

# Guns of the ASKARI

## RULES of PLAY

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## RANDOM EVENTS TABLE AND RESULT DESCRIPTIONS

## READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

### 3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

## LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: [gamesupport@atomagazine.com](mailto:gamesupport@atomagazine.com), phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Guns of the Askari* discussion folders at [consimworld.com](http://consimworld.com).

## 1.0 INTRODUCTION

*Guns of the Askari* is a 2-player game; one player is the Entente and one the German. However, the Entente side can be split between two players, one British and the other the Belgian Congolese/Portuguese East African, to allow for a three-player game. **Designer's Note** Although it was technically neutral, Belgian Congo begins the game as an Entente ally.

### 1.1 Important Terms

**Casualty Reduction** A unit suffers a hit and is flipped to its reduced side or if on its reduced side is eliminated.

AV Armor Value	BV Bombardment Value
DR Die Roll	DRM Die Roll modifier
GV Gunnery Value	MA Movement Allowance
MP Movement Point	MV Morale Value
MQV Machine Gun/Quick Fire Value	RP Replacement Point
RV Rifle Value	

## 2.0 COMPONENTS

The game consists of one 22"x 34" map, 280 1/2" counters, two Player's Aid Charts (PACs), and this set of rules. Also needed for play but not included is a six sided die.

### 2.1 Map

**2.1.1** The map depicts East Africa at a scale of about 30 miles/hex.

**2.1.2** Political boundaries (beige hexsides) have been morphed to conform to hex sides.

**2.1.3** All hexes with a grey background are part of German East Africa. All hexes with a red background are part of British East Africa. All hexes with a white background are part of Portuguese East Africa. All hexes with a yellow background are part of the Belgian Congo.

**2.1.4** The northeast shore of Lake Nyasa is also the political boundary between German East Africa and British Nyasaland.

**2.1.5** The map also displays a number of boxes and tracks.

a) The Game Turn Track is used to record the current turn in play. The Track has information printed on it to remind players of certain events. A "Rain" turn represents March, April, and May.

b) Patrol boxes are used for boats and ships on that body of water. A body of water that does not have a Patrol Box cannot have boats deployed to it.

c) The three East African Division boxes and the German Abteilung (ABT) box can be used to hold large stacks of units. The marker is placed on the map indicating where they are.

**2.1.6** A town/city with a center dot colored blue and its name over the water is a Port.

**2.1.7** Un-numbered hexes or partial hexes are not playable.

### 2.2 Ground Units

Ground units ("unit(s)" from this point on) are the playing pieces that represent the military formations that participated in the campaign. Most Entente units (British, Belgian, and Portuguese) are battalions (500-800 soldiers). German units are companies (120-150 soldiers). Both sides have artillery units (4-6 guns). Some exceptional artillery units represent a single or pair of heavy guns.

**2.2.1** Unit types include: armored car, artillery, cavalry, coastal defense, infantry, and machine gun.

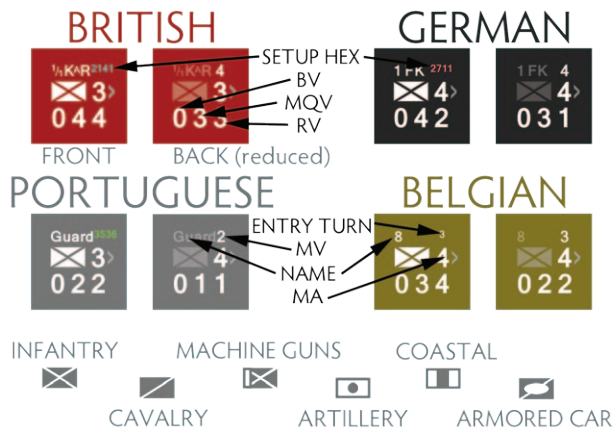
**2.2.2** Most units have both a full and a reduced strength side (two steps).

a) The full strength side of the unit's counter has a code in the upper right that shows either an initial set up hex (4 digit hex number) or a turn of entry number (a one or two digit number).

b) The reduced strength side lacks the set up/entry code and for land units has an MV printed in the upper right of the counter.

c) A unit's values (BV, MQV, RV, MA, MV), historical designation, setup hex or entry turn positions on the counter are shown in the following diagrams.





**2.2.3** A full strength 2-step unit that is hit during combat is usually casualty reduced (flipped to its reduced strength side) to show that it has lost one step and therefore has only one step remaining. A reduced unit that is hit again is destroyed – moved to the Eliminated Pile usually.

**2.2.4** Certain artillery units do not have a reduced strength side (they typically represent one or two heavy guns).

a) The reverse of these units is the basically the same as the front, but in the opposite side's color because these units can be captured and used by the enemy.

b) If hit they are simply destroyed rather than being flipped.

**2.2.5** Units are restricted to hexes with at least some land terrain in them. They cannot enter Patrol Boxes on bodies of water without Naval Transport (Section 10.3).

#### 2.2.6 Unit Abbreviations

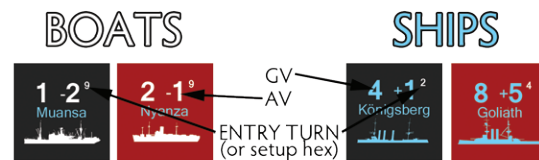
<b>AC</b> Arab Corps	<b>Bgnda</b> Baganda
<b>Bjrtpr</b> Bharatpur	<b>Blc</b> Baluchi
<b>Btry</b> Battery	<b>Calcta</b> Calcutta
<b>CC</b> Cape Corps	<b>Cmba</b> Coimbra
<b>EAMR</b> East African Mounted Rifles	
<b>Figira</b> Figueira	<b>F Pub</b> F Publique
<b>FK</b> Feld Kompanie	<b>Frm</b> Fromme
<b>Fslr</b> Fusilier	<b>Gn</b> Gren
<b>Gold C</b> Gold Coast	<b>Gwlr</b> Gwailor
<b>Herng</b> Herring	<b>Hrbr</b> Harbor
<b>Hvy</b> Heavy Gun	<b>Hx</b> Howitzer
<b>KAR</b> King's African Rifles	<b>Kptala</b> Kapurthala
<b>Ksmr</b> Kashmir	<b>LNL</b> Loyal North Lancashire
<b>MarDf</b> Marine Defense	<b>Maxim</b> Maxim machine gun
<b>MG(s)</b> Machine Gun	<b>MT</b> Mountain
<b>Ngrn</b> Nigerian	<b>NRP</b> Northern Rhodesia Police
<b>NyFF</b> Nyasa Field Force	<b>Pjb</b> Punjab
<b>Pm</b> Palam	<b>Ptn</b> Pathans
<b>Rdsa</b> Rhodesia	<b>Rfs</b> Rifles
<b>Rjpt</b> Rajput	<b>RK</b> Reserve Kompanie
<b>Rmpr</b> Rampur	<b>RNR</b> Rhodesia Native Regiment
<b>SAFA</b> South African Field Artillery	<b>SAH</b> South African Horse
<b>SAI</b> South African Infantry	<b>SK</b> Shutzen Kompanie
<b>Stnhm</b> Sternheim	<b>Wlhy</b> Willoughby

**Design Note** Throughout the game, players should keep in mind that typical British, Belgian, and Portuguese infantry units are four times larger than their German counterparts. This reflects the Entente's numerical advantage and doctrine while also facilitating game play by keeping the total number of Entente units within reason.

