) may instruct you to *set* a space to Loyalty or Resistance, in which case you should remove any other marker and simply place the specified marker.

NOTE: Mountain Jungles (1.3.3) and Unpopulated Provinces (1.3.2) are never at Loyalty or Resistance and should always be treated as though they are Neutral. If a Populated Province becomes Unpopulated, immediately remove any Loyalty or Resistance marker there.

DESIGN NOTE: *The British estimated that 90 percent of the Kikuyu supported the Mau Mau and opposed British colonial rule, but enormous numbers still chose to behave loyally due to British repression and benefits offered. The distinction between Loyalty and Resistance reflects the core decision presented to the population torn between British and Mau Mau demands for support.*

1.7 Control





All spaces are always either Uncontrolled (indicated by the absence of any marker) or Controlled by either the British or the Mau Mau (indicated by a Control marker of either Faction). The British and Mau Mau each Control a space if their wooden forces pieces (1.4) in the space outnumber those of their opponent. Adjust Control markers immediately when Control changes due to placement, removal, or movement of pieces. Gaining or removing Mau Mau Control immediately shifts Political Will (1.10) down or up by an amount equal to the Population value of the space (see 7.0 Victory). Control also affects certain Operations and Special Activities.

DESIGN NOTE: *Control represents the British goal to dominate the population of the rebellion's heart in the Reserves while protecting the White Highlands and Nairobi from Mau Mau influence. Mau Mau control represents the contesting of the Reserves and the goal to push the rebellion to broader areas of Kenya outside of the Reserves.*

1.8 Resources

At any moment, the Mau Mau have between 0 and 20 Resources that they use to pay for Operations (3.0). Mark Resources on the edge track with a red cylinder.

1.9 Terror



Terror markers are placed by the Mau Mau Terror Operation (3.3.3), the British Reprisal Special Activity (4.2.2), and some Events (5.0), and can affect Political Will during the Political Will phase of the Propaganda Round (6.1).

1.10 British Political Will



British Political Will is tracked with a marker on the edge track. The position of this counter will determine Victory (7.0) for either side. The marker is moved during the Campaign and during the Political Will Phase of the Propaganda Round (6.1). It may never be lower than 0 or greater than 20.

1.11 Pipeline



The current severity of British population control and detention policy is tracked with a marker on the Pipeline Track (6.6), determining the number of spaces that may be selected for Relocate (3.2.2) and Reprisal (4.2.2), and the potential consequences these actions might have for British Political Will (1.10)

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2.0 Sequence of Play

2.1 Setup

Follow the instructions on the second to last page of this booklet to prepare the draw deck and set up markers and forces. A full setup diagram can be found on the back page of this booklet.

2.2 Start

Begin play by revealing the top card of the draw deck and placing it onto a played cards pile. All played cards and the number of cards in the draw deck are open to inspection.

NOTE: Unlike in most previous COIN series volumes, only one Event card is revealed at a time.

RECORD STEPS: As the steps of each Event card play are completed, place the Eligibility cylinder of the acting Faction's color (1.5) into the Initiative Track's appropriate box.

2.3 Initiative Track

One player takes the British Faction and the blue Eligibility cylinder, the other the Mau Mau Faction and the red Eligibility cylinder.

NOTE: This sequence of play is a new simpler take on the 2-player sequence of play developed by Brian Train in COIN volume VII - *Colonial Twilight.*



When playing an Event card, the British or Mau Mau player will execute Operations or the Event described on the card. At all times one player will be First Eligible, and the other will be Second Eligible. In each Event card round, the First Eligible player is first to choose what they will do, followed by the Second Eligible—whose choices are limited by what the First Eligible player did.

2.3.1 Eligibility. Each player puts one cylinder (blue and red respectively) on the First or Second Eligible spaces of the Initiative Track.

NOTE: The Mau Mau always start the game in the 1st Eligible box. Eligibility order should remain untouched during each Propaganda Round (6.0).

2.3.2 Options for Eligible Factions.

First Eligible: The First Eligible player may perform a Limited Operation (2.3.4), execute the Event (5.0), perform an Operation (3.0) with Special Activity (4.0), or Pass (2.3.3).

The player selects their desired action and places their Eligibility cylinder in the appropriate box on the Initiative Track, then immediately executes the chosen action (Limited Operation, Event, Operation with Special Activity, or Pass).

Second Eligible: The Second Eligible player may then choose one of the boxes not containing the First Eligible player's cylinder and conduct the action in the box selected (or Pass).

2.3.3 Passing. After selecting a box, players may forgo the action in the box to Pass. If British pass they may shift the Pipeline Track (6.6) one step in either direction, and if Mau Mau pass they gain 1 Resource (1.8). Both players may pass and the order of cylinders in the Initiative Track will still decide eligibility (2.3.5).

2.3.4 Limited Operation. A Limited Operation is an Operation in just one space, with no Special Activity. If the Limited Operation is a Deploy (3.2.1), Sweep (3.2.3), or March (3.3.2), it can involve pieces from multiple origin spaces but only one destination space.

2.3.5 Adjust Eligibility. After both players have selected and executed their actions, replace the Eligibility cylinders on the Initiative Track with the cylinder in the furthest left box becoming First Eligible, and the other cylinder becoming Second Eligible.

DESIGN NOTE: *Selecting the Limited Operation box guarantees the player first eligibility on the next card. Likewise, selecting the Operation & Special Activity box guarantees second eligibility on the next card. Eligibility after selecting the Event space will depend on what the other player has chosen. The only way to block Events in* The British Way *is to select the Event box and then either play the Event or Pass.*

2.3.6 Next Card. After eligibility has been reset, reveal the draw deck's next card and continue play.

2.4 Propaganda Card

When a Propaganda card is revealed, conduct a Propaganda round (6.0).

NOTE: Each series of Event cards leading up to a Propaganda Round is called a "Campaign."

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3.0 Operations

3.1 Operations in General

A Faction executing an Operation (Op) chooses one of the three or four Operations listed on its Faction sheet and selects the map spaces (typically several) to be involved. Select a given space only once for a given Operation.

Mau Mau Operations cost Resources paid per space selected; they must have enough Resources to pay for the Operation in each selected space. British Operations do not cost any Resources. Operations are generally allowed in any number of spaces (Resources permitting for Mau Mau) unless the Operation is Limited (2.3.4), in which case they are allowed in only one space.

The executing Faction chooses the order of the spaces in which the Operation is resolved, the enemy pieces to be affected (targeted), and the friendly pieces to be placed, replaced, or moved. Once targeted, a Faction's pieces are affected to the maximum extent possible. Actions affecting another Faction's pieces do not require that Faction's permission.

3.1.1 Pawns. If desired, mark spaces selected for Operations (3.0), Special Activities (4.0), or other actions with white and black pawns. The pawns are for convenience, not a limit on play.

3.1.2 Free Operations. Raid (4.3.3) and certain Events grant free Operations or Special Activities, costing no Resources (5.4). All other requirements or procedures apply as normal, unless specifically modified by Event text (5.1.1, 5.4).

3.2 British Operations

The British choose from Deploy, Relocate, Sweep, or Assault Operations.

3.2.1 Deploy. Deploy adds British forces and can rapidly deploy Troops to any one non-Mountain Jungle space. Select Nairobi and/or any number of British Controlled Provinces.

PROCEDURE: Place up to 4 cubes in Nairobi and up to 2 Police in each selected Province. Then, even if Limited Operation (2.3.4), if desired may move any Troops to one non-Mountain Jungle space.

NOTE: A Limited Deploy Operation may place cubes in one space and move Troops to a different space, potentially including any Troops just placed.

3.2.2 Relocate. Relocate removes Population from Reserve Provinces and adds Police to Available from Out of Play (1.3.5). Select British Controlled Populated Reserve Provinces up to the number indicated on the Pipeline Track (6.6).

PROCEDURE: In each selected space, reduce the Population of the space by one and move one Police from Out of Play to Available (if possible). Then roll for Outrage against the current Pipeline value (6.6.3).

DESIGN NOTE: *Relocate models the British strategy of villagization, where over one million Kikuyu were relocated into protected villages. This process of establishing firm control over the population also helped the British organize Kikuyu Home Guard police from loyalists and those wanting to avoid the worst conditions of the protected villages.*

3.2.3 Sweep. Sweep may move Troops and can reveal Guerrillas. Select any spaces as destinations.

PROCEDURE: First, simultaneously move any adjacent British Troops desired into selected spaces. Then, in each selected space, Activate (1.4.3) one Guerrilla for every cube (moved or already there, even if no cubes moved). In Mountain Jungles, instead Activate only one Guerrilla for every two cubes there.

3.2.4 Assault. Assault removes enemy pieces. Select any spaces with cubes and Mau Mau pieces.

PROCEDURE: In each selected space, remove one Active enemy piece for every Troop present, or one for every two Troops in Mountain Jungles, or one for every cube in Nairobi. First remove Active Guerrillas, then remove Bases only once no Guerrillas remain (even Underground). For each Base removed, add 1 Political Will (1.10).

NOTE: Underground Guerrillas in a space prevent removal of Bases until all Guerrillas are Activated and removed.

DESIGN NOTE: *Guerrillas are less hard hitting than Troops but enjoy an information advantage in that counterinsurgents must Activate (locate) them before Assaulting them.*

3.3 Mau Mau Operations

Mau Mau chooses from Rally, March, or Terror Operations.

3.3.1 Rally. Rally adds Mau Mau forces. Select any Reserve Provinces, and any other spaces without Loyalty (1.6). Pay 1 Resource per selected space.

PROCEDURE: In each selected space, place one Guerrilla or replace two Guerrillas with a Base (respecting stacking, 1.4.2). If the space already has at least one Base, may instead place Guerrillas up to the space's Population plus number of Bases there, or flip all Guerrillas there Underground (1.4.3).

3.3.2 March. March moves Guerrillas. Select any spaces as destinations. Pay 1 Resource per destination space.

PROCEDURE: Simultaneously move any Guerrillas desired into adjacent destination spaces. Set Guerrillas moving from one origin space to one destination space Active (1.4.3) if:

- The destination is a Populated Non-Reserve space or Loyal Reserve Province *and*
- The number of moving Guerrillas plus the number of cubes in that destination exceeds three.

Otherwise, moving Guerrillas retain their current orientation (Active or Underground).

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3.3.3 Terror. Terror shifts Nairobi and Populated Provinces towards Resistance and places Terror markers, or can alternatively remove Police. Terror markers in Populated Non-Reserve spaces also affect Political Will during the Propaganda Round (6.1). Select any spaces with at least one Underground Guerrilla. Pay 1 Resource per space selected.

