

The Battle of TANGA 1914

Version 3.0

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Credits

Design: Dennis L. Bishop

Development: Andrew Preziosi and George Pearson

Rules Editing: Randy Lein and Andrew Preziosi

Artwork and Graphics: Randy Lein

Playtesting: George Pearson, Andrew Preziosi, Kevin Grimsley and his crowd.

Special Contributions: George Pearson, Fred Avner, and Holger Dobold

Very Special Thanks to: Andy Loakes

1.0 Introduction

1.1 *The Invasion of Tanga* game depicts the brief campaign and battle that took place in German East Africa during November 1914. A mostly second-line British Expeditionary Force (BEF "B") landed on the Tanga peninsula and marched against the key German port and town of the same name, allegedly held by a small, scratch force of European and Native troops, police and volunteers. The over-confident British command staff would soon learn otherwise.

1.2 The counters represent status and information involved in the game, an individual officer, German platoon or company, British company, headquarters, artillery guns, a unit of Stevedores,

a machinegun section of one to two machineguns. Each hex represents approximately 200 yards across and each game turn represents one hour in real time.

2.0 Game Components

2.1 The game components include an 8.5” x 17” map, one die-cut sheet of 300 double-sided counters, two separate pages of charts & holding boxes and a complete set of rules. Players must provide two six (6) sided dice (2d6) as a randomizer for the Combat Results. The dice have no effect on the movement of any combat unit.

2.2 For ease of play and recognition, all German (European and Askari) counters are identified in the rules by *italics*; Anglo-Indian troops are identified by normal print.

2.3 Abbreviations on Counters

2.3.1 British Expeditionary Force “B”

LNL	Loyal North Lancashire Regiment
PLI	Palamcottah Light Infantry Battalion
Infantry	Infantry Regiment
Grenadier	Grenadier Regiment
Faridkot S&M	Sappers and Miners
KGO	King George’s Own Pioneer Battalion
Rajput	Rajput Regiment
Kashmir	Jammu & Kashmir Rifles Half Battalion
Gwalior	Gwalior Half Battalion

2.3.2 British Color Band Codes

See Unit Identification Chart

2.3.3 German Protective Force

FK	<i>Feldkompanie</i> (Askari Field Company)
Sch K	<i>Schuetzenkompanie</i> (European Rifle Company)
Abt. Auracher	<i>Abteilung Auracher</i> (Group Auracher)
Sch. Abt.	<i>SchutzAbteilung</i> (European Rifle Group)
FA Pangani	<i>FeldAbteilung Pangani</i> (Askari Field Group)
<i>Freiwilligen</i>	<i>Freiwilligen</i> (European Volunteers)
Kommando	<i>Kommando der Schutztruppe</i> (Schutztruppe Headquarters)
Polizei Zug	Tanga (Paramilitary) Police

2.4 Information Counters

2.5 Terms

<i>Abteilung</i>	Combat Group
CF	Combat Factors
CRT	Combat Results Table
GT	Game Turn
<i>Hauptmann</i>	Captain
<i>Leutnant</i>	2 nd Lieutenant
LOS	Line of Sight (also used in rules for Line of Supply)
LP	Landing Points
MF	Movement Factors
<i>Oberstleutnant</i>	Lieutenant Colonel
<i>Oberleutnant</i>	1 st Lieutenant

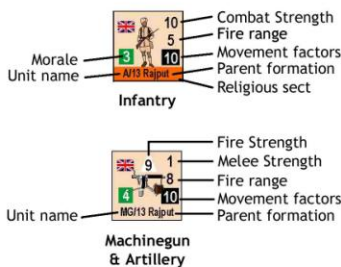
OOA Out of Ammunition
 Zuege Platoons
 TEC Terrain Effects Chart
 Zug Platoon

2.6 Combat, Non-Combat, and Information Counters

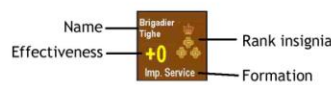
- 2.6.1 Combat counters include all infantry, machine gun, and artillery units.
- 2.6.2 Combat units represent the various combat elements that took part in the battle; each unit is represented by a counter.
- A) British units are usually companies, while German units are *zuegen* (platoons).
 - B) Units are organized into formations. British formations are battalions, while German formations are *Kompanies/Abteilungen*. Formations are predetermined. Companies and *zuegen* are permanently assigned to a formation, and cannot be transferred to another formation.
 - C) The name of the unit, and its parent formation, are listed at the bottom of the counter e.g. C/98 is 'C' company of the 98th battalion.
- 2.6.3 Non-combatant counters include all Stevedore and leader units. Non-combatant counters, alone in a hex, are automatically eliminated when an enemy unit moves into the hex occupied by the friendly counter
- 2.6.4 All other counters provide information or indicate status
- 2.6.5 **Disorganized unit(s):** Almost all units have two “steps”. Any unit flipped over to its disorganized side, displaying weakened combat strengths and (in *most* cases) reduced morale status (denoted in Red on the counter), is considered to be on its disorganized side. Units referred to as being disorganized or “flipped” in the rules are said to be in this condition.
- Note:** In some cases, units flipped over to their disorganized side will either maintain a full morale status (usually machine-gun units) and others will not only gain morale but strength also. In effect, these units are either living up to their professionalism or have discovered their true fighting strength and willpower and are about to pass this knowledge on to their opponent.
- 2.6.6 A “D6” refers to a six-sided die needed to play the game. A 2d6 means that “two, six-sided dice” are used for that particular situation (a ‘1d6’ means a single, six-sided die).