*Von Lettow-Vorbeck's Feld Kompanies (FK), the backbone of German resistance in East Africa during WWI, deserve special comment. In 1914, an FK had about 120 riflemen and two machine guns. European armies did not achieve that concentration of machine guns per man until 1916! Moreover, about 250 porters and 30 irregulars (ruga-ruga) supported each FK. Hence, these units exhibited more firepower, mobility, and resilience than a typical company. Much of Vorbeck's celebrated leadership is accounted for in the statistics of these purpose-built FK.*

*This contrasts to varying degrees with Britain's Imperial units. Many Indians and South Africans went to war expecting a Kipling-like adventure. Although not cowards, they did shy away from risk and casualties, as reflected in their modest morale values, because they understood time favored their cause.*

## 2.3 Naval Vessels



**2.3.1** Naval counters represent individual vessels. Vessels include boats (white silhouette and values) and ships (blue silhouette and values).

**2.3.2** Boats and ships cannot cross all land hex sides.

**2.3.3** Most vessels can operate in coastal hexes and all can operate in their water area's Patrol Boxes.

**2.3.4** Boats are restricted to operate in lakes with Patrol Boxes only (they cannot operate in the Indian Ocean).

**2.3.5** Ships are restricted to the Indian Ocean only.

**2.3.6** Vessels in a coastal hex or Patrol Box of a particular body of water are "on" that body of water.

**2.3.7** The upper two large values on the counter are the GV and the AV (in that order). The upper right has their starting hex or turn of entry.

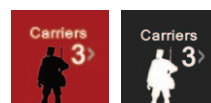
## 2.4 Eliminated Pile

**2.4.1** The Eliminated Pile is any convenient table location (close to hand) the player can use to accumulate units that are destroyed in battles.

**2.4.2** Although currently out of play, these units could possibly return to play after being reconstructed by the expenditure of RPs (Section 8.2).

**2.4.3** Units that are **permanently** removed or withdrawn as per the relevant rules are not placed in the Eliminated Pile. With the exception of some noted South African units, they never return to play.

## 2.5 Carriers



**2.5.1** Any number of Carriers can occupy a single map hex.

**2.5.2** Carriers support lines of communication and/or provide supply and replacements.

**2.5.3** Carriers move like units.

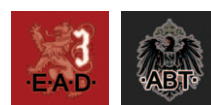
**2.5.4** They remain on the map until consumed as a supply source and/or converted to an RP.

**2.5.5** Since they are not units, Carriers do not themselves require supply, increase enemy movement point costs, stop enemy movement, or force land battles.

**2.5.6** When a Carrier is alone in a hex with enemy units, flip it to the enemy's side to show it has been captured.

**Design Note** Carriers often represent exactly that – about 500 human porters per marker. These markers suffer high attrition but are continuously replenished by local recruits. Carrier markers include the supplies these porters carry. From time to time the carrier markers may represent fewer porters and more goods, such as when they are offloaded by naval transport. At other times, a carrier marker may represent basic infrastructure

## 2.6 Stack Markers



The 1st, 2nd, and 3rd East African Division markers, as well as the German ABT marker, are convenient placeholders for towering stacks of units.

**2.6.1** At any time, a player can simply move a stack from its hex on the map and replace it with one of these markers and then place the stack of units in the corresponding marker's box on the map.

**2.6.2** The marker then indicates the hex the units that are in its box are located in.

**2.6.3** All the usual rules apply; just use the single marker as a convenient substitute for a towering stack of units.

## 2.7 Rounding Fractions

Throughout the game, employ fractions as they arise but at the end of the calculation round any remaining fractions up.

## 3.0 STACKING

A "stack" is any number of friendly units (even just one) in the same hex. Any number of units (land and naval) can occupy a single hex – there is no stacking limit in the game.

## 4.0 CONTROL

### 4.1 General Rules

**4.1.1** Control refers to which side has dominion over a town hex and/or controllable body of water on the map.

**4.1.2** At start, each side controls all town hexes within its political boundaries and as modified by scenario rules. All bodies of water begin contested unless one player only deploys units in its Patrol Box.

**4.1.3** All other hexes are neutral and only controlled if one side occupies the hex with its units.



**4.1.4** Once play begins, the last side to have solely occupied it with a unit controls a town hex.

Control markers are provided so players can mark control on the map of towns/islands of the opposing side that their forces take control of.

**4.1.5** The side that last had or currently has sole occupancy of its Patrol Box controls a body of water. Players can use a control marker to indicate this in the Patrol Box. If opposing forces occupy a Patrol Box then neither side controls that body of water.

**4.1.6** An island is considered controlled if one player is the sole occupant of the island at any point in time. If the island is part of the opposing player's at start areas of control, mark the island with a friendly control marker.

## 5.0 SEQUENCE OF PLAY

Game play proceeds in turns. Most game turns cover one month. However, March, April, and May are grouped into a single Rain turn because of the "Masika" or long rains that dominate the north and north east of the region in spring.

### 5.1 Structure

**5.1.1** Each game turn consists of up to five phases, but not all turns have each of those five phases.

**5.1.2** Every turn has a Logistics Phase and an Operations Phase.

**5.1.3** The Attrition and Random Events Phases occur only during the "Rain" turn of each year (turns 8, 18, 28, and 38).

**5.1.4** Only the last turn of the game has a Victory Phase (**Exception** the Campaign Game has a Turn 5 victory point tally [Case 14.4.6]).

### 5.1.5 Turn Sequence of Play

**Random Events Phase** (*Rain turns only*) (Section 6.1)

**Attrition Phase** (*Rain turns only*) (Section 6.2)

**Logistics Phase** (**Module 8.0**)

- Reinforcements Segment (Section 8.1)
- Replacements Segment (Section 8.2)
- Withdrawals Segment (Section 8.3)

**Operations Phase** (**Module 9.0**)

- OPS Segment 1  
German movement and combat Impulse  
Entente movement and combat Impulse
- OPS Segment 2  
Same as OPs Segment 1 plus at the end check for possible End of the Operations Phase (Case 9.1.4).
- OPS Segment 3  
Same as OPs Segment 1 but at the end of this Segment, continue to the next turn or Victory Phase (as appropriate).

**Victory Phase** (*Last Game Turn Only – Exception Case 14.4.6*)

## 6.0 RANDOM EVENTS AND ATTRITION PHASES

### 6.1 Random Events Phase

**6.1.1** This phase is only performed at the start of each "Rain" turn (noted with "A&E" below the turn box).

**6.1.2** Each player rolls one die and cross-indexes their roll with the result in that year's column on the Random Events Table (see the back page of these rules),

**6.1.3** If both players roll the same number, perform a re-roll until each player has a different roll result.

**6.1.4** Each player's rolled event is immediately implemented as detailed below the Table.

### 6.2 Attrition Phase

During this phase, both players will account for losses due to ailments such as black water, dysentery, malaria, and pulmonary infections that were so common in the tropics.

**6.2.1** This Phase is only performed during a "Rain" turn (turns 8, 18, 28 and 38).

**6.2.2** To be eligible for selection as a target of attrition a unit must meet the following criteria:

- It cannot be Belgian, British KAR, or German FK, and
- It must be at full strength.

**6.2.3** The German player begins by casualty reducing four eligible Entente units of his choice.

**6.2.4** The Entente player then selects two eligible German units of his choice for casualty reduction.

**Design Note** *The rules punish the Entente player more because the British imported so many troops from out of the region who also neglected preventive measures. In contrast, the Germans relied heavily on local troops and made ample use of mosquito nets and quinine. The game only accounts for attrition at its height in the rainy season as the caseload dwindled at other times of the year.*

## 7.0 LINES OF COMMUNICATION (LOC)

At various times during play, including but not limited to the Logistics Phase, players may have to demonstrate Lines of Communication (LOC) for their units – not for their Carriers!

### 7.1 Establishing LOC

**7.1.1** LOCs consists of nodes, which are hexes containing "infrastructure" and/or bodies of water.

**7.1.2** To demonstrate an LOC, a stack of units must trace an unbroken chain of nodes in each hex that begins with a friendly infrastructure and then travels across a contiguous series of hexes containing friendly controlled infrastructure and/or bodies of water until it ends at a friendly supply source hex.