PROCEDURE: In each selected space, Activate an Underground Guerrilla and *either* place a Terror marker if there is not already one there and shift once towards Resistance *or* remove up to 2 Police.

NOTE: Terror Ops will not add Terror markers to spaces that already have them.

DESIGN NOTE: *The Mau Mau had an extreme arms shortage and could not mount significant attacks against British troops, but they did manage to intimidate and eliminate a significant number of police. To reflect the Mau Mau's relative capabilities, they do not have the standard Attack Operation as seen in other COIN volumes, but can instead remove Police with Terror.*

4.0 Special Activities

4.1 Special Activities in General

When a Faction per the Initiative Track (2.3) executes an Operation (3.0), it may also execute one Special Activity (***EXCEPTION:*** *Limited Operations, 2.3.4*). As with Operations, the executing Faction selects spaces and pieces affected, and the order of actions. Select a given space only once as a location for a given Special Activity. Events may grant free Special Activities (not further affecting Eligibility, 2.3.1).

Important! A Faction may execute its Special Activity at any one time immediately before, during, or after its Operation.

EXAMPLE: *Mau Mau Rally in one space, then pause to Supply to gain Resources before continuing to Rally in other spaces.*

4.1.1 Accompanying Operations. Some Special Activities specify that they may only accompany certain types of Operations (3.0). If not otherwise specified, Special Activities may accompany any Operations and take place in any otherwise valid spaces.

4.2 British Special Activities

The British choose from Reward, Reprisal, or Air Strike Special Activities.

4.2.1 Reward. Reward shifts spaces towards Loyalty and removes Terror. It may select one British Controlled Populated space. It may only accompany Deploy (3.2.1) or Relocate (3.2.2).

PROCEDURE: In the selected space, remove one Terror marker (if possible) and shift once towards Loyalty.

4.2.2 Reprisal. Reprisal removes Resistance (or Loyalty) and relocates one Guerrilla to an adjacent space. It may select Populated spaces with British Troops up to the number indicated on the Pipeline Track (6.6). It may only accompany Sweep (3.2.3) or Assault (3.2.4).

PROCEDURE: Set each selected space to Neutral, place a Terror marker if there was not already one there, and move one Guerrilla to an adjacent space. Then roll for Outrage against the current Pipeline value (6.6.3).

NOTE: Reprisal will not add Terror markers to spaces that already have them.

4.2.3 Air Strike. Air Strike removes Active Guerrillas. It may select one Province or Mountain Jungle. It may accompany any Operation.

PROCEDURE: Remove one Active Guerrilla in the selected space, or up to two Active Guerrillas if a Mountain Jungle is selected.

4.3 Mau Mau Special Activities

Mau Mau chooses from Supply, Oath, or Raid Special Activities.

4.3.1 Supply. Supply enables the Mau Mau to gain Resources. Supply may accompany any Operation.

PROCEDURE: Mau Mau gain 1 Resource for each Base in Nairobi, plus 1 Resource for each other Base connected to Nairobi by a path of spaces with either a Guerrilla or Resistance.

NOTE: To trace a path of spaces, the Mau Mau do not need to have Guerrillas or Resistance in Nairobi or the destination space, just the spaces in between.

4.3.2 Oath. Oath shifts spaces towards Resistance and places Guerrillas. It may select one Populated Reserve Province with at least one Underground Guerrilla. Oath may accompany any Operation.

PROCEDURE: Place up to one Guerrilla in the selected space and shift it once towards Resistance.

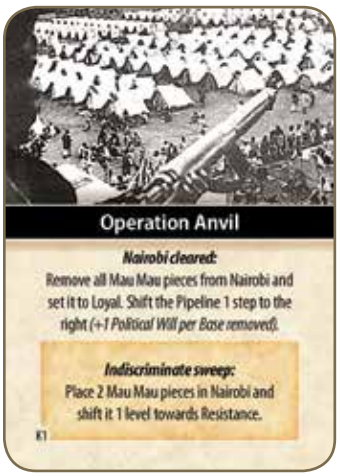
4.3.3 Raid. Raid allows the Mau Mau to strike from Mountain Jungles or retreat into them. It may select one Province adjacent to a Mountain Jungle. Raid may accompany any Operation.

PROCEDURE: *Either* move one or two Guerrillas from an adjacent Mountain Jungle into the space and perform a free Limited Operation there, *or* move any Guerrillas from the space to an adjacent Mountain Jungle and flip them Underground (1.4.3).

NOTE: Raid must be able to move at least one Guerrilla into the selected space in order to perform a Limited Operation there.

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5.0 Events



Each Event bears a title, italicized flavor text, and Event text. Flavor text provides historical interest and has no effect on play.

5.1 Executing Events

When a Faction executes an Event, it carries out the Event text literally and in order (sometimes involving actions or decisions by the other Faction). Unless otherwise specified, the executing Faction makes all selections involved in implementing the text, such as which pieces are affected. If another Faction is specified or selected to take an action, that Faction decides the details of the action. Some Events with lasting effects have markers as aids to play.

5.1.1 Where Event text contradicts rules, the Event takes precedence. However:

- Events may not violate stacking (and so never place Bases where there are already two).
- Events place only Available pieces (1.4.1) and markers; they remove rather than replace if the replacement is not Available or if stacking (1.4.2) would be violated.
- Events may not raise Mau Mau Resources or British Political Will beyond 20 or reduce them below 0 (1.8, 1.10).

5.1.2 If two Events contradict, the currently played Event takes precedence.

5.1.3 An executed Event's text that can be implemented must be. If not all of its text can be carried out, implement that which can.

5.2 Dual Use

Many Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both). While the unshaded text often favors the British, a player may select either text option regardless of Faction.

DESIGN NOTE: *Dual-use events represent opposed effects of the same cause, forks in the historical road, or instances subject to alternative historical interpretation.*

5.3 Capabilities

Dual-use Events labeled "BRITISH CAPABILITY" or "MAU MAU CAPABILITY" have lasting effects mainly relating to that Faction, either positive or negative. These labels are for flavor only, and both Factions may execute Capability Events with either label. The Event's effects last for the rest of the game.

NOTE: Set out executed Capability Event cards near the board as added reminders, using a Capability marker to indicate which option was selected.

5.4 Free Operations

Some Events allow a Faction to perform an immediate Operation or Special Activity that interrupts the usual sequence of play and is typically free: it bears no Resource cost and does not affect Eligibility (2.3.1, 3.1.2), though other procedures and restrictions remain unless modified by Event text (5.1.1).

6.0 Propaganda Round

Conduct a Propaganda Round in the sequence of phases below when each Propaganda card is revealed. The Propaganda Round aid sheet also lists this sequence.

6.1 Political Will Phase

Calculate the *net* effect to Political Will of the following adjustments before shifting the marker:

6.1.1 Kikuyu Resistance. Subtract the total Population of spaces at Resistance from the total Population of spaces at Loyalty. Reduce Political Will by the total if negative, but do not increase it if positive.

NOTE: British cannot gain Political Will from this step, even if Loyal Population outnumbers Resistant Population.

6.1.2 Settlers Intimidated? Lower Political Will by 1 for each Populated Non-Reserve space with a Terror marker.

6.1.3 Mau Mau Contained? Increase Political Will by 2 if there are no Mau Mau pieces in Nairobi. Increase Political Will by 2 if there are no Bases outside of Mountain Jungles.

6.1.4 Victory? If British Political Will is now 0, 1, or 2, the game immediately ends with a Mau Mau victory. If British Political Will is now 18, 19, or 20, the game immediately ends with a British victory. Otherwise, continue play.

6.1.5 Game End? If this is the final Propaganda card, end the game and check scores per Victory (7.0) to determine the winner.

6.2 Resource Phase

Mau Mau gain Resources equal to the number of Bases on the map, to a maximum of 20 (1.8).

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6.3 Support Phase

British and Mau Mau may Reward and Oath to affect Loyalty and Resistance (1.6).

6.3.1 Reward. British may perform a Reward Special Activity.

6.3.2 Oath. Mau Mau may perform an Oath Special Activity.

6.4 Redeploy Phase

6.4.1 British Redeploy. British must move Troops in Mountain Jungles to British Controlled Spaces or Nairobi. British may then move Police to any British Controlled Provinces or Nairobi.

6.4.2 Forest Camps. Mau Mau may free Rally in each Mountain Jungle.

6.4.3 Control. Now adjust Control (1.7) to reflect the above moves.

6.5 Reset Phase

Then prepare for the next card as follows:

- Remove all Terror markers from the map.
- Flip all Guerrillas Underground (1.4.3).
- British may shift the Pipeline Track (6.6) one space in either direction.
- Reveal the next card from the draw deck and continue play (2.3.2).

6.6 Pipeline Track

The British used increasingly repressive policies to try to overwhelm the Mau Mau in Kenya. These policies were controversial back in Britain due to their harsh nature and for abuses committed during their execution. The Pipeline Track represents the current severity of British policy in Kenya and the potential for moral outrage should these atrocities become public.

6.6.1 Moving the Track. The Pipeline Track can be moved by the British by passing (2.3.3), at the end of each Propaganda Round (6.5), and by either player with some Events (5.0).

6.6.2 Effects of the Track. The Pipeline Track determines the number of spaces that may be selected for Relocate (3.2.2) and Reprisal (4.2.2). The British must also check for 'Outrage' when using these actions, as described below.

6.6.3 Roll for Outrage. When the British use Relocate (3.2.2) or Reprisal (4.2.2), they must roll one die—if the result is lower than the current Pipeline Track value, reduce Political Will by 1. Some Events (5.0) may also call for an Outrage roll, which is performed in the same way. If the Pipeline Track is at 0 or 1 no Outrage is possible, so there is no need to make the roll.

NOTE: Only roll once for Outrage each time Reprisal or Relocate is used, regardless of the number of spaces selected. For example, at Pipeline 3, the British may use Reprisal in two spaces but still only roll once against the Pipeline Track value.



7.0 Victory

Victory is determined by the level of British Political Will (1.10). British Political Will is measured on the edge track and can range from 0-20.

7.0.1 Early Victory. At the victory check during the Political Will phase of a Propaganda Round, the Mau Mau win if Political Will is 0-2 and the British win if Political Will is 18-20.

7.0.2 Final Victory. If neither player has won at the end of the Political Will phase of the final Propaganda Round, the Mau Mau win if Political Will is less than 10 and the British win if Political Will is greater than 10. If Political Will is exactly 10 the game is tied.