2.7 Reading Counters

Combat Units



Leaders (Not Combat Units)



Ships (also Combat Units)



Randy- We need to change this... no more ship counters

2.7.1. The British combat units have color bars. These denote religious sect divisions for the Indian units. The color bars for the Indian units are very important as explained in the stacking rules. Each combat counter also has an icon that represents it as infantry, artillery, or machinegun.

2.7.2 Leaders are not considered combat units and are only provided with names for historical purposes. They do, however, have special functions as described in Rule 9

Note: Combat and Movement Factors may be modified by the Terrain Effects Chart (TEC), Line of Sight, and Supply rules.

3.0 Game Set-Up

3.1 After Players have decided who will play each side, they refer to the Order of Battle Chart for the initial placement of German and British units for the scenario selected to be played. The German Player always places his initial forces on the map first; the Allied Player then places his initial units in the appropriate Holding Boxes. Reinforcement units (units not initially placed on the map) may be placed on the Game Turn Chart. The Turn Marker is placed in the first box of the Turn Record Chart.

3.2 In the Campaign Scenario, all British units and supply counters must be initially allocated to specific holding boxes.

3.3 In the Invasion scenario, British units and supply counters are designated in the initial placement rules.

4.0 Sequence of Play

4.1 The Allied Player is always considered the First Active Player in each turn and the German Player is always considered the Second Active Player.

4.2 **Sequence of Play:** Each Player *must* follow the Turn Sequence listed below exactly as stated.

A-1. **Rain Check** *From* November 5th only (See Rule 19.6)

A. **Mutual Player Rally Phase:**

Both players may roll to rally disorganized units.

B. **Moved and Fired Counter Removal:**

The British player removes all MG moved and MG fired counters from units.

C. **Mutual Re-Supply Phase:**

Both players may attempt to re-supply Out of Ammunition (OOA) units during this phase under the conditions imposed by Rule 7.0.

D. **British Amphibious Debarkation Phase:**

The British Player may use Amphibious debarkation, beginning at 2200 hours (10PM) on November 2nd, and continuing every *other* game turn for the rest of the game, as long as there are units waiting to be debarked.

E. **British Offensive Fire:**

Supplied British infantry and machinegun units with a Clear line of sight (LOS), may conduct FIRE COMBAT against any enemy unit(s) within range. Any machinegun unit used must place an *MG Fired* counter on top of the unit (See Rule 19.22). This unit may not move during the current game turn.

F. **British Movement Phase:**

The British Player may move any, all, or none of his combat units within TEC restrictions. (Also see Opportunity Fire 10.3C and 19.2.1). British Machinegun units that were moved during this phase must have a *MG Moved* counter placed on top of them (See Rule 19.2.2). Machinegun units with an *MG Moved* counter on top of them may not conduct Fire combat during the rest of the turn.

G. German Defensive Fire Phase:

Any British unit(s) ending the movement phase adjacent to a supplied German unit(s) is now subject to Defensive Fire from that unit(s). If adjacent to one or more hexes worth of units, the German player must announce the order in which his units or stacks are firing at that particular enemy target. As long as the unit is adjacent to German Frontal hexes, a clear LOS is guaranteed, no matter what terrain the enemy unit occupies (defensive advantages for the target unit, via the TEC are still applied however). Only the “top” enemy unit in a hex or stack is subject to Defensive fire. (See Rule 10.3B) German Defensive Fire is **always** voluntary.

H. British Melee Phase:

Following the German Defensive Fire Phase the British Player may conduct Melee assaults against any adjacent German unit(s). Melee attacks against adjacent enemy units are **always** voluntary.

I. German Reinforcement Phase:

German reinforcements arrive at designated map edges on designated turns. German reinforcements may also include units previously retreated from the map that are eligible to legally re-enter

J. German Offensive Fire:

Supplied German infantry and machinegun units that have a clear line of sight (LOS) may conduct FIRE COMBAT against any British unit within range.

Note: Please observe the differences between how British and German MG units move and shoot throughout the game. They will be explained in greater detail later on, but this is where you first need to become aware of such differences.

K. German Movement Phase:

All German combat units may move in the same manner as described for the British movement phase in Rule 4.2F; except that there are no restrictive rules regarding German Machineguns.