**7.1.3** Always trace from the stack to the Supply Source.

**7.1.4** Infrastructure nodes are friendly:

- or contested bodies of water (lake or ocean printed on map)
- Carriers (placed during play)
- Port or Town (printed on map)
- Rail lines (printed on map).

**7.1.5 Bodies of Water** They can only serve as intermediate nodes in the LOC chain (they cannot be the initial or final node) and only if friendly controlled or contested.

a) If neither or both players have units in the Patrol Box, then that body is contested, so both sides may use it as an intermediate node in an LOC.

b) If only one side has naval units in a Patrol Box, then that side controls that body of water, which therefore prohibits the other side from using it as an intermediate node in an LOC.

**7.1.6** The initial hex in the chain must always contain some kind of infrastructure controlled by the tracing side.

**Game Play Note** *The tracing side does not necessarily need to control the "hex" it occupies but it must control the "infrastructure" over which it traces. Therefore, units that moved into an enemy controlled hex while enemy units are there can in fact start an LOC trace from that hex if they bring a Carrier unit with them. The newly arriving units into that hex could not cite some other infrastructure in that hex as their initial node, as the side that was already there controls it – and can cite it – but these new arrivals would control their own Carrier, accompanying them, which is an infrastructure node and thus could serve as their initial node.*



**7.1.7** British and Portuguese units must start their trace from the hex they occupy.

**7.1.8** Belgian and German units can begin their trace from an adjacent hex if they wish.

**Game Play Note** The implications of the aforementioned rules are: British and Portuguese units that move into hexes containing German units **MUST** bring a Carrier with them if they wish to be in supply for the ensuing combat. However, Belgian and German units need not bring a Carrier when they move into an enemy occupied hex as they can begin their trace from an adjacent hex that itself could contain a friendly Carrier or some other friendly-controlled infrastructure.

**7.1.9** Naval units and all Carriers never need to trace an LOC; they suffer no penalties for lack of LOC.

**7.1.10** When two Carrier counters are in adjacent hexes, players should remove one (place it in the available pile) and move the other Carrier counter onto the hexside between the two hexes to represent one carrier in each of the two hexes (see diagram below).

a) If enemy units move into either hex (with no friendly units therein), then move the Carrier counter into the hex the enemy unit did not enter, and place a Carrier counter (enemy side up) in the hex the enemy unit just entered (it captured the Carriers in that hex).

b) Also if a player wishes to use one of the two Carriers for an RP (Section 8.2) or as a Supply Source (Section 7.2), move the marker into the hex the player wishes to keep the remaining Carrier in.



In the example picture above, there are carrier markers assumed to be in hexes 0506, 0605, 0706 and 0806.

## 7.2 Supply Sources

**7.2.1** A Supply Source functions for the side that controls it.

**7.2.2** The following cities are Supply Sources for the side that controls them: Dar-es-Salaam (3219), Mombasa (3412), and Chinde (2018).

**7.2.3** Carriers can function as Supply Sources rather than just nodes over which an LOC is traced.

a) When a carrier is declared as a Supply Source, it is eliminated immediately after providing the supply (place the unit into the Available Carrier pool).

b) Every time the Entente player declares a Carrier as a Supply Source, the German player should make a note that one was used. At the end of the game, the Entente victory point total is reduced by one for every noted Carrier used for this due to criticism of wartime brutality.

**Design Note** The “consumption” of carrier markers as supply sources is not cannibalism but rather a thorough requisitioning of the local countryside that yields up everything available to military units and leaves local populations, who staff the carrier markers, at great risk of starvation and disease.

## LOC Example

In the picture below, the Entente control Mbarara, Bukoba (control marker placed), and Lake Victoria (on the right), and on the other side of the lake (off the picture) they have full control of the rail line from Kisumu to Mombasa. In this case, the Belgian 11th Battalion in hex 0106 can trace an LOC while the Belgian 8th Battalion in 0203 cannot; here's why.

The Belgian 11th Battalion in 0106 can start his trace at Rutchuru (0205), which is an adjacent infrastructure hex, and from there across Lake Edward (0305, 0404), since it is not German controlled. After crossing Lake Edward, the LOC goes to the Carrier in 0504 and then to 0604, 0704 (Mbarara), 0804, 0905, 1005 (Bukoba). From there the LOC can cross Lake Victoria to reach Kisumu where the LOC can travel the railroad to Mombasa (supply source).



The Belgian 8th Battalion cannot trace a similar LOC because it lacks an initial infrastructure hex (a lake cannot be the start or finish of an LOC), either its own or one adjacent to it, that would enable it to avail Lake Edward as an intermediate node.

If the Belgian 11th Battalion was a British unit it could not demonstrate an LOC, as British (and Portuguese) units must begin their LOC trace from the hex they occupy. A British or Portuguese unit would need a Carrier unit there with them to serve as the initial node of its LOC trace.

Now, if far to the east (off the map) the rail line from Kisumu to Mombasa was blocked by a German unit, then the Belgian 11th Battalion in 0106 could trace an LOC to any one of the carriers shown and cite that carrier as a supply source. This would give the 11th Battalion a valid LOC but then destroy that Carrier thereby reducing future options and costing the Entente a VP at game end. **Note** that Carriers are shown in each hex instead of Extended placement (Case 7.1.10) for better understanding of the LOC.

## 8.0 LOGISTICS PHASE

During this phase both sides bring new units and/or Carriers into play. The Entente player sets up his reinforcements first followed by the German player. Reinforcements that are due to enter from a map edge “move” onto the map during any Friendly Impulse of the Operations Phase.

### 8.1 Reinforcements Segment

**8.1.1** On their noted turn of entry, reinforcements are either set up on the map in particular hexes or enter play from a map edge during an Impulse of the Operations Phase.

**8.1.2** Reinforcements always enter at full strength.

**8.1.3** Those that enter from a map edge are assumed to have been in supply at that start of their move.

**8.1.4** Units moving on from a land map edge enter so that the first map edge hex is also their first hex of movement.

**8.1.5** Ships and units (naval transported) that enter from the east map edge are assumed to have come from a coastal hex and must therefore enter the Indian Ocean's Patrol Box as their first move onto the map.

**8.1.6** Boats can be placed in any non-enemy occupied coastal hex of a lake that also contains a friendly controlled town in a coastal hex.

#### 8.1.7 Entente Reinforcements

a) British units can enter on the north, east, west, and/or south edges of the map as follows:

- When they enter along the east edge they automatically have and use naval transport (Section 10.3) for that Impulse.
- If they enter along the west edge, British units must enter into a map edge hex of Rhodesia.
- If they enter along the south edge, they must enter at Chinde (hex 2048), and only do so after Portuguese East Africa has joined the Entente.

b) The Reinforcement Table (see PAC) indicates where the Entente reinforcements must enter.

c) If a given town is controlled by the Germans, then that Entente unit cannot arrive at that time but will arrive later when the town is again Entente controlled (**Exception** Belgians noted below).

d) If a Belgian town is German controlled, they may enter one turn later anywhere along the west map edge of Belgian-controlled colored hexes.

e) The Entente boat *Fifi* arrives in a coastal hex as a reinforcement one turn after the German boat *Kingani* is destroyed anywhere on the lake that *Kingani* was destroyed on (the two boats have brackets around their names and the *Fifi* has an asterisk in its reinforcement location on the counter).

f) Portuguese units arrive via naval transport along the east edge.

g) On turn 29 the 6 SAI, 7 SAI, 8 SAI, and 10 SAH units return to play as reinforcements (they were withdrawn on turn 27).

### 8.1.8 German Reinforcements

a) German units can be placed in any friendly-controlled town hex in German East Africa.

b) Only one unit per turn may arrive as a reinforcement in a town that cannot trace an LOC.

c) Towns that can trace an LOC can receive any number of newly arriving reinforcements.

d) German ships enter along any east edge hex of the Indian Ocean.

e) The two German 105 (mm) artillery units enter as cargo of the ship *Marie* when it arrives on turn 18 (the artillery units are noted with an asterisk as their turn of entry number).

f) The “Naval” artillery units appear as unit reinforcements in any coastal hex of German East Africa the turn after the *Königsberg* is destroyed; otherwise they never arrive.