7.1 Raising Political Will

British Political Will is raised in the following ways:

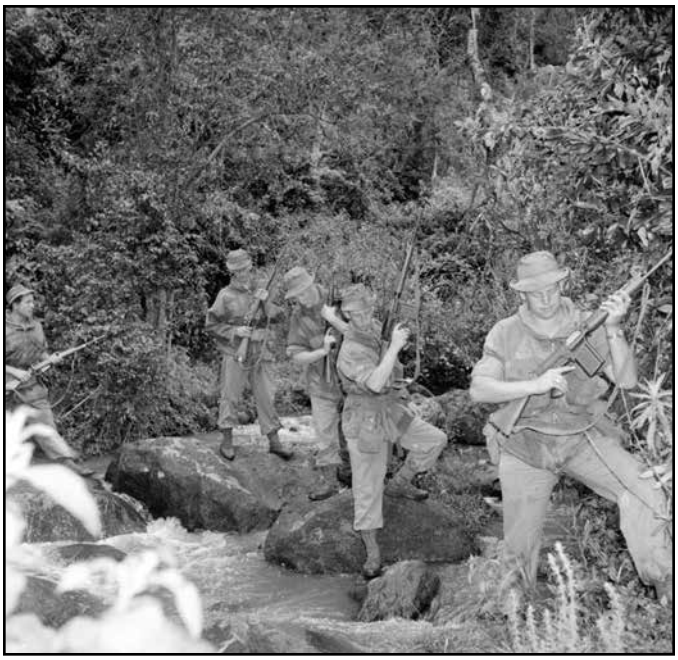
- Removing a Mau Mau Base by Assault or Event (+1 PW)
- Removing Mau Mau Control (+ Population of space to PW)
- Events (+1 to +2 PW)
- At Propaganda Round, no Mau Mau pieces in Nairobi (+2 PW)
- At Propaganda Round, no Mau Mau Bases outside of Mountain Jungles (+2 PW)

7.2 Lowering Political Will

British Political Will is lowered in the following ways:

- Adding Mau Mau Control (– Population of space from PW)
- Outrage rolls (–1 PW)
- Events (–1 to –4 PW)
- At Propaganda Round, more Resistance Population than Loyal Population (– difference from PW)
- At Propaganda Round, each Terror marker in Populated Non-Reserve spaces (–1 PW each)

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The Mau Mau begin the game with a wave of Terror attacks and an Oathing ceremony in Nyeri.

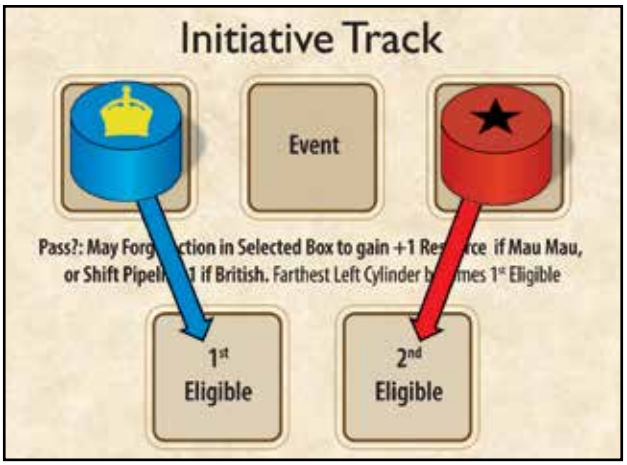
8.0 Example of Play

Setup the game as indicated in section 2.1 (consult the setup diagram on the back of this booklet), but construct only the first part of the deck with these cards in the following order, facedown from top to bottom: 'One-Mile Strip' (K19), Kenya Land and Freedom Army (K31), Kenya Police Reserve (K17), McLean Inquiry (K25), Surrender Schemes (K20), Pseudo-Gangs (K7), and Propaganda! (K35).

Reveal the first card ('One-Mile Strip') from the top of the deck. Mau Mau is 1st Eligible and decides to perform a **Terror** Operation combined with the **Oath** Special Activity. Place their round Eligibility cylinder into the 'Op & Special Activity' box on the Initiative Track. They can select any number of spaces with Underground Guerrillas for the Terror Operation, but will need to spend 1 Resource per space selected. They select Meru, Embu, Fort Hall, and Kiambu, and pay 4 Resources in total (shift the red Mau Mau Resource cylinder on the edge track down from '8' to '4'). Then, in each selected space they must Activate an Underground Guerrilla—flip over all four Guerrillas in these spaces so that their embossed star end is visible—and choose to either place a Terror marker and shift the space towards Resistance, or remove up to two Police cubes. As there are no Police in any of these spaces they select the first option, placing a Terror marker and shifting each space from Neutral to Resistance (place a Resistance marker in the 'Neutral' box in each space to indicate this).

Next, they may also select one Populated Reserve Province with an Underground Guerrilla for the Oath Special Activity—in this case, Nyeri is the only possible option. Oath shifts the selected space once towards Resistance and may place up to one Guerrilla there—do both things now.

The Mau Mau turn is now complete, and the British player may choose from either of the remaining two boxes on the Initiative Track—Limited Operation or Event. They decide to perform a Limited **Deploy** Operation, (place their blue Eligibility cylinder in the 'Limited Op' box on the Initiative Track). They first place the 4 Troops cubes from Available into Nairobi, then move all 6 Troops now in Nairobi into Nyeri—these Troops could have come from any spaces, and could have moved to any one non-Mountain Jungle destination space. This replaces Mau Mau Control in Nyeri with British Control, increasing Political Will by 2 (the Population value of the space)—move the Political Will marker from '12' up to '14'. The British turn is complete, and as both players have completed their turns we reset Eligibility. The Faction whose cylinder is furthest to the left, in this case British, becomes 1st Eligible, and the other Faction becomes 2nd Eligible.

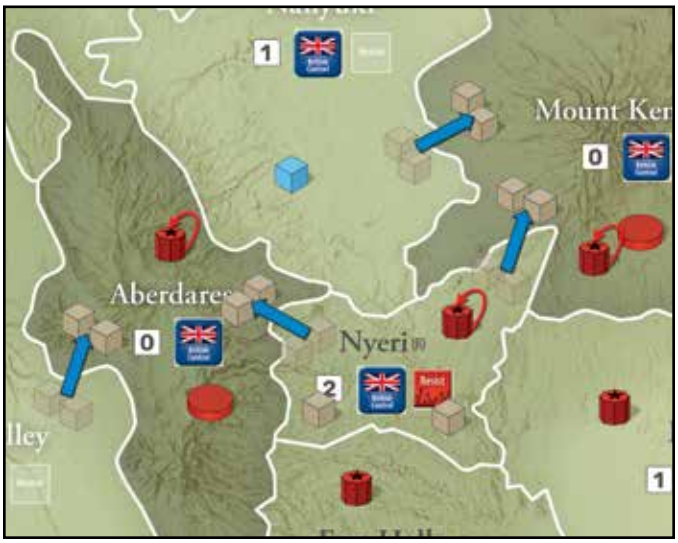


Eligibility is reset at the end of each turn.

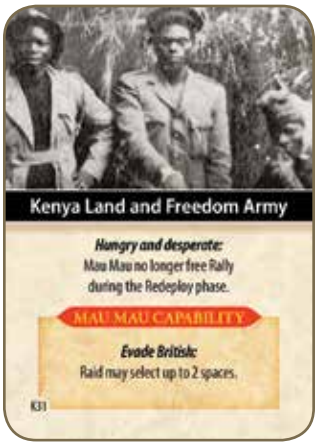
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Reveal the next card: Kenya Land and Freedom Army. British are now 1st Eligible and decide to perform the **Sweep** Operation with the **Air Strike** Special Activity—place their cylinder in the 'Op & Special Activity' box. British Operations (other than Relocate) may select any number of spaces, with no need to pay Resources per space. They select Aberdares, Nyeri, Mount Kenya, and Nairobi as Sweep destinations, and move 4 Troops each into Aberdares and Mount Kenya (2 each from Rift Valley and Nyeri into Aberdares, and 2 each from Nanyuki and Nyeri into Mount Kenya). This removes British Control in Nyeri (set it to Uncontrolled), but Political Will is only reduced when Mau Mau gain Control. British also gain Control in Aberdares and Mount Kenya, but Political Will does not change as these spaces are Unpopulated. Then, British may Activate one Underground Guerrilla for each cube in destination spaces, or one for every two cubes in Mountain Jungles, even if no new cubes were moved into the space. This Activates all the Guerrillas in Aberdares, Nyeri, Mount Kenya, and Nairobi.

Next, they can select any one Province or Mountain Jungle for Air Strike, removing one Active Guerrilla there (or up to two in a Mountain Jungle). They select Nyeri and remove one Guerrilla, setting it to British Control.

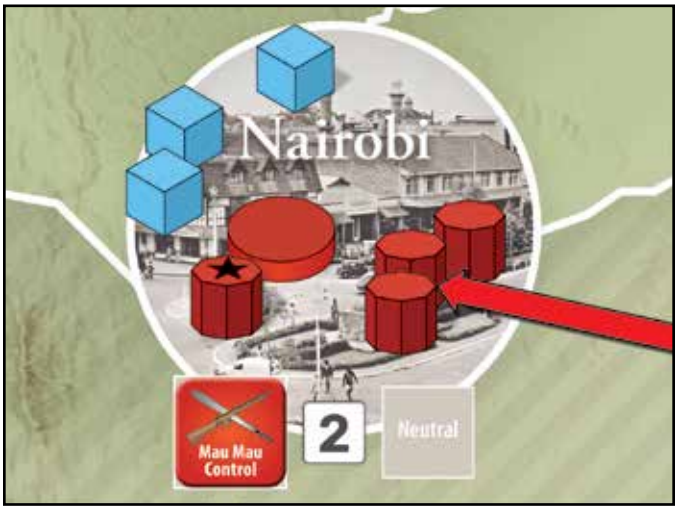


British Troops Sweep into Aberdares and Mount Kenya, and reveal Guerrillas in Nyeri, rendering them vulnerable to an Air Strike.



The British turn is now complete, and Mau Mau have the same choice that British did previously—Limited Operation or Event. They choose to execute the **Event** (place their cylinder in the 'Event' box). Kenya Land and Freedom Army is a Capability Event that will have a lasting effect, so we place it by the side of the board with a red Capability marker on it to indicate that the shaded bottom effect (favoring Mau Mau) was selected. We then reset Mau Mau to 1st Eligible and British to 2nd Eligible.