L. British Defensive Fire:

British units may conduct Defensive Fire in the same manner as described for German Defensive Fire (See Rule 4.2G); however, British machinegun sections that have moved during the turn may not fire at any time during the turn that they moved. Unmoved machinegun units may fire during this phase, even if they were fired during the Offensive Fire Phase. British Defensive Fire is **always** voluntary. (See Rule 10.3B)

M. German Melee Phase:

The German Player may conduct any attacks against any allied British units in the same manner as described for British Attacks (See Rule 4.2 H).

N. Mutual Artillery Fire Phase (MAFP):

First the German Player and then the British Player may fire artillery units against enemy hexes and units. In the German case, this can include ships. The German Player fires first and must complete all his bombardments before the British player fires. The results of both fires are mutually applied at the end of this phase.

O. Game Turn Advance Phase:

At the end of the MAFP (above), the hour Game Turn Marker is advanced one box signifying that one hour has passed and a new game turn begins. If it is the last turn of a particular day, the day marker is also advanced.

5.0 Amphibious Debarkation Phase:

5.1 General: Only the British Player may use the amphibious debarkation phase, as long as there are units waiting to be debarked. The British player is free to begin landing operations whenever

he chooses, starting at 2200 hours (10PM), on November 2nd, but may never land units during two consecutive amphibious debarkation phases. The British player may also decide to “skip” landing for several turns, but once he resumes debarkation, then he must adhere to the rule preventing landing units on consecutive turns. in order to land one complete battalion (which will take anywhere from three to five game turns-See Rule 5.3 Note 2). The British player will also have the option of landing one (1) “stevedore” unit on any beach, once that beach has been (previously) occupied by at least one (1) British battalion sized unit. Once a designated battalion has been landed, the ship carrying that battalion is permanently removed from the map and at the beginning of the next game turn, another transport vessel is moved onto the map to disembark its battalion of Infantry.

5.2. The following procedure for Amphibious Debarkation is initiated if there are any (remaining) units in the Holding Box(es).

- A. The British Player selects a single battalion (or its equivalent) from any of the thirteen available/remaining, announces it to his opponent and follows the procedure listed below.
- B. Once selected, all the combat units from this particular battalion must be landed before another battalion (or its equivalent) can be selected to be placed on map. The player announces which of the three beaches the unit will land at. All Combat units in a particular battalion (or its equivalent) must land on that beach. Up to five landing points may be landed on non-consecutive turns (see Landing Points Chart). Once completely offloaded, an empty transport ship is permanently removed from the game map.
- C. There are three (3) non-combat Stevedore units in the game. The British player is free to land a Stevedore unit(s) at any time, as long as it adheres to Rule 5.0, including all sub-components, throughout and does not interrupt the landing of a combat unit already in progress. A Stevedore unit may land at any cleared beach (one previously occupied by a British combat unit of company size or larger). Stevedore units are allowed to stack on a beach with themselves or combat units. It is up to the British player whether he wishes to place them all on one beach or spread them across the three available beaches, or any combination in between.
- D. The British may land up to five (5) combat units or one (1) stevedore per turn. Leaders may land for free. (See also, Rule 19.3.3).

Note: Within game terms, ‘Stevedore’ units are nothing more than supply conduits. Supply cannot and **will not** flow to units on the field of battle unless a “stevedore” unit occupies a beach hex.

5.3. Landing Procedure:

- A. Once it has been decided to land a particular battalion at a selected beach, it usually takes about four (4) turns to disgorge the units of that formation onto the beach, (about eight companies, a machine gun section, and leaders).
- B. All combat units land at full strength and morale; however, their status may change after landing on their selected beach.
- C. Units that land on a beach do not move until the British Movement Phase later in the same game turn. They may change facing in any direction upon landing, regardless of morale status.

Note: The following rules apply to combat units, but not to leader or stevedore units.

- D. Roll a 1d6 for each individual combat unit that land on a beach. On a die roll of five or six (5 or 6) , the unit is disorganized. If units have landed on the beach during a previous

- turn, then subtract one (-1) from the die roll. During day turns subtract one (-1) from the die roll. Note: The two die roll modifiers are cumulative, i.e. a unit landing during the day on a beach where there has been a previous landing, does not roll for disorganization.
- E. Combat units that have been “flipped” over to their disorganized side upon landing are not prohibited from moving that same game turn, but they will not get a chance to rally until the following game turn.
 - F. During Night game turns, British units may move one (1) hex and one (1) hex only, regardless of terrain costs.
 - G. British units are prohibited from landing on beaches occupied by enemy forces.
 - H. Stevedore and leader units do not have to roll for morale upon landing and are not affected by morale die rolls in this, or any other, situation.