**8.1.9 Carriers** Various locations generate Carriers as reinforcements every turn as follows.

a) The Entente receives one Carrier per turn entering via Naval Transport (Section 10.3) along the east edge.

b) Dar-es-Salaam (hex 3219) generates one Carrier per turn for the side that controls it during this segment.

c) Starting on turn 18, Chinde (hex 2048), generates one Carrier per turn for the side that controls it during this segment.

d) See also the German Blockade Runner rule (Section 12.7).

## 8.2 Replacements Segment

During this Segment, a player can consolidate units, and beginning turn 6, receive and use RPs, which allows a player to rebuild reduced strength units and/or return destroyed units to play from their Eliminated Pile.

**8.2.1** A player must spend an RP upon its arrival; they cannot be saved.

**8.2.2** There are two sources of an RP: certain city/towns and a Carrier marker.

**8.2.3** Starting on turn 6, Nairobi (hex 2506) and Tabora (hex 1315) each generate one RP for the side that controls them.

**8.2.4** Each side may convert one Carrier per turn to an RP.

a) Carriers used in this manner can also be cited as a supply source or node (not both) at the instant of their conversion to enable placement of the RP.

b) After allocating the RP, the Carrier used for this is placed in the Available Pile.

c) Carriers converted to RP do **not** cost the Entente a VP at game end unless they were also simultaneously cited as a supply source.

**8.2.5** One RP can be used to flip a reduced strength unit that is already in play back over to its full strength side

**8.2.6** One RP can be used to pick an **infantry** unit from the Eliminated Pile and return it to play at reduced strength.

**8.2.7** A second RP can be spent on a unit drawn from the Eliminated Pile to allow it to reenter play at full strength.

**8.2.8** Units resurrected from the Eliminated Pile in this manner return to play in the same manner as reinforcements (Section 8.1).

**8.2.9** On-map units must be able to trace an LOC to receive an RP. **Note** that this LOC need not be traced to the town generating the RP; any supply source will suffice.

**8.2.10** Additionally, during this Segment, a player can consolidate his reduced strength units. Two reduced strength land units **in the same hex** of the same type, but not necessarily with the same statistics, can be combined so that one (owner's choice) is returned to full strength and the other sent to the Eliminated Pile.

## 8.3 Withdrawals Segment

During the game, certain units must withdraw from East Africa for duty elsewhere.

**8.3.1** Remove the noted units permanently from play at the indicated time. They are not placed in the Eliminated Pile and cannot be bought back with RPs unless the relevant rule notes otherwise. (Exception Case 8.1.7g)

**8.3.2** The withdrawals are listed on the Withdrawal Table on the PAC.

## 8.4 Portuguese East Africa

**8.4.1** Portuguese East Africa joins the Entente at the start of turn 18 unless brought in earlier by game events.

**8.4.2** While neutral, Portuguese East African units must remain in hexes that are within their political boundary.

**8.4.3** If any Portuguese unit is attacked by one side's forces, or if any side's forces enter Portuguese East Africa before it joins the Entente, then Portuguese East Africa immediately joins the side that did not attack or move in from that point onwards.

***Design Note** As a practical matter, the northern half of Portuguese East Africa was actually controlled by German-managed commercial interests. Throughout the war, the Portuguese were hypersensitive to their national image including their fitness to govern colonies. Several times they denied or even impeded British requests for cooperation locally as their government convulsed in Lisbon. So the Portuguese “wild card” recreates the uncertainty of the day.*

## 9.0 OPERATIONS PHASE

Each Operations Phase will have two or three OPs Segments.

### 9.1 General Rules

**9.1.1** The current OPs Segment in progress is kept track of on the OPs Segment Track printed on the map (use the Impulse marker).



**9.1.2** Each OPs Segment consists of two Impulses, a German Impulse first and then an Entente

Impulse (have the marker face-up indicating whose impulse it is).

a) During the German Impulse, the German player can move none, some, or all of his units and conduct any instigated combat as it occurs.

b) During the Entente Impulse, the Entente player can move none, some, or all of his units and conduct any instigated combat as it occurs.

**9.1.3** After the Entente player has finished his Impulse, advance the counter to the next OPs Segment box if applicable.

**9.1.4** At the end of the 2nd OPs Segment, roll one die.

a) If the result is a 3 or less, the Operations Phase ends and play proceeds to the Victory Phase, or the next game turn as applicable.

b) If the result is a 4 or more, perform the 3rd OPs Segment before moving to the Victory Phase or the next game turn as applicable.

**9.1.5** Generally, stacks move one at a time and conduct their battle immediately upon entering an enemy occupied hex and/or Patrol Box as per the Land Battle (Module 11.0) or Naval Battle (Module 12.0) rules.

## 10.0 UNIT MOVEMENT

### 10.1 General Rules

**10.1.1** Units and Carriers have their Movement Allowance (MA) printed in the middle right side of their counter (with an arrow following their value). The MA is the maximum number of MPs a unit can spend during its Impulse's movement.



**10.1.2** Units can be moved individually or in stacks.

**10.1.3** In either case, they move one hex at a time into an adjacent land hex.

**10.1.4** To enter a hex, each unit in a stack must pay the required number of MPs. See the Terrain Effects Chart on the PAC for MP cost to enter a hex or cross a hexside.

**10.1.5** When multiple units are moving as a stack and entering a hex, any unit of the stack that does not have sufficient MA remaining to enter that hex must be left behind.

**10.1.6** Units that move into an enemy-occupied hex must stop their movement there and resolve a Land Battle (Module 11.0) immediately.

**10.1.7** The only full water hex side that units can cross is a river. Otherwise Naval Transport must be used if available for that water body (Section 10.3). Direct land movement between these same-hex coasts is not allowed:

Hex	Coasts	Hex	Coasts
0207	E-NW	1308	E-W
0430	SE-NW	1703	S-N
1222	N-S	1723	NE-SW

**10.1.8** Before moving, each unit/stack must trace an LOC for supply (Module 7.0). Unsupplied units have their MA reduced by one except for armored cars, which cannot move at all if unsupplied.

**10.1.9 Entrenching** Units that do not move at all during an Impulse can entrench. Rotate the units 180 degrees to the player's standard orientation of his units in the hex or in the Stack Marker Box to indicate that they are entrenched and receive a defensive benefit in combat (Module 11.0). As soon as an entrenched unit moves (for any reason), it loses all entrenchment benefits (rotate it back to the standard orientation) until it entrenches again.

## 10.2 Rail Transport

**10.2.1** There are four rail lines printed on the map: Uganda, Northern, Central, and Blantyre RRs.

**10.2.2** A side that controls at least two towns directly connected by a rail line (or the one town in the case of the Blantyre RR) without an enemy unit occupying or being adjacent to a hex along that connecting rail line, can move units by rail along that section of rail line on and/or anywhere between those two towns.

**10.2.3** Units need not begin or end their move in either of these towns; they just serve as an indicator of rail capacity along that rail line.

**10.2.4** A side that controls a portion of track but not two towns along that portion cannot use rail movement along that track for any reason.

**10.2.5** Each rail line printed on the map can support the movement of a maximum of 6 units and any number of Carriers per friendly Impulse of their OPs Segment, and then up to 6 more units during the Battle Reinforcement Round (Section 11.6).

**10.2.6** Units and Carriers move by rail at no cost to themselves (0 MPs per hex moved along) and

can mix rail and non-rail movement freely in any combination during the same Impulse. Basically, if a unit or carrier crosses a hex side by rail movement then it pays 0 MPs to enter that new hex if eligible to use Rail movement. A unit or Carrier can make a series of such moves through a chain of contiguous hexes of any length for a total of 0 MPs.