Reveal the next card: Kenya Police Reserve. Mau Mau now decide to perform the **Rally** Operation with the **Supply** Special Activity. Rally may select any Reserve Provinces, and any Non-Reserve spaces without Loyalty, paying 1 Resource per space. As they have only 4 Resources remaining, Mau Mau first select Aberdares, Mount Kenya, Nairobi, and Thompson's Falls—reduce their Resource cylinder from '4' to '0'. In Thompson's Falls they just place one Guerrilla, removing British Control. Aberdares, Mount Kenya, and Nairobi all have Bases, so they can place Guerrillas up to the number of Bases plus the Population in each space. In Aberdares and Mount Kenya this is still just one each, but in Nairobi this allows them to place three Guerrillas, enough to gain Control! Place these Guerrillas now, set Nairobi to Mau Mau Control, and reduce Political Will by 2, from '14' to '12'.

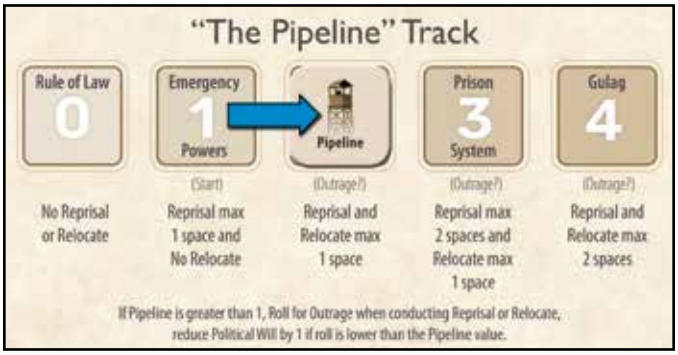


Mau Mau Rally in Nairobi and gain Control of it.

Mau Mau now pause their Rally Operation to perform Supply and gain more Resources. Supply gains them 1 Resource for each Base in Nairobi, plus one for every other Base that is connected to Nairobi by a path of spaces with either Resistance or a Guerrilla—this includes both Bases in Aberdares and Mount Kenya, for a total of 3 Resources (increase Mau Mau Resources to '3' now). They can then continue spending Resources to Rally, and do so to place one more Guerrilla in Nyeri, removing British Control (reduce Mau Mau Resources to '2' to pay for this).

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British decide to **Pass**, placing their Eligibility cylinder in either of the remaining boxes on the Initiative Track (in this case it doesn't matter which), and shifting the Pipeline Track one step to the right (they could have chosen to move it left instead). We then reset British to 1st Eligible and Mau Mau to 2nd Eligible.

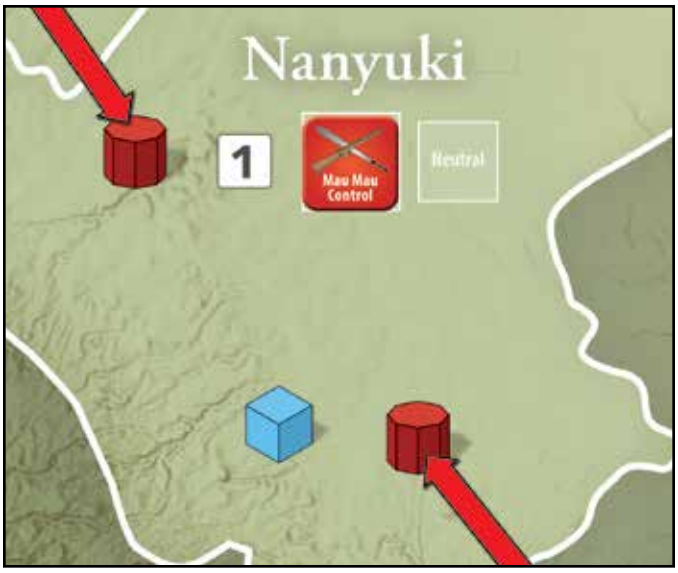


The British pass and increase the severity of their detention system from Emergency Powers (1) to Villagization (2).

Reveal the next card: McLean Inquiry. British decide to perform the **Assault** Operation with the **Reprisal** Special Activity. They perform Reprisal first, which can select one Populated space with British Troops (at Pipeline 3 it would be able to select two spaces). They select Nyeri, place a Terror marker there, set it to Neutral (remove the Resistance marker), and move the Active Guerrilla from Nyeri to Mount Kenya (adding British Control to Nyeri). Then they must make an Outrage roll, hoping not to roll lower than the current Pipeline Track value—they roll a 5, so they have gotten away with their abusive behavior…for now.

Next they can Assault in any number of spaces, removing one Active Mau Mau piece per Troop in Provinces, one per two Troops in Mountain Jungles, and one per cube in Nairobi (Bases may only be removed from any space once all Guerrillas there are removed). They remove one Active Guerrilla from Aberdares, two from Mount Kenya, and one from Nairobi.

Mau Mau now decide to perform a Limited **March** Operation, (place their blue Eligibility cylinder in the 'Limited Op' box on the Initiative Track). They select Nanyuki as the destination for their March, pay 1 Resource (reduce their Resource cylinder from '2' to '1'), and move two Guerrillas into Nanyuki, one from Thompson's Falls (add British Control there) and one from Nyeri. This replaces British Control with Mau Mau Control in Nanyuki, reducing Political Will by 1 from '12' to '11'. Because Nanyuki is a Populated Non-Reserve space, any Guerrillas moving in would have become Active if the group they were moving with plus the number of cubes in the space exceeded three—however, in this case neither moving Guerrilla meets this threshold so both remain Underground. We then reset Mau Mau to 1st Eligible and British to 2nd Eligible.



Mau Mau Guerrillas March into Nanyuki from both directions.

Reveal the next card: Surrender Schemes. Mau Mau decide to take advantage of their new Capability and perform the **Raid** Special Activity with the **Terror** Operation. They Raid first, which due to the Kenya Land and Freedom Army shaded Capability can select two, rather than one, spaces adjacent to Mountain Jungles. They select Nanyuki and Rift Valley, and move one Guerrilla from each Mountain Jungle to each space (one from Mount Kenya to Nanyuki, one from Aberdares to Rift Valley). Then they can perform a free Limited Operation in each space, Rallying in Nanyuki to remove two Guerrillas and place a Base, and perform Terror in Rift Valley to Activate the Guerrilla and remove the Police cube—setting the space to Mau Mau Control and reducing Political Will from '11' to '10'. They could alternatively have used Raid to move any number of Guerrillas from each space to the Mountain Jungles and flip them Underground, but chose not to.

Next they pay Resources (lower their Resource cylinder from '1' to '0') to also perform Terror in Nairobi, Activating one Guerrilla there to place a Terror marker and shift it to Resistance. They are now out of Resources and cannot perform Terror in any further spaces.

British decide to perform a Limited **Relocate** Operation in Nyeri. Relocate may select one Populated Reserve Province with British Control (or two at Pipeline 4, none at Pipeline 0 or 1). Nyeri is the only such Province, so they Relocate there, reducing the Population to 1 by placing a '1' value Population marker over the printed value of '2', and then moving a Police cube from Out of Play to Available. Then they must again roll for Outrage, and this time roll a 1, which is lower than the current Pipeline Track of value of 2, meaning that their abuses have been detected and Political Will is reduced by 1 to '9'. We then reset British to 1st Eligible and Mau Mau to 2nd Eligible.

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British Relocate in Nyeri to reduce the Population to 1.

Reveal the next card: Pseudo-Gangs. British decide to perform the **Deploy** Special Activity with the **Reward** Operation. They first Deploy in Nairobi, which they can always Deploy to even without British Control, placing two Police there and restoring British Control—increase Political Will by 2, to '11'. They then Deploy in Nyeri, which has British Control—they have no more Available cubes to place, but they can choose to remove cubes from elsewhere on the map to place them here, and they remove the one Police cube in Nanyuki in order to place it in Nyeri. Then they move the two Troops in Nyeri to Fort Hall, replacing Mau Mau Control there with British Control, which increases Political Will by another 2, to '13'.

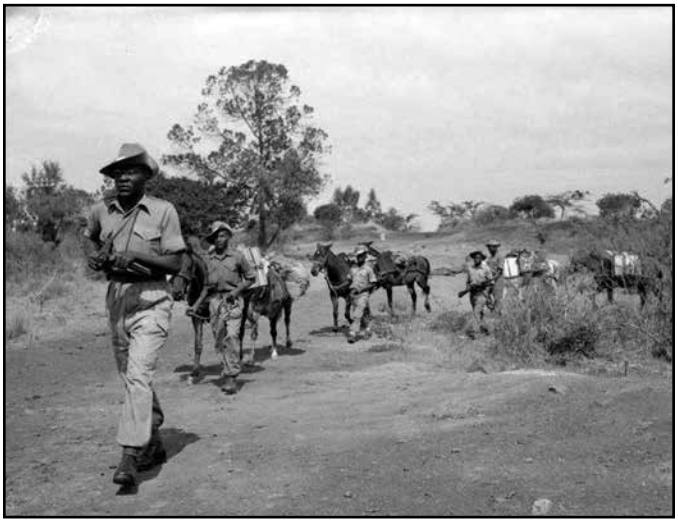
Finally, they Reward, which can select any one Populated space with British Control. They select Nairobi, remove the Terror there, and shift it one step towards Loyal—back to Neutral (remove the Resistance marker).

Mau Mau have no Resources remaining and they are not interested in taking the Event, so they **Pass** to gain 1 Resource (increase their Resource cylinder to '1'), and place their Eligibility cylinder in the 'Limited Op' space. We then reset Mau Mau to 1st Eligible and British to 2nd Eligible.

The next card revealed is the Propaganda! card, triggering a Propaganda Round. We work through each phase in turn, starting with the Political Will phase:

- **Political Will:** Political Will is lowered by a net total of 6 (–6 because there is 6 Population with Resistance and 0 Population with Loyalty), down to '7'. It could also have been lowered by 1 each for any Terror in Nairobi or Non-Reserve Provinces (but there is none), or raised by 2 each if there no Mau Mau pieces in Nairobi or no Bases outside of Mountain Jungles (but neither condition was met). If Political Will was now at 0-2 or 18-20 then Mau Mau or British would win respectively.
- **Resources:** Mau Mau gain 1 Resource for each Base on the map, in this case 4, increasing their Resource cylinder to '5'.
- **Support:** British may now Reward, and choose to do so in Nairobi, shifting the space to Loyal (place a Loyal marker). Mau Mau may then Oath, but they are not able to do so as they do not have any Underground Guerrillas in Reserve Provinces.
- **Redeploy:** British must move all Troops from Mountain Jungles to British Controlled Provinces or Nairobi. They have eight Troops in Mountain Jungles, and they move two to Fort Hall, two to Thompson's Falls, two to Thika, and two to Nyeri. They can then move any Police to British Controlled Provinces or Nairobi, but do not choose to move any. Mau Mau may then free Rally in each Mountain Jungle, and place a Guerrilla in each.
- **Reset:** Remove all Terror markers from the map. Flip all Guerrillas Underground. British may shift the Pipeline Track one step in either direction, and shift it right to Prison System (3). Then reveal the next card and continue play.