Note 1: Most of the British Expeditionary Force landing at Tanga consisted of second and third line troops, which had been at sea (or at least aboard ship) for almost a month without landing or even going through rudimentary landing maneuvers. They began landing at night on a dark, tree and bush covered peninsula, full of potential dangers, noises and creatures. On top of that, a few small, squad sized, enemy patrols were also lurking in the dark and while they could do nothing to physically prevent the landings, they certainly had enough of an affect to completely disrupt them. The resulting confusion left units scattered all over the beaches and it required a good deal of time for the British officers to sort out and reorganize the formations. The above rules are drawn up to reflect the situation as it presented itself to the Anglo-Indian forces as they landed.

Note 2: British players will soon see that there is a particular pattern and rhythm associated with Amphibious Debarcation, due to the fact that a battalion will not be able to land on consecutive game turns. In short, if you continuously land forces on every other game turn, as per the rules, that pattern will be Land/Move, Move, Land/Move, Move, Land/Move, Move. If you can get this pattern locked in your head, you will have Amphibious debarkation down pat. (See Rule 15.9.)

5.4. Re-embarkation: In short, there is no re-embarkation procedure, due to the victory conditions imposed both historically and by the game rules. The objective is Tanga; the British player will either control Tanga and win the game out-right or fail. If he fails, there is no point going through an artificial re-embarkation procedure just to discover that he left all of his supplies on shore, thereby giving Lettow-Vorbeck an unexpected windfall and a decisive victory.

6.0 Morale Checks, Rallying and Formation Collapse:

6.1 Morale Checks When a unit is required to check morale, the player rolls 1 or 2 dice and compares the result to the modified morale rating of the defender.

6.11 Morale Check Procedure When a firing unit scores a hit, the defender rolls 2D6 to determine if the top unit is disorganized, or, if already disorganized, eliminated.

6.12 In all other cases, players roll 1D6 when conducting a morale check.

6.13 If the DR exceeds the modified morale number, the unit has failed the morale check.

6.14 If the DR equals or exceeds the modified morale number, the unit has passed the morale check.

6.2 Rally Both players may roll to rally disorganized units. Units may only attempt to rally once per phase. Only one eligible Formation Officer *or* Command Staff leader may rally a unit(s) in a hex.

6.2.1 A British unit not stacked with either its Formation officer or a Command/Staff leader cannot rally. German units do not need to be stacked with a leader to rally, although it helps.

6.2.2 **Rally procedure:** Players roll a 1D6 for each unit that is attempting to rally, and compare the result with the unit's morale rating

A. German units stacked with any German leader rally if the result is equal to or less than their morale rating

B. German units without a leader rally if the result is less than their morale rating

C. British units stacked with their formation officer rally if the result is equal to or less than their morale rating

D. British units stacked with a Command/Staff leader rally if the result is less than their morale rating

E. British units that are not stacked with a leader or officer are not eligible to rally

F. Note: units always rally on a natural or modified die roll result of 1

6.2.3 Units that begin the Rally phase stacked together *without* a Leader *must* be placed into adjacent hexes if available; one unit per hex. If no eligible hexes are available, the unit(s) is eliminated.

6.2.4 Disorganized units are not allowed to rally during Night game turns.

6.3 Formation Collapse: British Battalions and German *Kompanies* were subject to complete collapse during the Battle and Campaign of Tanga for several reasons; ranging from British troops being out of physical shape due to their long term confinement aboard ship, to Askari's being (literally) swarmed over by ferocious African bees in the middle of a vicious firefight, and just about everything in between. Each of these formations has a "morale breakpoint" and upon reaching that breakpoint all of the formation's units will rout and leave the field of battle, often taking adjacent units with them and possibly causing units they retreat through to also rout. A once solid "line of battle" can collapse in a matter of seconds and there is every chance of never seeing those units enter the battle again.

6.3.1 **Causes of Formation Collapse:** There are three, cumulative, if unequal, reasons leading to a formation's collapse. They are:

A. Leader Casualties.

B. Units destroyed in combat.

C. Units being "flipped" over to their disorganized side.

6.3.2 Units with better morale will hold up better in combat, which gives something of an edge to the German player but, at the same time, several German *Kompanies/Abteilung* are very small in relation to other units and may bolt just by being reduced in strength or losing a leader.

6.3.3 **Individual Costs leading towards Formation Collapse:**

A) A Leader Casualty (death) costs 1 (-1) towards Formation Collapse.

B) A unit being disorganized costs 1 (-1) towards Formation Collapse.

C) A unit being destroyed costs 2 (-2) towards Formation Collapse.