## 10.3 Naval Unit Transport

Naval transport is abstracted. Each side has different transport capacities on the different bodies of water depending on the circumstances.

**10.3.1** Units and Carriers can "board" naval transport in any coastal hex at no additional cost in MPs to them.

**10.3.2** The units then move through the Patrol Box to another coastal hex where the units and/or Carriers pay the normal MP cost to enter that hex. They must end their movement for the Impulse in that hex. If they do not have enough MPs to enter the new coastal hex, they must remain in the original boarding coastal hex.

**10.3.3** Units cannot be transported across a body of water controlled by the enemy (or if it has no Patrol Box). Units can be Naval Transported if neither or both sides currently have units in its Patrol Box.

**10.3.4** Units that disembark into enemy-occupied hexes will fight a normal land battle, perhaps in conjunction with naval units that are in the same hex.

**10.3.5** Units that disembark into a land battle and are not performing a battle in conjunction with other supplied friendly forces (that are not disembarking) will be out of supply for that battle unless they bring a Carrier with them that disembarks at the same time to serve as an initial node in their LOC (traced over the water) or to be cited as a Supply Source itself.

**10.3.6** Units can retreat from land battle via naval transport to the Patrol Box, but no more than the transport capability of the water area.

**10.3.7** Units using Naval Transport can be intercepted in which case a naval battle ensues (Module 12.0).

**10.3.8 Naval Transport Capabilities** See Chart on PAC. The value is the total number of units that can be transported during an Impulse.

**10.3.9** When the German boat *Gv Gotzen* or the Belgian boat *Bn Dhanis* is present on a lake, they boost their nationality's transport ability to 6 on that lake.

**10.3.10 Cape to Horn Movement** British units that move off the west map edge can appear as reinforcements along the east edge via Naval Transport at the start of the next game turn in the same OPs Segment that they moved off in or the next turn after that. (*i.e. if the unit moves off the west map edge during OPs Segment 3 of turn 6, it would be eligible to re-enter the east map edge on OPs Segment 3 of turn 7, or if there was no OPs Segment 3 during turn 7, then during OPs Segment 1 of turn 8.*)

**Design Note** *This accounts for units using the Rhodesia RR to move south to the Cape and then sailing up the east coast of Africa to the map area.*

## 11.0 LAND BATTLE

Land Battle includes all fighting on land or coastal hexes that involves at least two land units but can also include naval units.

### 11.1 General Rules

**11.1.1** A land battle occurs when a moving stack (the attacker) enters a hex occupied by enemy units (the defender).

**11.1.2** The identity of the attacker and defender remain the same throughout the land battle even though each can "attack" via die rolls.

**11.1.3** Land battles are fought on each player's Battle Boards (back side of a player's PAC).

**11.1.4** A land battle consists of a sequence of seven Rounds that is performed in the following order:

- Defending German Withdrawal Round (Section 11.5)
- Battle Reinforcement Round (Section 11.6)
- Battle Deployment Round (Section 11.7)
- Bombardment Round (Section 11.8)
- Machine Gun/Quick Fire Round (Section 11.9)
- Rifle Fire Round (Section 11.10)
- Outcome Round (Section 11.11)

**Game Play Note** *This sequence is noted on the Battle Board (back side of PAC).*

**11.1.5** An otherwise eligible unit can only make an attack die roll if it has a value of 1 or more for that type of combat.

**11.1.6** Units with a value of 0 in a given category cannot make an attack die roll in that corresponding combat round.

**11.1.7** A natural attack die roll of 1 is always a hit, and a natural die roll of 6 is always a miss.

### 11.2 Hits

**11.2.1** When a unit suffers a hit from Bombardment, it initially becomes suppressed (Section 11.4). Further Bombardment hits can casualty reduce a full strength unit but not eliminate a suppressed reduced unit.

**11.2.2** When a unit suffers a hit from MG/Quick or Rifle Fire, it suffers casualty reduction. A full strength unit is flipped to its reduced strength side. If a unit is already reduced or the unit has no reduced strength side, then casualty reduction destroys the unit and it is moved to the Eliminated Pile.

### 11.3 Morale Check

**11.3.1** When a full strength unit is casualty reduced, a Morale check must be performed for the unit.

**11.3.2** Roll a die and then compare the result to the unit's MV (upper right corner number of the flipped unit).

**11.3.3** If the result is greater than a unit's morale value, then that unit is immediately moved to its Broken Box on the player's Battle Board.

**11.3.4** Broken units are no longer able to participate in a battle.

## 11.4 Suppression

**11.4.1** A unit successfully hit by bombardment fire becomes suppressed. Move it to the Suppressed section of the Battle Board area it is in.

**11.4.2** A unit can be suppressed only once.

**11.4.3** A suppressed unit adds +1 to any die roll it makes during its combat fires.

**11.4.4** If a full-strength suppressed unit suffers another hit from Bombardment, roll a die.

a) If the result is a 1 then the unit is casualty reduced.

b) This roll is not made for units that are already at reduced strength if suffering a subsequent suppression result.

**11.4.5** A reduced suppressed unit suffers no additional effect from additional Bombardment hits.

## 11.5 German Withdrawal

**11.5.1** The first part of each battle, if the German player is the defender, is for him to decide if he wishes to withdraw before the battle begins and thereby possibly avoid it.

**11.5.2** If the German Player decides to withdraw and the attacking Entente forces have KAR or Belgian troops involved, he must make a die roll. If the result is a 4 or more, he is successful.

In all other circumstances, he is automatically successful.

**11.5.3** A successful withdrawal means the German player may retreat all his units as detailed in the Retreat rules (Section 11.12).

**11.5.4** When the German withdraws in this way the Entente player wins the land battle, but cannot move his attacking units further that Impulse.

**11.5.5** If the German player refuses or fails to withdraw then proceed with the usual land battle process.

## 11.6 Battle Reinforcement

If a battle is to be fought, the next part of combat gives the defender an opportunity to reinforce his side if the battle is located on a friendly rail line (as defined by Case 10.2.2).

**11.6.1** The defending player can bring in units from other hexes that are on the rail line and are connected to the land battle hex by a contiguous series of friendly controlled rail hexes.

**11.6.2** Each Combat Impulse up to a maximum of 6 units per rail line (Case 10.2.1) may each travel up to 9 hexes to reach a battle hex.

**11.6.3** If desired, the units are immediately moved from their current hex to the battle hex.

**11.6.4** A particular unit can only make such a re-deployment once per OPs Segment; it cannot go back to its original hex, or some other hex, to help defend in yet another combat during the same OPs Segment.

## 11.7 Battle Deployment

**11.7.1** Each side must first demonstrate an LOC for their forces in the battle hex. If a side has no LOC, all of its units start the battle Suppressed (Section 11.4).

**11.7.2** Players now should place their Battle Boards opposite each other (top to top) in a convenient location on their table.

**11.7.3** Players will next transfer their units involved in the battle to the Battle Board with the defender performing this first.

a) Place any units that are entrenched in the appropriate section (Suppressed or not) of the Entrenched portion of the Battle Board.

b) Units that can bombard (BV of 1 or more) and that the player wishes to bombard with in this battle are placed in the appropriate bombardment section (Entrenched or Not Entrenched) of the player's Battle Board. They will only bombard in this battle.

c) All other units involved are placed in the Non-Entrenched side in the appropriate (Suppressed or not) section on the player's Battle Board.

**11.7.4** Once both players have deployed their units, the battle commences and players proceed to the Bombardment Round.

***Game Play Note** Players can use one of the blank counters to mark the hex as a reminder in which hex the battle is taking place.*

## 11.8 Bombardment

Units that have a BV (first value of the three on the counter) and have been placed in the artillery portion of the player's Battle Board are eligible to bombard fire.