This example of play is now complete. You can continue the current game by constructing the rest of the deck (two stacks of six random Event cards, each with a Propaganda card shuffled in with the bottom two Event cards) and revealing the next Event card. Mau Mau are in a relatively strong position with all of their Bases and most of their Guerrillas on the map, and Resistance in almost every Reserve Province, but the British Pipeline system is kicking into action and they have reestablished Control and Loyalty in Nairobi. As Mau Mau begin to run low on Resources and the Population of the Reserve Provinces is reduced, they may need to begin relying more on the enhanced Raid Special Activity granted by the Kenya Land and Freedom Army Capability. Good luck!



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9.0 Event Tips and Background

At the bottom of each Event Background is a chapter number from David Anderson's *Histories of the Hanged: The Dirty War in Kenya and the End of Empire* to provide even more context for the event. Anderson's book can be easily acquired and does an excellent job covering all major aspects of the conflict such as unrest in Nairobi, fighting in the mountain jungles, and British repression. There are several other books on Kenya that can be relatively easily acquired: Branch's *Defeating the Mau Mau* on Kikuyu loyalism, Elkin's *Imperial Reckoning* on British repression, and Bennett's *Fighting the Mau Mau* on the British army.

K1. Operation Anvil

Nairobi cleared: Remove all Mau Mau pieces from Nairobi and set it to Loyal. Shift the Pipeline 1 step to the right (*+1 Political Will per Base removed*).

Indiscriminate sweep: Place 2 Mau Mau pieces in Nairobi and shift it 1 level towards Resistance.

Tips: "Mau Mau pieces" includes both Guerrillas and Bases, and Political Will should be increased by 1 for each Base removed with the unshaded text.

Background: Operation Anvil was a massive urban sweep of Nairobi that ultimately screened over 50,000 inhabitants of the city and detained over 24,100 Kikuyu men without trial. Despite the indiscriminate targeting creating resentment among the wrongfully detained, Operation Anvil crushed the Mau Mau in Nairobi and cut off those operating in the forests from a source of arms and supplies (Anderson, Chapter 5).

K2. Jomo Kenyatta

Arrested during Jock Scott: Remove all Guerrillas from Nairobi and shift it 1 level towards Loyal.

Controversial trial: Place 1 Guerrilla in Nairobi and shift it 1 level towards Resistance.

Tips: None.

Background: Jomo Kenyatta was a prominent nationalist striving for independence, associated with the "moderate" nationalists who opposed the militant tactics of the Mau Mau. Kenyatta was arrested at the beginning of the Emergency, during Operation Jock Scott that arrested many of the moderates while the militants escaped to the mountain jungles. Kenyatta remained in prison or exile until the end of the Emergency, and would go on to become the first president of independent Kenya in 1963 (Anderson, Chapters 1 and 2).

K3. Passive Wing

MAU MAU CAPABILITY

Fragile supply lines: Supply requires Mau Mau Control or Resistance in each space between Nairobi and Bases.

Support network: Gain 2 Resources for each Base with Supply.

Tips: The unshaded text means that a Guerrilla without Control or Resistance is not sufficient to establish a path for Supply. The shaded text increases the amount of Resources gained when using Supply, rather than immediately adding any Resources.

Background: The Mau Mau gained widespread support among the Kikuyu. The passive wing was the movement's support base that ran the supply network, particularly between Nairobi and the Mau Mau forces in the mountain jungles of Mount Kenya and Aberdares. They supplied guerrillas with arms, ammunition, recruits, food, money, and intelligence. The British successfully disrupted the supply network in Nairobi with Operation Anvil (Card K1) and in the Kikuyu Reserve with massive relocation of the population into protected villages (Card K27). The severing of supply lines placed the fighters in the mountain jungles in a desperate situation (Anderson, Chapters 5 and 6). Image source: AJ Tattersall, CC-BY.

K4. Lari Massacre

Cycle of killings: Place a Terror marker in 1 Province and set it to Neutral, then the other player may place either a Guerrilla or Police there.

Tips: Either player might choose to use this event, as its effects are potentially useful for both of them.

Background: The settlement of Lari possessed a Home Guard (Card K6) unit, who were out patrolling one night when a large group of Mau Mau carried out a massacre among loyalist families in the village, killing or wounding over a hundred of the residents. Reprisals against those suspected of supporting the Mau Mau followed the massacre, resulting in an estimated total of four hundred killed. The cycle of massacre and retribution at Lari illustrates the evolution of the conflict into an increasingly violent civil war among Kikuyu, occurring alongside the Mau Mau's struggle for independence (Anderson, Chapter 4).

K5. Legal Zones

BRITISH CAPABILITY

Prohibited areas expand: Air Strike may select up to 2 spaces.

Prohibited areas restricted: Air Strike may only select Mountain Jungle spaces.

Tips: Air Strike may still only select Provinces or Mountain Jungle spaces if the unshaded capability is in effect.

Background: The British designated areas as 'Prohibited Areas' where anyone could be shot on sight by security forces and subjected to less restricted area bombing. Prohibited areas were expanded to both Aberdares and Mount Kenya mountain jungles, and some populated areas within the Kikuyu, Embu and Meru Reserves even received these designations. However, many areas

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in the Reserves were designated 'Special Areas' where there were more restrictions on the use of force (Anderson, Chapter 6).

K6. Home Guard

Protect reserves: Place 3 Police from anywhere (even Out of Play) into British Controlled Reserve Provinces.

Abuses create recruits: Replace each Terror marker in Reserve spaces with a Guerrilla.

Tips: None.

Background: The British encouraged the formation of Home Guard units among Kikuyu loyalist communities (Card K29). The Home Guard also contributed most of the static defenders for the protected villages (Card K27) created by villagization. Although the Home Guard greatly expanded the manpower available to the British, they also fueled the civil war among the Kikuyu population, and abuses by members of the Home Guard drove many to join the Mau Mau (Anderson, Chapter 6).

K7. Pseudo-Gangs

BRITISH CAPABILITY

Former guerrilla trackers: In Mountain Jungles, Sweep activates 1 Guerrilla per cube and removes 1 Guerrilla.

Additional training: British Deploy places Cubes or moves Troops, not both.

Tips: The Guerrilla removed by the unshaded Capability effect may be Underground.

Background: The British used pseudo-gangs in many of their counterinsurgency campaigns. Pseudo-gangs utilized former insurgents who helped security forces track down their former comrades in remote areas. Frank Kitson was instrumental in organizing pseudo-gangs in Kenya and wrote a memoir of his experiences, *Gangs and Counter-gangs*. The pseudo-gangs quickly produced results in lowering Mau Mau activity, including the elimination of many Mau Mau leaders. In 1956, they were used to eventually capture Dedan Kimathi (Card K22), one of the final KLFA leaders evading the British (Anderson, Chapter 6).

K8. Evelyn Baring

Declares emergency: Shift the Pipeline 1 step to the right. Deploy or Sweep in 2 spaces.

Revolt spreads: Mau Mau may place 1 Guerrilla each in any 2 Provinces.

Tips: The unshaded effect allows British to select two spaces and decide separately whether to Deploy or Sweep in each.

Background: Evelyn Baring was the Governor of Kenya who declared the Emergency in October 1952 and launched Operation Jock Scott. Jock Scott resulted in the arrest of many moderate nationalists, such as Jomo Kenyatta (Card K2), but failed to arrest militant nationalists, such as Dedan Kimathi (Card K22), who fled to the mountain jungles to further organize armed units. Baring was confident that the Emergency would be over 'in a few weeks', but the Mau Mau simply continued to expand (Anderson, Chapter 2).

K9. George Erskine

New operational plan: British may conduct 2 Limited Operations, then may shift Pipeline 1 step the left.

Fails to halt abuses: Lower Political Will by 1 if there is any space with Troops and Terror.

Tips: The two Limited Operations granted by the unshaded text may be of different types, are carried out one after the other, and may potentially use the same pieces twice.

Background: General George Erskine took over as Commander-in-Chief of East Africa Command in 1953. Erskine hoped to gain the combined civilian and military powers that Sir Gerald Templer had possessed during the Malayan Emergency (see *The British Way: Malaya*), but the Colonial Office refused, thinking the situation did not require such drastic measures. Erskine would revitalize the military effort in Kenya, push for policies that encouraged Kikuyu loyalism (Card K29), and attempted to curb abuses committed by the settlers (Card K17) and security forces (Card K25) against Kikuyu communities (Anderson, Chapter 4 and 6).

K10. Weapon Shortage

Mau Mau barely armed: Remove 1 Guerrilla from each space with more than 2.

Police station raid: Mau Mau may place up to 2 Guerrillas in 1 space with Police.

Tips: None.

Background: Weapon shortages plagued the Mau Mau and their armed wing, the KLFA (Card K31). Leaders of the movement believed the Emergency began at least one year too soon, before enough arms could be collected. Although the Mau Mau managed to collect arms through attacks on police outposts, raids on settler homes in the white highlands, and their supply network in Nairobi, they still remained one of least well-armed post-WWII independence movements (Anderson, Chapter 2).

K11. Swynnerton Plan

BRITISH CAPABILITY

Land to loyalists: Reward may select 2 spaces.

Limited reforms: Each Reward, Mau Mau may place 1 Guerrilla in a Mountain Jungle.

Tips: None.

Background: The British offered many rewards to Kikuyu loyalists who cooperated with them against the Mau Mau. Loyalists received land, cattle, and positions of power, frequently taken from families accused of being sympathetic to the Mau Mau. The British also tolerated abuses by loyalist units and officials, such as those in the Home Guard (Card K6), who utilized their position for personal gain. The Swynnerton Plan was a systematic method of rewarding Kikuyu loyalism through a major agricultural development program. Convicted Mau Mau rebels and suspected sympathizers were generally excluded from the benefits of the plan, while loyalists often gained the most (Anderson, Chapter 7).

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K12. Hooded Men

Identify Mau Mau: Activate all Guerrillas in 2 Provinces.

Informers eliminated: In 1 space with Mau Mau and Police, remove 1 Police and set the space to Resistance.

Tips: A space "with Mau Mau" is any space containing at least one Guerrilla or Base.

Background: The practice of hooded informants or *gikunia* was developed to allow loyalists or informants to identify Mau Mau activists while theoretically not revealing their identity as the one supplying information to the British. If the identity of the informant was revealed, they would be brutally targeted by the Mau Mau to discourage others from collaborating with the British (Anderson, Chapter 5).