6.3.4 **The Mechanics of Formation Collapse:** Immediately upon a formation reaching (and/or surpassing) its breakpoint (exception: See Rule 6.2.5), the battalion or *Kompanie* collapses and all its intrinsic units are flipped over to their disorganized side—they are considered broken. Units already disorganized remain as they are; they suffer no further penalties (at this time). General game play ceases temporarily as the units of a battalion or *Kompanies* units must now:

- A. Retreat. Allied units must retreat towards any beach occupied by an allied Stevedore unit. German units retreat off the left (west???) map edge. Units must retreat directly towards their designated target, in as straight a line as possible, regardless of any passable terrain, either occupied or unoccupied by friendly units. Unless indicated otherwise, all normal retreat rules apply (See Rule 13.0).
- B. Broken units must take the “fastest path” (i.e. least movement points) back to their designated beach/map edge.
- C. Allied units may cease retreating once they are within three (3) hexes of the beach they were routing towards. German units must retreat off the map edge. When units end their retreat, they may not move, or initiate fire or melee combat.
- D. Retreating units may not end up over-stacked at the end of their retreat, if this is the situation, retreat continues until the unit is no longer over-stacked.
- E. Once a battalion/*Kompanie* collapses and finishes going through its perambulations as described above, all individual units that *were* (directly) adjacent to units in the collapsed formation must now undergo morale checks, with no modifications to their die roll.
- F. Full strength units that fail their morale checks are now disorganized, but must remain in place.
- G. Already disorganized units which fail their morale check are eliminated.
- H. Remember: units which are disorganized or eliminated add to the formation breakpoint level of their parent formation. Conceivably, this may cause other formations to collapse, beginning the cycle all over again.
- I. During the formation collapse procedure, any unit that retreats through another unit from the same side causes that stationary unit to check for morale, with no modifications to their die roll. If that unit fails, it too must be “flipped” over to its disorganized side and routs, causing units that it is (or was) adjacent to check morale, as described above.
- J. When all units of a collapsed formation are off the map edge (German) or within three (3) hexes of an Allied controlled beach (British), those units may attempt to rally in subsequent rally phases. If enough units of a formation are rallied to bring the total breakpoint number below the breakpoint level, the formation is no longer in a state of collapse, and may function normally
- K. A formation that rallies and recovers, before the first daylight game turn of the following day, may once more enter the fray. Please note though, that if it has not completely recovered before dawn of the following day, it must wait another full day (assuming it has rallied) before being able to go back into the line of battle.
- L. However, upon rallying, if the formation again exceeds its breakpoint, then all units of that formation; officers, MGs, and infantry, are immediately and permanently removed from the game. There is no further penalty in regards to victory conditions or point loss involved in the removal of a formation, other than the fact that you lose one of your battalions or *Kompanies* from the field of battle.

6.3.5 Formation Collapse is only triggered during actual/potential combat situations.
 Non-combat situations do not cause units to check for formation collapse.

Formation Collapse Example:

Battalion X collapses on the field of battle and immediately all units of that battalion retreat, following the rules as described above in Rule 6.2.4. The player immediately moves each unit (or stack) of *Battalion X* via the fastest route/pathway until it is within three hexes of the beach it initially landed upon. Before routing, it should be noted which units were adjacent to the battalion at the beginning of rout, either via notes or markers being placed on

those initially adjacent units; the same notation should be made of units that were passed through during retreat. Once all units of the original battalion cease movement, the previously marked adjacent units must now check their morale and follow the same procedure. If what was an “adjacent” unit is flipped over to its disorganized side, it remains in place. If a disorganized unit fails its morale check, then that unit automatically routs and once again causes adjacent units to check morale. This cycle repeats until all potentially triggered ‘routs as a result of routs’ have been resolved.

Direct retreat path backwards means just that, subject to the path of least physical resistance. A unit may decide it wants to retreat straight backwards, but finds that instead of following a road, trail or path, is actually running through the plantation and occasionally crossing a pathway. In this case, the unit must change its axis and actually follow that road, trail or pathway back towards the beaches. Once this “path of least resistance” has been taken though, the unit must follow it and if that means actually running over and through allied units to its rear, then that is what happens. (In short, if there is a sign to the rear that says, “Bombay is Thataway”...that’s where they’re headed).

As can be seen, one battalion or *Kompanie* reaching its own breakpoint can lead to potentially disastrous results across a wide swath of the battle field, creating a “crumbling” process that may cause other units to break in a chain reaction that will have ramifications for the rest of the day. It will be up to each player to learn to plan and devise strategies in order to help minimize the effects of “breaking”, while at the same time maximizing their combat effectiveness.

7.0 Supply

7.1 **General:** In order for ground units to function at full combat effectiveness, they must be in supply. All units are always considered to be in supply the first game turn that they enter the map. British troops from transports are considered to be in supply the turn that they are placed on a land hex. Out of supply units may not conduct fire combat. Supply only affects ammunition usage, it has no bearing on movement or melee and no unit is ever eliminated just for being out of (ammunition) supply alone.

Note: Of course, the combined effects of fire combat and melee on a unit out of ammunition supply could very well cause the elimination of that unit, but that is from combat, not ammo supply *per se*.

7.2 **Supply Restrictions:** Both the German and British units are limited by the supply rules that apply to both armies. A unit that is determined to be out of ammunition has “0” fire combat capability. British Stevedore units are considered to count as one stacking *point* in a hex, and combat units may stack with that unit within stacking limitations.