**11.8.1** The attacker conducts all of his bombardments first.

**11.8.2** After the attacker has finished all of his bombardments, the defender conducts his bombardments with his remaining eligible units.

**11.8.3** A bombarding unit may target any enemy unit in the opponent's Battle Board with one exception: bombarding units may not target enemy units in the opponent's Bombardment section with a BV greater than their own (they are out of range).

**11.8.4** Each eligible unit can bombard only once per land battle.

### 11.8.5 Resolution

- To bombard, a player selects one of his eligible units and declares any one eligible enemy unit as the target.
- The bombarding player then rolls one die and applies any DRMs listed in the Bombardment Section of the Battle Board to his roll.
- If the modified result is less than or equal to the bombarding unit's BV (**Exception:** Case 11.1.7), then the target is hit (Section 11.4). Otherwise, it has no effect. Implement all results immediately.

***Game Play Note** Therefore, defending units can be casualty reduced and/or broken before they can conduct their own combat.*

**11.8.6** After both players have had a chance to conduct all of their desired bombardments, this round of the battle ends.

**11.8.7** Naval units can participate during this round of a Land Battle (Section 12.6).

## 11.9 Machine Gun/Quick Fire (MG/QF)

**11.9.1** Units in the artillery and/or broken sections of the Battle Board can neither fire or be fired at during the MG/QF Round.

**11.9.2** Only eligible defending units may use this fire during this Round until turn 28. From turn 28 onwards, the attacker may use this fire by any of his eligible units.

**11.9.3** Only units on the Battle Board that have an MQV (middle number) of 1 or more may perform this fire and target eligible types on the opponent's Battle Board.

**11.9.4** The defender will perform this fire first, then the attacker.

**11.9.5** Fire is resolved one unit at a time.

***Game Play Note** Firing player sees the result of one fire before resolving the next fire during this round.*

**11.9.6** The firing player must designate target type (entrenched or non-entrenched—not a specific unit) for each of his firing units and then rolls one die. Modify the roll with all DRMs that apply as listed in this Section on the Battle Board Display.

**11.9.7** If the modified roll's result is less than or equal to the firing unit's MQV, then a hit is scored. Otherwise there is no effect (**Exception:** Case 11.1.7).

**11.9.8** When a hit is scored, the targeted player must casualty reduce one unit of his choice in the appropriate targeted section on his Battle Board. Full strength units casualty reduced by this fire must immediately make a Morale check (Section 11.3).

**11.9.9** Once both players have concluded all fire they can perform in this round, proceed to the Rifle Fire Round.

## 11.10 Rifle Fire

**11.10.1** Units in the artillery and/or broken sections of the Battle Board can neither fire or be fired at during the Rifle Fire Round.

**11.10.2** The defender conducts his Rifle Fire first and then the attacker.

**11.10.3** Only eligible units that have an RV (third number) of 1 or more may fire during this round.

**11.10.4** The firing player must designate for each of his firing units whether it is firing against entrenched or non-entrenched target types **before** resolving any Rifle fire.

**11.10.5** The firing player rolls one die for each of his firing units. Modify the roll with any DRMs that apply as listed in this Section on the Battle Board Display.

**11.10.6** If the modified roll's result is less than or equal to the firing unit's RV, then a hit is scored. Otherwise there is no effect (**Exception:** Case 11.1.7).



**11.10.7** Once all fires by the firing player have been performed against a target type and the number of hits have been determined, the targeted player must immediately casualty reduce a number of eligible units (player's choice of units hit) equal to the number of successful hits scored against that targeted type on his Battle Board.

**11.10.8** Full strength units that are casualty reduced must make their Morale checks (Section 11.3) immediately upon being reduced.

**11.10.9** After the attacker has fully resolved all Rifle fire he can perform, proceed to the Outcome Round.

## 11.11 Outcome

After both players have conducted the Bombardment, MG/QF and Rifle Fire rounds, the winner of the battle is determined.

**11.11.1** Units located in the Bombardment section of a player's Battle Board **do not** count for this determination.

**11.11.2** If the defender has any non-broken units remaining on his Battle Board, he wins the battle.

**11.11.3** If only broken defending units or no eligible defending units remain and the attacker has at least one non-broken attacking unit still on his Battle Board, the attacker wins the battle.

**11.11.4** The loser of the battle must retreat (Section 11.12).

## 11.12 Retreats

**11.12.1** First, if a retreating side has artillery units that can switch sides involved in the battle, and it has no infantry units (broken or not) remaining on their Battle Display, those switchable artillery units are captured by the winner. Immediately give them to the winner who will flip them to their other side to show their new ownership and place them with his forces.

**11.12.2** Then move any of the retreating side's units from their Battle Display back into an adjacent hex to the land battle hex as follows:

- If it is the attacking force retreating, its units retreat back into the hex which they entered from (Patrol Box if they were naval transported and landed in an enemy occupied hex).
- If it is the defending force retreating, it goes to any one adjacent hex except the hex from which the attacker entered the battle hex.

**11.12.3** Carriers never retreat and are given to the winning player to place with his forces (they are captured).

**11.12.4** Units cannot retreat into hexes containing enemy units. If forced to do so they are eliminated.

## 11.13 Leadership

**11.13.1** Once per Operations Phase each side can invoke leadership.

**11.13.2** This enables a side to subtract one (-1) from all its combat rolls in any **single** land battle.

**11.13.3** The German player can use this ability from turn 1 onwards.

**11.13.4** The Entente player can only use this option starting turn 18 onwards.

# 12.0 NAVAL OPERATIONS

## 12.1 General Rules

**12.1.1** There are four significant bodies of water in which naval operations can occur in this game: the Indian Ocean, Lake Tanganyika, Lake Victoria, and Lake Nyasa.

**12.1.2** Each significant body of water has a Patrol Box and can host naval units.

**12.1.3** The other lakes are insignificant with regards to Naval Operations and neither side can deploy naval units or perform Naval Transport (Section 10.3) on them in any way.

***Game Play Note** Interestingly, this means that both sides can always trace LOC over insignificant lakes as they can never be enemy controlled for lack of a Patrol Box.*

**12.1.4** For naval operations we define two "spaces" for a significant body of water: Coastal hex and the Patrol Box.

- Each significant body of water contains one Patrol Box and has coastal hexes.
- The Patrol Box is an abstract mid-point between all coastal hexes of the body of water.
- The Coastal hexes are where the land and water depictions meet in the same hex. Some Indian Ocean Coastal hexes have towns/cities that are Ports (blue center dot).

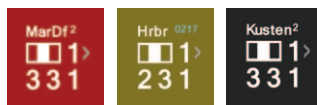
## 12.2 Naval Vessels

**12.2.1** Naval vessels (boats, ships, and abstract transports) operate only on the significant bodies of water.

**12.2.2** A Naval vessel, when eliminated, is permanently removed from the game.

**12.2.3** All naval vessels have an MV of 5, not printed on the counter.

**12.2.4 Coastal Defense Units (CDUs)** These units are the only units that can participate in naval battles that occur in coastal hexes.



a) During naval battles, CDUs can only be targeted during rounds in which they themselves are eligible to fire.

b) All CDUs have an armor value of +1, not printed on the counter.

***Design Notes:** CDUs represent a motley collection of "stuff" used to defend harbors, including field guns, mines, torpedoes, and small boats, all manned by 50-100 men.*

## 12.3 Naval Movement

Vessels move in stacks, sometimes with units and Carriers (on Naval Transports), but follow a slightly different procedure than land movement.

**12.3.1** Vessels do not move hex-to-hex. Instead they move between two types of spaces of the body of water: Patrol Boxes and Coastal hexes,

**12.3.2** They can never enter the same type of space in succession (i.e. Coastal hex to Coastal hex or Patrol Box to Patrol Box).