K13. Ruck Family Killed

Galvanize settlers: Set 1 Non-Reserve Province to Loyal then place up to 2 Police there from Available.

Settlers demand troops: Mau Mau may move British Troops from 1 space to any Non-Reserve Province.

Tips: The shaded effect may move any number of British Troops from 1 space.

Background: The killing of the Ruck family exemplified the brutality of Mau Mau terror attacks on settlers in the white highlands. The entire family, including the family's young son Michael, were killed while their house was ransacked for weapons and supplies. The slaying of the family emboldened the settler community to demand harsher methods against the Mau Mau and their support base among the Kikuyu population (Anderson, Chapter 3).

K14. Waruhiu Itote

Convinces others to surrender: Remove 1 Guerrilla from each Mountain Jungle.

General China: Place a Base and a Guerrilla in 1 Mountain Jungle.

Tips: None.

Background: Waruhiu Itote, also known as 'General China', led Mau Mau forces in Mount Kenya. Itote had prior military experience serving in the British army during WWII in Burma against the Japanese. 'General China' was eventually captured by British forces and worked with them to convince other Mau Mau groups to surrender (Card K20). As with other insurgent leaders in *The British Way*, Itote's memoir *'Mau Mau' General* gives an insider account of the Mau Mau's perspective (Anderson, Chapter 6).

K15. Nairobi

Urban screening: British place up to 4 cubes in Nairobi then Sweep there.

General strike: Mau Mau place 1 Guerrilla in Nairobi then free Terror there.

Tips: None.

Backgrounds: Nairobi faced major strikes that paralyzed the city in the years leading up to the Emergency. Unrest and oathing (Card K28) would spread to the Eastlands, a Kikuyu dominated area of Nairobi, in the early years of the conflict. The police launched frequent sweep operations that disrupted daily life and angered many residents due to their indiscriminate nature. The Mau Mau networks in Nairobi would only be decisively crushed with the massive Operation Anvil (Card K1) in April 1954 (Anderson, Chapter 5).

K16. King's African Rifles

Experienced troops: British place 4 Troops in 1 space then conduct a Limited Operation there.

Abuse local population: Set 1 Province with Troops to Resistance and place a Terror marker there.

Tips: None.

Background: The King's African Rifles (KAR) consisted of African troops from Britain's colonies in East Africa. The regiment had experience serving in WWI and WWII, but had also served in punitive operations in East Africa during the early 20th century, quelling uprisings in Kenya and Uganda that involved significant violence against civilians. During the Emergency, investigations were conducted into several instances of excesses by KAR units, eventually leading to the McLean Inquiry (Card K25), a broader investigation of the army's conduct during the Emergency (Anderson, Chapter 6).

K17. Kenya Police Reserve

Settler police: Place 1 Police from anywhere (even Out of Play) into each Non-Reserve Province.

Vigilante counter-terror: Remove 1 Guerrilla in each Non-Reserve Province to set it to Resistance.

Tips: Neither effect may select Mountain Jungle or Reserve Provinces. If the shaded effect is selected, 1 Guerrilla must be removed from each Non-Reserve Province if possible, then each Province where a Guerrilla was removed is set to Resistance.

Background: Large numbers of the white settlers served as police in the Kenya Police Reserve (KPR). Although the expansion of the KPR addressed police manpower issues, the settlers were often difficult to control. Many KPR units carried out reprisals against communities or individuals suspected of supporting the Mau Mau. The abuses of the KPR contributed to General Erskine's (Card K9) distrust of the settler community (Anderson, Chapter 3).

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K18. Operation Blitz

Prohibited area sweep: British Sweep into 1 Mountain Jungle and then Air Strike there.

Guerrillas slip away: Flip all Guerrillas in Mountain Jungles Underground.

Tips: None.

Background: The British launched many large scale sweep operations, such as Operation Blitz, against the Mau Mau in the mountain jungles. These sweeps were often accompanied by extensive bombardments by RAF aircraft. Although these operations would wear down Mau Mau forces and push them deeper into the jungle away from their connections with the population, they often failed to make contact with the guerrillas. Much of the bombing also failed to hit the guerrillas, but would drive them toward security forces (Anderson, Chapter 6).

K19. 'One-Mile Strip'

Contain guerrillas to forest: Remove 1 Base (*+1 Political Will*) from a Mountain Jungle with British pieces in every adjacent space.

Population removal resented: Set a Reserve Province to Resistance.

Tips: British would gain +1 Political Will if they remove a Base with the unshaded text.

Background: Complementing the British strategy of villagization that forcibly relocated the Kikuyu population into protected villages (Card K27), the British cleared an area, by digging enormous ditches fortified by Home Guard posts, between the mountain jungles and populated communities, effectively cutting off the KLFA (Card K31) from supplies and recruits in the Kikuyu Reserve. The advantages of the sparsely populated vast mountain jungles turned into a disadvantage once the insurgents became isolated from their support base (Anderson, Chapter 6).

K20. Surrender Schemes

'Green Branch' program: Remove 1 Guerrilla each from up to 2 spaces with Guerrillas and Troops.

Distrust and reject: Mau Mau free Rally in 2 spaces.

Tips: The spaces selected for free Rally with the shaded effect must still obey the usual restrictions (no Non-Reserve Support spaces).

Background: The British attempted several surrender schemes to induce mass surrenders from the Mau Mau forces in the mountain jungles. Some schemes used former Mau Mau, such as Waruhiu Itote (Card K14), to convince their comrades to surrender. However, at Gatamuki, a group of guerrillas waiting to surrender were outside the designated cease-fire area and were attacked by British forces. The mistake at Gatamuki convinced many Mau Mau that the surrender schemes were simply traps to draw them out (Anderson, Chapter 6).

K21. 'Shot While Escaping'

Captured rebels provide info: British Assault in 1 space then reveal all Guerrillas there.

Dead men cannot talk: Remove 1 Mau Mau Guerrilla with Troops to flip all Guerrillas Underground.

Tips: None.

Background: 'Shot while escaping' was a common excuse used by soldiers in many counterinsurgency campaigns to avoid the consequences for executing prisoners. These excesses were common in the settler dominated KPR units (Card K17), but also in regular army units. Although few faced punishment for their actions, pressure from command did attempt to quell the practice, given the potential intelligence that could be gained from living prisoners (Anderson, Chapter 6).

K22. Dedan Kimathi

Tried and hanged: Remove 1 Base from a British Controlled space (*+1 Political Will*).

KLFA Field Marshall: Mau Mau may conduct 2 free Limited Operations.

Tips: British would gain +1 Political Will if they remove a Base with the unshaded text. The two free Limited Operations granted by the shaded text may be of different types, are carried out one after the other, and may potentially use the same pieces twice.

Background: Kimathi was one of the key Mau Mau leaders of the KLFA (Card K31) operating in the Aberdares mountain jungle, and made several attempts at centralizing KLFA leadership into a more organized command structure. He is seen by many as the heroic figure of the Mau Mau movement. In 1956, Kimathi was wounded and captured by a pseudo-gang (Card K7) operation led by Ian Henderson. In 1957, he was tried and hanged, one of the nearly 1,100 Kikuyu men hanged for Mau Mau offenses during the conflict. The transcript of Kimathi's trial has been preserved and even converted into a play, *The Trial of Dedan Kimathi* (Anderson, Chapters 6 and 7).

K23. Mass Evictions

Removed from Highlands: Set 2 Non-Reserve spaces to Loyal. Shift the Pipeline 1 step to the right.

Forced into the Reserve: Replace 1 Population removed by Relocate, then place a Guerrilla in the space selected.

Tips: The shaded effect increases by 1 the Population value of a Reserve space where the Population was previously reduced with Relocate (either to 1 or 0), and then places a Guerrilla there.

Background: An estimated 70,000 to 100,000 Kikuyu left the white highland areas, where they were previously laborers, to return to the Kikuyu Reserve areas of Kiambu, Nyeri and Murang'a. Many were forced to return through mass evictions. Although the removal of Kikuyu from the white highlands made it harder for the Mau Mau to operate there, the displacement of large numbers of young men led many to join the Mau Mau forces in the mountain jungles (Anderson, Chapter 2).

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K24. Labour Party

Pushes for reforms: British Deploy then Reward.

Exposes repression: Lower Political Will by the current Pipeline value then shift the Pipeline 1 step to the left.

Tips: None.

Background: Several Labour Party Members of Parliament (MPs) investigated and published accounts of British atrocities in Kenya, with many focusing on abuses in the 'pipeline' detention system (Card K26). MP Barbara Castle, depicted on this card, was particularly outspoken against excesses in Kenya. These investigations overcame attempts by the colonial government to deemphasize the amount of violence and coercion being used (Anderson, Chapter 7).

K25. McLean Inquiry

Officers held accountable: Increase Political Will by 2 and shift the Pipeline 1 step to the left.

Atrocities continue: Roll for Outrage but lower Political Will by 2 if the result is less than the Pipeline value.

Tips: None.

Background: The McLean inquiry was a broad investigation of army excesses during the tenure of General Erskine (Card K9), who attempted to improve the discipline and restraint of the army. The inquiry was also intended to appease demands by groups in Britain such as the Movement for Colonial Freedom and Labour Party MPs (Card K24), who were critical of British conduct in Kenya. Although several incidents were identified, the inquiry generally concluded favorably on the army's conduct in Kenya. However, there were also several restrictions on its ability to investigate, limiting the inquiry's overall effectiveness (Anderson, Chapters 6 and 7).

K26. Hola Detention Camp

Brutal detention center: Remove 1 Base from a space with Troops (*+1 Political Will*). Then Roll for Outrage but lower Political Will by 2 if the result is less than the Pipeline value. Shift the Pipeline 1 step to the right.

Tips: Either player may choose to use this event, but must implement it to the maximum extent possible. British would gain +1 Political Will if a Base is removed. Only shift the Pipeline to the right after making the Outrage roll.

Background: Many of the British detention camps in Kenya had harsh conditions, with prisoners facing beatings and torture. This was even more true of the camps imprisoning the perceived 'hardcore' members of the movement. In 1959, Hola Detention Camp received significant attention back in Britain from the news that eleven detainees had been beaten to death by camp guards. After multiple investigations, there were widespread condemnations of the violent methods being used in Kenya, not only by the usually critical Labour Party MPs (Card K24), but also by defenders of the empire such as Enoch Powell (Anderson, Chapter 7).

K27. Protected Villages

Rapid relocation: Shift the Pipeline 1 step to the right, then British may Relocate in up to 2 spaces.

Infiltrated by Mau Mau: Replace 1 Population removed by Relocate, then place a Guerrilla in the space selected.