7.3 **Supply:** Each combat unit is considered to have run out of ammunition if a natural (i.e. prior to modifications) “6” is rolled during its Offensive, Opportunity, or Defensive Fire Combat Phases. An Out of Ammunition (OOA) counter is placed on top of the unit if it has been determined to be out of ammunition. A unit with an OOA counter on top of it may not initiate any type of Fire Combat. Only units that have participated in the current fire segment are affected by an OOA die roll result.

7.4 **German Re-Supply:** A die is rolled for each German unit that has an OOA counter on it during mutual resupply phase. On a die roll of 5 or 6, the OOA counter is removed and the unit may function normally.

7.5 **British Re-Supply:** British units are re-supplied by tracing a line of hexes, not occupied by German units or within the line of fire of a German unit, to any Stevedore unit on a friendly occupied beach. The number of battalions that can be re-supplied in a turn depends on the total number of stevedores on friendly occupied beaches. (See Rule 7.6)

7.6

# Stevedores	# of battalions that may be re-supplied
1	1
2	3
3	Unlimited

No die roll is ever required for British resupply.

Randy-If there is room on the map, or we make a separate chart, 7.6 can go there.

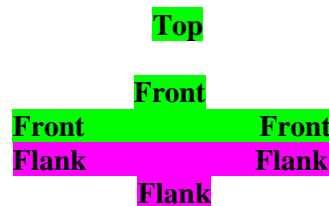
Note: A German unit may have a clear LOS to the supply path, but may be out of range (or ammunition); if it cannot lay fire down onto the pathway, it cannot stop British re-supply.

7.7 Units participating in melee combat are not restricted by supply, or lack thereof. They do not become OOA and they may melee even if they are OOA.

8.0 Facing

8.1 All combat units are considered to have three frontal and three flank hexside facings. All such units must be arranged in the hex they occupy so that the top of each unit is facing one of the sides of the hex that it occupies. All combat units may only fire through the three front hexsides, hereafter referred to as its “frontal hexes.” Line of sight is also determined through the unit’s frontal hexes. Units are free to change their facing at any time during the owning player’s movement phase with no movement penalties, but that player must clearly declare to his opponent that he is changing Unit/Stack X’s facing from direction A to B, even if that is all he does. All units in a hex are considered to be facing in the same direction as the topmost unit.

8.2 Facing Diagram:



8.3 Exception: Units in the *European Tanga* hexes, or the Boma hex, are considered to have both all round frontal facing and LOS through all six (6) hexsides. In this instance the units may fire with their full Fire Combat strength through any of the hexsides as many times as the owning player wishes or until an OOA result occurs. They may also spot any enemy movement or units through all six (6) hexsides.

9.0 Stacking

9.1 Units from different (allied) formations may not stack together. Units belonging to the same formation (*kompanie*/battalion/battery) may only stack with eligible leaders (See Rule 17.1).

9.2 The German player may stack up to three infantry units and two machinegun units within the same hex with a Leader unit only. The *Hering Batterie* (which includes the two guns “*Dorothea*” and “*Hermann*”) counters may never be stacked with any unit, other than the *Hauptmann Hering* Leader counter.

9.3 The British player may stack up to two infantry units and one machinegun unit in a hex with the appropriate Leader counter(s).

9.4 Stevedore and Leaders never count towards stacking. However, only officers from the same formation and higher Command/Staff leaders may stack together in a hex.

9.5 **Stacking Penalties:** If a player's hex is found to be over-stacked at the end of any phase during the game-the *opposing player* gets to place the offending units in an adjacent hex of his personal choice provided they conform to stacking limitations. If no eligible hex exists, then the owning player eliminates units of their choice until legal stacking is achieved.

9.6 If a Leader in a stack is eliminated during combat, play pauses while the player who just lost the Leader readjusts his units into adjacent hexes to conform to stacking limitations. If there are no available hexes to do this, the owning player must remove units until the stacking limitations can be met.

9.7 Each Indian company is denoted by religious sect. If Indian rifle companies from different sects are stacked together a -1 is applied to the Morale of the mixed rifle companies that are stacked together.

10.0 Fire Combat

10.1 **General:** Fire combat may occur in three phases (Offensive, Defensive and Opportunity Fire). Three types of units may engage in Fire combat (Infantry, Machinegun and Artillery). All fire combat involves all friendly unit(s) in a single hex firing on all enemy unit(s) in a single hex.

10.2 Fire Combat Procedure:

10.21 There are three types of units that may use Fire Combat: Infantry (rifle), Machinegun (MG), and Artillery. As far as Fire Combat is concerned, Infantry and Machinegun (MG) fire are treated in the same manner. Infantry and MG fire are always resolved first, followed by artillery fire.