***Game Play Note** That means a vessel leaving a Coastal hex **MUST** enter a Patrol Box next and a vessel leaving a Patrol Box **MUST** enter a Coastal hex next.*

**12.3.3** Ships are restricted to Patrol Boxes and Coastal hexes of the Indian Ocean while boats are confined to Patrol Boxes and Coastal hexes of the lake they are on.

**12.3.4** All vessels have 4 MPs.

**12.3.5** It costs 1 MP to enter a Patrol Box and 1 MP to enter a Coastal hex.

**12.3.6** Vessels do not pay an extra movement point for entering an enemy occupied hex as units do.

**12.3.7** Naval battle does not end a vessel's move.

**12.3.8** Vessels are not required to spend all of their MPs when they move and can stop at any point but must end their movement after expending their 4th MP.

***Game Play Note** Given the aforementioned rules, naval moves will always follow one of these two paths, not necessarily to completion, depending on their space of origin.*

***Example** Start in Coastal hex → 1st MP to Patrol Box (possibly attempt to fight a Naval Battle) → 2nd MP to Coastal hex (possibly aid a land battle) → 3rd MP to Patrol Box (attempt to fight a Naval Battle again) → 4th MP to Coastal hex (possibly assist a land battle) which then ends its movement.*

***Designer's Note** Basically, a unit can leave its Coastal hex (port or port-less anchorage), move across a body of water (as signified by entering the Patrol Box), then enter a different Coastal hex (perhaps to attack other naval units at anchor, disembark infantry, and/or participate in a land battle) then sail back across the body of water (entering the Patrol Box again) and finally return to its port or anchorage of origin.*

**12.3.9** At any point in time that vessels are in a hex with no friendly ground troops located therein and opposing land forces enter and/or solely occupy the hex, those vessels are forced to move out into the water area's Patrol Box.

a) If this happens during the friendly OPs Segment and the vessel still has MPs remaining, it costs it 1 MP to move out to the Patrol Box.

b) Otherwise, it is not considered movement, but rather a retreat that ends in the Patrol Box.

c) Interception by enemy vessels located in that Patrol Box can be attempted versus the displaced vessels.

**12.3.10** Ships with a GV of 5 or more on their full strength side can only enter Coastal hexes that are also a port.

**12.3.11** Vessel movement can be interspersed with ground unit movement.

a) A vessel can move part of its move, assist a land battle, and if its forces were victorious, wait for further land movement and then move to that location to assist that land battle. ***Game Play Note** It would first have to move out to the Patrol Box to move to another Coastal hex.*

b) Players will need to make a note of the remaining MPs for a vessel (or group of vessels) that still have MPs remaining and will perform further movement later in the OPs Segment.

## 12.4 Naval Interception

**12.4.1** When a vessel (or stack of vessels) enters a Coastal hex or Patrol Box that contains at least one enemy vessel, then either side can attempt interception to trigger a naval battle.

**12.4.2** Vessels (friendly or enemy) can make only one interception attempt per MP spent.

**12.4.3** Vessels can engage in only one naval battle AND one land combat per MP spent when entering that location.

**Game Play Note** Basically, each time an enemy vessel (stack) enters your Coastal hex or Patrol Box, you can try to intercept them only once and for each such entry there can be only one naval battle followed by one land battle. Similarly, each time you enter a space and if the enemy that was already there refuses to fight, you can try to intercept them only once. To try again you would have to exit the Coastal hex/Patrol Box, move to other type and then comeback.

**12.4.4** The moving player can attempt interception first and then the non-moving player.

**12.4.5** If both players seek to intercept, the vessels automatically succeed and a battle occurs.

**12.4.6** If only one side wants to intercept then it must make a successful Interception die roll (or rolls) to trigger the naval battle.

### 12.4.7 Interception Procedure

a) Both player's split their vessels involved (**Note** Naval Transported units and Carriers are on a Transport vessel so are included with this) into as many "groups" of one or more vessels as the owning player wishes.

b) The intercepting player then selects a target enemy vessel group for each of his groups and rolls one die for each of his groups.

c) Modify the die roll by any listed DRMs at the bottom of the Naval Interception Table (see PAC) that apply and determine the result on the table.

**12.4.8** A successful interception means a naval battle will be fought between the rolling group's vessels and their group's targets in the Coastal hex/Patrol Box.

**12.4.9** After all interception attempts have been resolved for this location, a single combined naval battle is fought between all successfully intercepting vessels and all of their target vessels. Vessels that failed to make successful interception die rolls do not participate in the combat and are left on the map in their location.

**12.4.10** If units using naval transport are intercepted and naval battle ensues, their transport vessels can be targeted just like other vessels.

## 12.5 Naval Battle

**12.5.1** Only vessels and coastal defense units can participate in naval battles.

### 12.5.2 Naval Battle Deployment

a) Remove all participating vessels and transported infantry units from the battle's location on the

map and place them on the round box on the Naval Battle Board with the number that matches their GV. Transported Infantry are placed in the Transport box of the display.

**Game Play Note** Players can mark the battle location with one of the blank markers that come with the game.

b) The number of Battle Rounds for a battle is the equal to the GV of the ship/boat with the highest GV participating.

**12.5.3 Naval Battle Round** Each round ships/boats or CDUs may fire if eligible.

a) A vessel or CDU is able to fire if its GV is greater than or equal to the current round box number being resolved.

b) It may fire at any target unit that is on the opponent's Naval Battle Round Track (**Exception** 12.2.4a).

c) These fires are simultaneous during a round, so conduct all vessels' and CDUs' fire that is in the current round's box before implementing any results for this round.

**Game Play Note** Rotate units that have been hit 180 degrees and then apply all results simultaneously after all units in that box have fired.

d) After all units have fired once in the current round's box and hits are applied, move all remaining vessels/CDUs in the just-resolved round's box into the next lower-numbered round box and resolve a new round of battle.

**12.5.4** Units fire by selecting any target unit on the enemy's battle board and then rolling a die.

a) Add the target's armor value to the roll.

b) If the final result is less than or equal to the firing vessel's/CDU's GV then the target suffers a hit and will be casualty reduced. If the unit is already reduced, it is eliminated and permanently removed from the game.

c) Any full strength vessels that are hit and reduced must make a Morale check similar to Land Battle. If the vessel fails its Morale check, move it back onto the map (it no longer can participate in the Naval Battle).

d) Each unit or Carrier is assumed to be on a one step unarmed Naval Transport vessel with an armor value of -1. That transport vessel or its transported unit cargo cannot conduct any sort of attack. If the transport is hit, its transported cargo is destroyed.

**12.5.5** A Naval battle ends in one of three ways.

- If only one player has ships/boats remaining in the battle.
- If both players decide to retire (Case 12.5.6).
- The remaining involved units are moved into the Transport Box on the Naval Battle Track (fuel is low and the players have to disengage).

**12.5.6** After each round of fire is concluded, the two sides have an option to retire to end this naval battle.

a) If both sides chose to retire, the naval battle ends immediately and no further rounds are fought. Return the surviving units to the Coastal hex/Patrol Box the battle was located in.

b) However, if one side still wants to fight, the next round must occur.

c) If the opposing player chooses to retire, friendly CDUs may no longer participate in the battle and are placed back onto the map into the battle's hex.

**12.5.7** Ships and boats can participate in land combat in coastal hexes even if they just or previously participated in naval combat in that same phase in that same coastal hex.

## 12.6 Naval Vessels in Land Battle

**12.6.1** Naval vessels can participate in land battle and are considered artillery, so always do so from the Bombardment section of the Battle Board; they simply employ their GV as a BV.

**12.6.2** They cannot occupy the battle hex for control of the hex.

**12.6.3** They cannot be selected as casualties during the MG/Quick Fire or Rifle Fire Rounds.

**12.6.4** Vessels forced to retreat from land battle retreat into the Patrol Box of that body of water and stop there (they can be intercepted).