Tips: The shaded effect increases by 1 the Population value of a Reserve space where the Population was previously reduced with Relocate (either to 1 or 0), and then places a Guerrilla there.

Background: As with the New Villages in Malaya and concentration camps during the Boer War, the British forcibly relocated Kikuyu, Embu, and Meru communities into 'protected villages' in an effort to control the population and deny the Mau Mau in the mountain jungles support from the passive wing (Card K3). Over a period of only fifteen months, over one million people were resettled. Conditions in the villages were often poor, particularly for communities suspected of being sympathetic to the Mau Mau. Home Guard (Card K6) units were formed to guard the villages, but they often abused those they were instructed to protect. Some accounts argue that the forced resettlement of the population was the 'master stroke' in defeating the Mau Mau (Anderson, Chapter 6).

K28. Oathing Ceremonies

MAU MAU CAPABILITY

'Vomiting the Oath': Oath may not select British Controlled spaces.

Widespread oathing: Oath may select up to two Populated spaces.

Tips: If the shaded capability is in effect Oath may select Nairobi and Non-Reserve Provinces, in addition to Populated Reserve Provinces.

Background: The Mau Mau's use of oathing ceremonies to secure their support base and recruit new members was one of the most prominent aspects of the conflict. Oathing ceremonies often involved coercion and violence, with many taking oaths under duress. Oathing spread rapidly across the Kikuyu communities throughout the Central Province and Nairobi. The British attempted to develop counteroaths, where the participants would "vomit" their original oath to signal their loyalty. Organizing counteroathing ceremonies generally also involved significant coercion, since many feared subsequent Mau Mau reprisals if they participated (Anderson, Chapters 1, 5, and 6).

K29. Kikuyu Loyalism

Join British: Place 3 Police from anywhere (even Out of Play) into British Controlled Reserve Provinces.

Targeted by Mau Mau: Mau Mau may free Terror in up to 2 spaces.

Background: Many Kikuyu cooperated with the British against the Mau Mau as loyalists. Kikuyu loyalists consisted of diverse groups with different reasons for choosing to oppose the Mau Mau: those who had already benefited from British rule, those

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seeking revenge for violence committed by the Mau Mau, and those who saw loyalism as a way to gain benefits while avoiding British coercion. Another source of loyalists were those who opposed British rule, but disliked the violent strategy taken by the Mau Mau. It has been claimed that the term 'Mau Mau' originated with a Kikuyu loyalist complaining about the militant nationalists desire to do everything 'very quickly' (with the term deriving from a Kikuyu phrase). Regardless of their motives, loyalists served in large numbers in the Home Guard (Card K6) and assisted the British with local administration. They were violently targeted by the Mau Mau, whether as individuals (Card K30) or entire communities (Card K4), to deter others from supporting the British (Anderson, Chapters 4 and 6)

K30. Chiefs Murdered

Popular chiefs killed: Set a Resistance space to Loyal and place a Police there from Available.

Waruhiu wa Kung'u killed: Remove 1 Police from a space with Mau Mau to set the space to Resistance.

Tips: If the shaded effect is selected, 1 Police must be removed in order to set the space to Resistance.

Background: The Mau Mau targeted chiefs loyal to the British to discourage Kikuyu loyalism (Card K29). The killing of Senior Chief Waruhiu wa Kung'u in October 1952 was the spark that ultimately led to the Emergency declaration a few days later. Mau Mau attacks against popular chiefs could also backfire and drive communities to support the British instead (Anderson, Chapter 2).

K31. Kenya Land and Freedom Army

MAU MAU CAPABILITY

Hungry and desperate: Mau Mau no longer free Rally during the Redeploy phase.

Evade British: Raid may select up to 2 spaces.

Tips: None.

Background: The Kenya Land and Freedom Army (KLFA) was the official name of the armed groups operating in the mountain jungles. However, the KLFA was never a unified army, due to communication and coordination difficulties, but instead several smaller groups commanded by largely independent leaders such as Waruhiu Itote (Card K14) and Dedan Kimathi (Card K22). The KLFA avoided British forces and generally launched raids from the mountain jungles against Home Guard (Card K6) outposts and other isolated targets (Anderson, Chapter 6).

K32. Racist Propaganda

Dehumanize enemy: Increase Political Will by 1. Relocate or Reprisal in 1 space with no Roll for Outrage.

British atrocities revealed: Lower Political Will by the Pipeline value.

Tips: None.

Background: British propaganda against the Mau Mau exploited many of their brutal attacks against settlers such as the Ruck family (Card K13), or against Kikuyu loyalist as at Lari (Card K4), to depict the Mau Mau in racist frames as bloodthirsty savages. The racist framing was intended to deny that the Mau Mau possessed serious political grievances, and to deflect criticisms of the brutal methods used to crush the movement. Although the British succeeded in altering many external viewers' perception of the Mau Mau, they failed to distract journalists and members of the British Labour Party (Card K24) from their own atrocities (Anderson, Chapter 6).

K33, K34, K35. Propaganda

Background: Although the British forces had crushed the Mau Mau insurgency by 1956 and captured the last major Mau Mau leader in the mountain jungles (Card K22), repression of the Kikuyu population in the detention camps continued for several more years (Card K26). After negotiating with moderate nationalist leaders, the British granted independence in 1963. The newly independent Kenya was led by Jomo Kenyatta (Card K2), depicted on the Propaganda cards. After taking power, Kenyatta encouraged a collective silence on the Mau Mau movement, although many decades later they would become celebrated in Kenya as national heroes (Anderson, Chapter 8).



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Strategy Guide

By Joe Dewhurst



This strategy guide consists of some general advice for both players and then some specific tips for playing each Faction, and is intended to help get you started rather than explaining everything about the game. Much of the enjoyment of playing will come from exploring and developing these strategies yourself, and of course I need to keep some tricks up my sleeve in case we ever end up on opposite sides of the table.

General Advice

Have a plan – Each campaign (the sequence of Event cards leading up to a Propaganda Round) only lasts an average of six Event cards, meaning that you only should expect to get approximately three full Operation + Special Activity turns per campaign. This doesn't give you much time to get things done, so you should begin each campaign with a plan for what you want to achieve, and only divert from it if there is something more important you need to respond to, or if a better opportunity arises from the Event cards (although beware the allure of these, often they are not your best option).

Keep your eyes on the prize – The game is ultimately a struggle for Political Will, and you should carefully study the various ways in which this can be raised and lowered (these are summarised on both Faction player aids, and on the Propaganda Round aid sheet). Some of these have immediate effects and can often be very attractive, but in the long-term the Propaganda Round effects are likely to have a greater impact, and you should make sure that you are always working towards achieving these.

Master the one-two punch – The structure of the Initiative Track means that if you perform a Limited Operation on one turn you are guaranteed to be able to perform a full Operation + Special Activity on the next turn (unless the Propaganda card is drawn). This means that you can use a Limited Operation on one turn to set yourself up for a powerful action on the next—and remember that the British can also use a Limited Deploy to move Troops to an additional non-Mountain Jungle space.

Mau Mau Tips

Take the initiative – The British may seem overwhelmingly powerful, but they can't handle everything at once, and an early burst of activity can be hard for them to deal with. Consider opening the game with a widespread recruitment drive (Rally + Oath) or a sudden surprise attack (Terror + Raid), and then maintain pressure while the British scramble to clean this up.

Operate within your means – Resources will be very scarce for you throughout the game, and you need to make every Operation count. Take advantage of Oath, and especially Raid, later on in the game, to add Resistance or Terror without spending any Resources. Look out for the Capabilities that enhance these Special Activities, and double down on the corresponding Special Activity if you can get one of these Capabilities into play.

Keep the British down – Aside from removing your Control (which is only a temporary measure), it is relatively hard for the British to regain Political Will, so make sure to block any opportunity for them to recover Political Will by maintaining presence in Nairobi and a Base outside of the Mountain Jungles. However, also make sure you know when to cut your losses!

British Tips

Protect the settlers – Terror markers in Nairobi and Non-Reserve Provinces will inflict additional hits to Political Will, so protect these spaces if you can, forcing the Mau Mau to focus instead on Reserve Provinces where their actions will be less effective.

Maintain pressure – Your opponent is heavily constrained by their limited Resources, while you do not have to worry about Resources at all. If you can get them on the back foot, keep them there. Sweep early and often to force them to spend their Resources Rallying, and remove their Bases so they will struggle to gain more Resources.

Secure the Reserves – The Relocate Operation allows you to remove Population from Reserve Provinces, rendering Mau Mau activity there ineffectual, while also unlocking additional Police for you to use elsewhere. If you can drive them out of the Reserve Provinces and into the Mountain Jungles, then you are already close to winning.

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Key Terms Index

Accompanying: Operation required for a Special Activity. (4.1.1)

Activate: Flip Guerrillas Active. (1.4.3)

Active Pieces: Troops, Police, Active Guerrillas (symbol end up), and Bases. (1.4.3)

Adjacent: Spaces next to each other for actions or Events. (1.3.6)

Air Strike: British Special Activity to remove Active Mau Mau pieces. (4.2.3)

Assault: British Operation to remove Active Mau Mau pieces. (3.2.4)

Available: Pieces in Available boxes, waiting to be placed. (1.4.1)

British: A Faction committed to maintaining British influence in Kenya. (1.5)

British Political Will: Marker on edge track indicating British commitment to Kenya, position determines victory. (1.10, 7.0)

Campaign: Event card series leading up to an Propaganda Round. (2.4)

Control: More friendly pieces than enemy pieces in a space. (1.7)

Cube: British Troops or Police piece. (1.4)

Cylinder: Token to mark a Faction's current Resources (1.8, Mau Mau only) or Eligibility on the Initiative Track. (2.3)

Deploy: British Operation to place cubes and rapidly move Troops. (3.2.1)

Dual Use: Event with two alternative effects. (5.2)

Event: Card with text a Faction may execute. (5.0)

Execute: Implement Event or conduct Operation or Special Activity. (2.3)

Faction: Player role: British or Mau Mau. (1.5)

Flip: Switch Guerrillas between Underground and Active. (1.4.3)

Forces: Troops, Police, Guerrillas, and Bases. (1.4)

Friendly: Forces belonging to the executing Faction. (1.4)

Guerrilla: Mobile Mau Mau forces that are required for several Operations and Special Activities, and may be Underground or Active. (1.4)

Initiative Track: Track indicating which Faction is 1st and 2nd Eligible, and to mark actions performed on an Event card. (2.3)

Limited Operation: Operation in one space with no Special Activity. (2.3.4)

Loyalty: A space's Population favoring the British. (1.6)

March: Mau Mau Operation to move Guerrillas to adjacent spaces. (3.3.2)

Mau Mau: A Faction committed to ending British rule of Kenya and redistributing land. (1.5)

Mountain Jungle: Unpopulated rural space that provides a safe haven for Mau Mau Guerrillas. (1.3.3).