10.22 As a rule, Artillery will usually fire only during the MAFP (See Rule 4.2N). They are, however, allowed to engage in Defensive Fire if threatened by an adjacent enemy unit(s). They are also allowed to engage in combat during Opportunity Fire, as long as they meet the conditions of that rule. They are *not* allowed to engage in Offensive Fire, as that aspect is dealt with during the MAFP.

10.23 Fire combat may only be conducted through a unit's frontal hexes. (See Rule 8.1).

10.24 Fire may result in OOA. (See Rule 7.3)

10.25 **Infantry and Machinegun Fire:** Depending upon the Fire Phase (and situation), the selected player's supplied unit(s) located within the same hex, may designate an enemy target hex, as long as it is within Range and there is a clear LOS to the target for Fire Combat. While there may be multiple targets and corresponding unit(s) capable of bringing them under fire, fire combat must be conducted in succession and one at a time. All combats must start from one end of the phasing player's line and move towards the other.

After the target hex has been selected, the phasing player calculates his fire factor by adding the full fire combat value of the *top* (or only) combat unit in the hex and then adding one (1) fire factor for each other combat unit in the same hex (if there are others).

Note: Machineguns may be designated the "top" unit for firing purposes, regardless of their position in the stack. They do not have to be physically placed on top of the stack, but may fire as if they were on top if a player so desires.

The firing player then rolls 2D6. The roll is modified by applying the Fire Combat modifier assigned to the terrain in the defender's hex as stated in the Terrain Effect Chart (See Rule 10.3C, if Opportunity Fire).

Note: In order to help speed up play, it is strongly suggested that the attacker rolls dice in three pairs of different colors (i.e., Two red dice for the firing players

throw, two white the hit player's morale check and two blue for a leader check). If needed you may then do morale checks by throwing a pair of red dice to check morale for top unit, white for second unit, etc. This may also be done for melee. It's easier than it sounds, and speeds things up considerably!

Note: In a hex with more than one terrain type, the defender always chooses which terrain he occupies for the purpose of terrain modifiers in fire and melee combat. (Exception: During movement, Opportunity fire uses the modifier of the terrain the moving player is using).

Example: A unit using a bridge to cross a ditch, thereby saving movement points, uses the terrain modifier for bridges if subject to Opportunity Fire.

A. If the modified roll is less than or equal to the total fire factor of the firing unit a hit has been scored.

(Note: The hex occupied by the firing unit has no effect on the dice roll.).

Example: *A/101 Gren and B/101 Gren companies (full strength) are stacked together. There is a German unit, in native huts (-2 on the TEC) within LOS and Range of the two companies. The British player adds his total Fire strengths together (5 + 1 = 6). The terrain modifier of the German occupied hex (-2) is applied to the combined fire strengths' die roll when he rolls the dice. The British player then rolls 2d6 and must roll less than or equal to his total fire strength (6 - 2 = 4) for a hit. Assume that a 1 and 2 are rolled on the dice. The British have scored a hit on the German unit.*

- a. Check for leader casualties (See Rule 17.2.3) if a leader is stacked with units hit. Resolve this *before* proceeding to step 6.
- b. The targeted player now adds the morale points of all unit(s) within his hex and then divides this figure by the number of units occupying that hex in order to determine his "average" morale for the use in Step 6 below.
- c. The targeted player must now roll 2d6 and compare this to the "averaged morale" (modified by any Leaders in the hex, See Rule 17.2.4) he calculated in Step b for his friendly units in the target hex to see if he, indeed, took casualties. If this die roll is less than the "averaged morale" (modified by any Leaders in the hex), the top unit in the hex must take a step loss and is "flipped" over to its disorganized side. If the unit is already disorganized, it is eliminated.
- d. Whenever a step loss result is obtained, all unit(s) in the hex (including the unit which may have just incurred a step loss) must then make individual die rolls (modified by any single Leader counter in the hex) using their individual (not averaged) morale in the same manner as described above. Each unit that fails this Morale die roll must immediately retreat three (3) hexes toward the nearest friendly entrance hex and flip over to its disordered side. If the unit that took the initial loss fails its morale die roll, it is automatically eliminated.

10.26 Artillery Fire: Unlike machine guns, non-OOA artillery units can always fire each game turn, even if they moved that very same turn. Artillery is considered to have unlimited range and does not require a LOS to a target (it can, in effect, use indirect

firing). Due to the time frame and number of guns being fired, any stack/hex/unit may be attacked more than once during the Artillery Fire or during the Opportunity Fire phase. In essence, artillery units may fire at a target, even the same target, as many times as a player wants until they run out of ammunition. Each player's artillery has an unlimited number of targets it can attack, until, or unless, it runs out of ammunition or targets.

10.27 Naval Gunfire/Bombardment: The British player has a few options in which to use Naval gunfire/bombardment. Both players must agree on which option to use (if they cannot agree, roll 1D6, and high roll decides).