**12.6.5** Only artillery units whose BV is equal to or greater than the vessel's GV can target the vessel.

**12.6.6** A suppressed vessel hit a second time suffers no additional effect.

**Design Note** Although boats and especially ships often had an array of small arms and machine guns, these were employed to defend the ship rather than assert control over nearby terrain. Play testing also revealed an unrealistic use of very aggressive shore parties when boats and ships had MG/QF number assigned. So, to keep the game consistent with history, boats and ships have limited roles in ground combat.

## 12.7 Blockade Runners

**Design Note** The German ships Kronborg and Marie were blockade runners with supplies from Germany. In addition to Marie's cargo of two 105mm howitzer sections, the following rules apply to both blockade runners.

**12.7.1** Once per game, a blockade runner (German vessels *Kronborg* and *Marie*) can perform one of the two following actions

- If it ends the turn in a German controlled port in East Africa, then immediately place two German Carriers there.
- If it makes it to any German controlled coastal hex, even if destroyed there by an intercepting vessel, immediately place one German Carrier unit in that hex.

**12.7.2** A blockade runner never yields more than two carriers per game.

## 13.0 VICTORY

### 13.1 Victory Conditions

**13.1.1** The Entente player wins at a scenario's end if he has MORE Victory Points (VP) than the VP threshold for that scenario; otherwise the German player wins.

**13.1.2** The Entente player earns 1 VP for every town or port hex in German East Africa, including Mafia Island, which he controls at game's end.



**13.1.3** The Entente player loses 1 VP for every railroad, town, or port hex outside of German East Africa and Mafia Island controlled by the German side on Turn 5 in the Grand Campaign Game and at the end of each scenario.

**Design Note:** *As in Europe, nobody expected a long war. In Africa, the Europeans thought they were engaged in a quick reshuffle of colonial possessions and each wanted to strengthen his hand at the negotiating table. So, the aforementioned rule encourages some historic, short term land grabbing even though players know a four-year conflict is just beginning.*

**13.1.4** The Entente loses 1 VP for every Carrier marker that he cited as a supply source during the scenario (this should have been recorded).

## 14.0 SCENARIOS

Before starting, players must agree to play one of the following scenarios. All scenarios employ all the game rules (except as modified by Scenario special rules) but they vary in duration and order of battle. There are four different scenarios. In all cases, units set up at full strength.

### 14.1 Under the Colonial Office



This scenario covers the first five months of the conflict, from game turns 1 through 5 inclusive.

**14.1.1** At start, each side controls those areas within its political boundaries.

**14.1.2** Portuguese East Africa is neutral but the Entente player places their units and reinforcements. Portuguese forces may not move once placed unless activated (Section 8.4).

**14.1.3** Units with grid coordinates printed on them are set up in those hexes; units with turn numbers 1 to 5 are placed on the turn track to arrive as reinforcements on the indicated turn.

**14.1.4** The two KAR DET (mixed detachments of King's African Rifles) units can set up in any Entente controlled rail road hex (RR) in British East Africa.

**14.1.5 Entente VP Threshold:** 0

### 14.2 Smuts



This scenario covers all of 1916, a pivotal year dominated by the South Africans.

**14.2.1** The scenario runs from game turns 16-25 inclusive.

**14.2.2** At start, the Germans control Taveta (2810) and all of German East Africa except Mafia Island (3422) and Bukoba (1005).

**14.2.3** The Entente control Bukoba (1005), Mafia Island (3422) and all land area outside of German East Africa except Taveta (2810).

**14.2.4** Portuguese East Africa begins the game neutral and becomes an active Entente force on turn 18 (unless otherwise activated).

**14.2.5** Both sides have Eliminated Piles that contain the following units:

a) **German** 7 FK

b) **Entente** 98th, 63rd Palam, EAMR, both KAR DETs.

#### 14.2.6 Units and Carriers

a) Excluding units listed in the Eliminated Piles, each side may set up all units with an at-start hexgrid coordinate (they do not need to set up in their designated hexes), all units with reinforcement turn numbers from 1 to 15 and nine Carriers (for each player).

b) These units and Carriers can set up in any hex controlled by their owning side (Cases 14.2.2 and 14.2.3).

c) The German player receives his 3 "Naval" artillery units as reinforcements on turn 16.

d) Each player's Coastal units must set up on a coast hex in territory the player controls.

e) The Entente player sets up the three Portuguese units anywhere in their controlled area with the restriction of at least one unit in Port Amelia. The two Portuguese ships are placed in Port Amelia.

f) The Entente player sets up the Belgian units anywhere in the Belgian Congo Area.

#### 14.2.7 Naval Units

a) The following ships or boats are permanently out of the game:

- **Entente** *Goliath*, *Pegasus*, and any 6 other randomly drawn ships.
- **German** *Königsberg*, *Kronborg*, and the boat *Kingani*.

b) The Entente player must set up the boat *Fifi* on Lake Tanganyika and the boats *Niyanza*, *Usoga*, and *Winifred* must set up on Lake Victoria.

c) All other boats can be setup in any Lake with a Patrol Box of the player's choosing (German Player setting up his boats first).

d) The random event for the German boats *Adjutant* and *Wami* has not been rolled yet so they are not on the map and this random event is available.

d) All units with an entry turn of 16 to 25 are placed on the Turn Track and enter as regular reinforcements.

**14.2.8 Entente VP Threshold:** 31

### 14.3 Guerilla War



This scenario covers the campaign in 1918. Belgian forces have withdrawn from the conflict and are not used.

**14.3.1** It runs from game turns 36 to 45 inclusive.

**14.3.2** At start, the Entente control all land hexes

not within the German set up hexes. The Entente controls all bodies of water with Patrol Boxes, and there are no ships or boats used in this scenario.

**14.3.3** Use only the units listed below:

#### a) Entente Set up

**Portuguese** They are an Entente ally. Place all units within their controlled territory.

#### British

**Set up on and/or adjacent to Mtengula (1935).**

KAR: 1/1, 2/1, 3/1, 1/4, 2/4, 3/4, 4/1

2nd CC, NRP plus 2 Carriers

**Set up on and/or adjacent to Port Amelia (3536).**

KAR: 1/2, 2/2, 4/4, Cav

GC, 58th Rfs plus 2 Carriers

**Set up in Lindi (3328).**

KAR: 1/3, 2/3, 3/3,

**Set up in Mozambique (3541).**

KAR: 3/2 plus 2 Carriers

b) **German Set up on and/or adjacent to 2438:**

FK units: 2, 3, 4, 9, 10, 11, 13, 14, 17, 18, 19, 20, 21, 25

SK unit: 4th

Artillery: 1 x 105s, Stnhm

2 Carriers

**14.3.4 Entente VP Threshold:** 33

**Game Play Note** *The Entente begins this scenario with 35 VPs in hand, so the onus is on the Germans to gain VPs.*

### 14.4 The Grand Campaign



**14.4.1** This scenario covers the entire four-year struggle. It runs from game turns 1 through 45 inclusive.

**14.4.2** At start, each side controls those areas within its political boundaries on the map.

**14.4.3** Units with grid coordinates printed on them are set up in those hexes.

**14.4.4** Units with turn numbers are placed on the turn track to arrive as reinforcements on the indicated turn.

**14.4.5** The two Entente KAR DET (mixed detachments of King's African Rifles) can set up in any Entente controlled rail road hex (RR) in British East Africa.

**14.4.6** When playing this scenario, at the end of game turn 5 (December 1914), players should perform a standard VP calculation and then record the results. These results will apply in addition to the usual game end victory point calculation.

**For example,** *if at the end of December 1914 the Germans control Taveta and one hex of the Uganda railway (both outside of German East Africa) and the Entente control no infrastructure hexes within German East Africa then the German player should note that an additional 2 VPs will be deducted from the British VP total at the end of game turn 45.*

**14.4.7 Entente VP Threshold:** 33