Nairobi: Urban space. (1.3.4)

Oath: Mau Mau Special Activity to place Guerrillas and shift Reserve Provinces towards Resistance. (4.3.2)

Operation (Op): Core action a Faction takes with its pieces. (3.0)

Out of Play: Holding box for Police that are unavailable to the British at the start of the game but may be released by Relocate and some Events. (1.3.5)

Outrage: Roll made against Pipeline Track, with Political Will reduced by one if result is lower than Track value. (6.6.3)

Pass: Forego the action in the selected Initiative Track box to gain Resources (Mau Mau) or shift the Pipeline Track (British). (2.3.3)

Pawn: A token to designate spaces selected for Operation or Special Activity. (3.1.1)

Phase: Part of a Propaganda Round. (6.0)

Place: Move a piece from Available to the map. (1.4.1)

Pipeline Track: Track indicating the severity of British policy in Kenya, determining the number of spaces that may be selected for Relocate and Reprisal, and increasing the chance of Outrage. (6.6)

Police: British forces that provide static defenses. (1.4)

Political Will Phase: Propaganda Round phase in which British Political Will is adjusted and victory is checked. (6.1)

Populated: Any map space with a Population value greater than 0; a space with 0 Population is Unpopulated. (1.3.2, 1.3.3, 1.3.4)

Propaganda Round: Interruption to usual play, during which Political Will is adjusted, victory is checked, and other status phases are carried out. (6.0)

Province: Rural space, either Reserve or Non-Reserve. Reserve Provinces may also become Unpopulated. (1.3.2)

Raid: Mau Mau Special Activity to strike from Mountain Jungles or retreat into them. (4.3.3)

Rally: Mau Mau Operation to place new Guerrillas and Bases, or flip Guerrillas Underground. (3.3.1)

Redeploy Phase: Propaganda Round phase in which the British move pieces and Mau Mau free Rally in Mountain Jungles. (6.4)

Relocate: British Operation to reduce Population of Reserve Provinces and release Police from Out of Play. (3.2.2)

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Remove: Take from the map and return to Available. (1.4.1)

Replace: Remove pieces to place others in their stead. (1.4.1)

Reprisal: British Special Activity to place Terror, set Populated spaces to Neutral, and relocate one Guerrilla to an adjacent space. (4.2.2)

Reset Phase: Propaganda Round phase to ready for the next card. (6.5)

Resistance: A space's Population favoring the Mau Mau. (1.6)

Resources: Mau Mau Faction's wherewithal for Operations and other actions. (1.8)

Resources Phase: Propaganda Round phase in which the Mau Mau may gain Resources. (6.2)

Reward: British Special Activity to remove Terror and shift Populated spaces towards Loyalty. (4.2.1)

Shaded: 2nd choice of Dual-Use Event, typically favors Mau Mau. (5.2)

Space: A map area holding pieces in play: Provinces, Mountain Jungles, and Nairobi. (1.3.1)

Special Activities: Actions accompanying Operations; unique to each Faction. (4.0)

Stacking: A limit of two total on Bases that can occupy a space. (1.4.2)

Supply: Mau Mau Special Activity to gain Resources. (4.3.1)

Support Phase: Propaganda Round phase in which British may Restore and Mau Mau may Oath. (6.3)

Sweep: British Operation to move Troops to adjacent spaces and Activate Guerrillas. (3.2.3)

Target: Faction or piece that is the object of an action. (3.1, 4.1)

Terror: Mau Mau Operation that places Terror markers and shifts spaces towards Resistance, or removes Police. (3.3.3)

Terror marker: Placed by Terror Operations, Reprisal Special Activity, and some Events. (1.9)

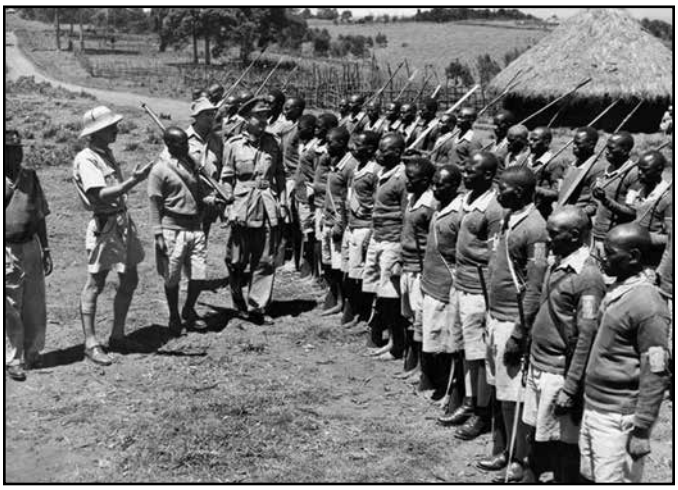
Troops: Mobile British forces that may Sweep and Assault. (1.4)

Underground: Guerrilla, symbol end down: not usually subject to removal from Assault and capable of Terror and Oath. (1.4.3)

Unshaded: 1st choice of Dual-Use Event, typically favors British. (5.2)

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Setup Instructions (2.1)



Kenyan Emergency: 1952-1956

Deck Preparation. Gather the *Kenya* Event cards, remove the three Propaganda cards, and shuffle the remaining cards. Form three piles of 6 regular Event cards and set aside the remaining 14 regular Event cards (they will not be used). In each pile, shuffle a Propaganda card with 2 of the Event cards and place these 3 cards under the remaining 4 Event cards. Stack the resulting three 7 card piles to form the complete Event Deck of 21 cards.

NOTE: Mau Mau use only four red discs for Bases, and British only use 10 tan Troops cube. The fifth red disc and 5 additional tan cubes can be set aside. All other wooden pieces are used in *Kenya*.

Set up the map as follows (see back page of this booklet for a full setup diagram):

- **Resources:** Mau Mau 8
- **Pipeline:** Emergency Powers (1)
- **British Political Will:** 12
- **Initiative:** Mau Mau 1st Eligible, British 2nd Eligible

Available:

Mau Mau—1 Base, 7 Guerrillas

British—4 Troops

Out of Play:

British—8 Police

Nairobi:

British Control, Neutral

Mau Mau—1 Base, 1 Guerrilla

British—2 Troops, 3 Police

Kiambu, Fort Hall, Nyeri, Embu, and Meru:

Mau Mau Control, Neutral

Mau Mau—1 Guerrilla

Aberdares and Mount Kenya:

Mau Mau Control

Mau Mau—1 Base, 1 Guerrilla

Rift Valley and Nanyuki:

British Control, Neutral

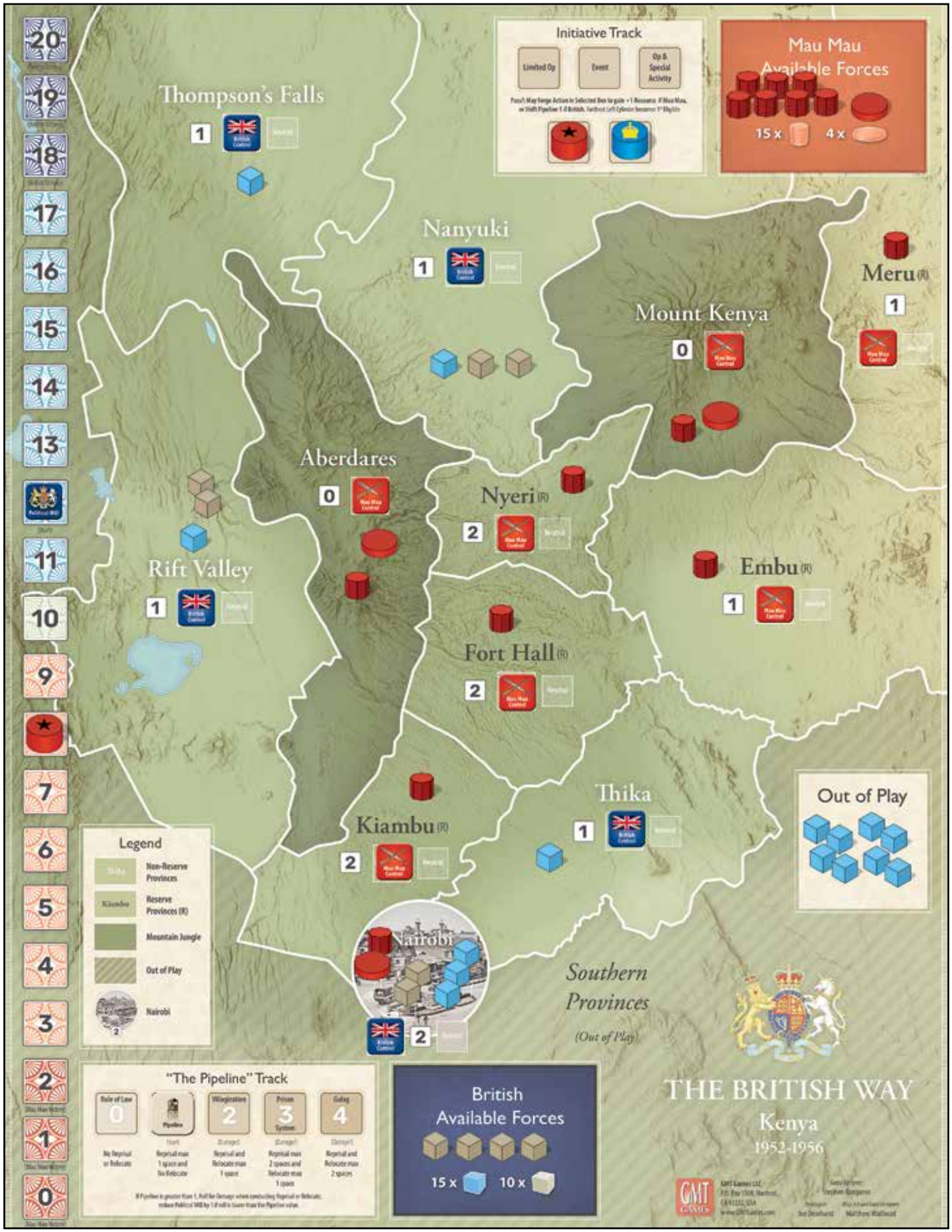
British—2 Troops, 1 Police

Thompson's Falls and Thika:

British Control, Neutral

British—1 Police

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Setup Diagram