Option #1) Castles of Steel The British Player may, at any time during the game, use naval gunfire once each from the HMS Fox and transport *Bharata* (bearing the 28th Mountain Battery, lashed on deck), each making a semi-accurate "shoot" against the enemy. If this option is chosen, the 28th MB is automatically prohibited from landing on shore; it's made its mark (or not) on the battle and is done.

If Option #1 is picked, the player chooses a hex and rolls. On a 1 or 2, the shot hits the hex. On a 3-6, the shot hits an adjacent hex. Roll on the scatter diagram to see which adjacent hex the shot lands in. If there are no units in the hex the shot has landed, there is no effect. If there are units, randomly pick one and roll for damage.

On a die roll of 1 or 2, the impacted unit is eliminated and all adjacent units must check morale (at no further penalty). If an adjacent unit's morale is affected, it is flipped over to its disorganized side, which may in turn, cause Formation breakdown.

On a die roll of 3-6, the impacted unit suffers an automatic morale loss and is flipped over to its disorganized side. If already disorganized, the unit is eliminated. There is no further affect to adjacent units.

Option #2) Half a Castle is Better Than None If the British player decides to land the 28th MB, he still gets to fire once for the HMS Fox in the same exact manner as described above.

Option #3) Damn the Torpedoes! If both players agree, the British player is allowed to roll a 1d6 die and is given that many fire factors to fire using offshore naval gunfire/bombardment during the game. He may use them all at once or as the game progresses. No matter when he chooses to use these factors, he must follow the exact steps described in the Artillery Fire Procedure below.

Optional Rule #4) Konigsberg Sighted! At the start of the game, roll 1D6. On an even result, the British player chases off the SMS Konigsberg and pays full attention to Tanga. British player gets 1D6 naval gunfire attacks at any time during the game. On an odd roll, the Konigsberg gets the upper hand, and the German player can make 1 naval attack (as per option 1, above) anytime during the game. Furthermore, British units may only amphibiously disembark every 3 turns (instead of every other turn).

Notes: The British player (only) has the following artillery available from guns on ships:
HMS Fox
28th Mountain battery (if **Naval Option #2** is selected).

The German player has the two land guns of the *Hering Batterie*, each with 5 fire factors.

10.28 Artillery Fire Procedure:

A. Depending upon the type of Fire Phase (and situation), the selected player designates each hex, in succession and one at a time that he intends to target for an artillery attack. Non-OOA Artillery automatically hits any target within two (2) hexes that it can trace a clear LOS to. If a player does *not* have a clear LOS to

a target, or it is more than two (2) hexes away, then he must roll a 1d6 to determine where that round will land. On a die roll of 1–2, the round lands on target and combat is resolved by using the Rifle and MG procedure illustrated above where any natural sixes (“6”) you roll during *that* process will cause you to run out of ammunition (OOA).

B. On a die roll of 3-6, the round lands off target and a second roll of a 1d6 is made to determine the direction the round went using the Scatter Table below. The actual hex hit is the determined by a third roll the result of which is the number of hexes, from the target hex, in the direction of scatter. Any units, friendly or not, in the hex hit are attacked using the Rifle/MG procedure illustrated above.

Scatter Table:

	5	
1		4
2		3
	6	

Example: *Player “X” rolls a 1d6 and gets a “5” result, missing his original target. Consulting the Scatter Table above, he rolls the 1d6 again and comes up with a “4”. The artillery attack lands in that hex instead of the intended target hex. Friendly or not, he must proceed to the Rifle/MG procedure to see if he caused any casualties to any forces in the hex hit.*

Note 1: The random direction process used above might result in the shells landing on or behind the firing unit. If this occurs, it should be considered a misfire, but there are no further effects that turn. The unit fired, but had no effect. Play then proceeds again with this unit or to the next unit firing (if any are available).

10.3 Types of Fire Combat

A. Offensive Fire Phase: The Phasing Player may conduct Offensive fire against any enemy units within range and LOS of friendly units.

B. Defensive Fire Phase: The Non-Phasing Player may conduct Defensive fire against any enemy combat units that are adjacent to friendly units. Only the top unit of a stack may be targeted. Leaders may *not* be ‘direct’ targets of Defensive Fire (though they may be hit as a result of rule 17.2.3).

Note: Unlike all other Fire Combat, Defensive Fire is *unit*, not hex, specific. Your guys are popping off at the guys they can see (top, or only, unit in the hex), not the entire force in the hex (if more than one unit is present).

B. Opportunity Fire Phase: When the phasing player moves a unit(s) into the first hex of the fire range and LOS of an enemy unit, the opposing player may temporarily suspend all phasing player movement and resolve fire combat with any or all friendly units in range and having a LOS on the moving unit(s). Any phasing player surviving units may move three more hexes without any further interference when the non-phasing player may once again temporarily suspend the phasing player’s movement and conduct a second Opportunity Fire. Once this has been resolved, any surviving phasing player units may move up to the remainder of their movement allowances. Except during Movement, defenders always get to choose the best defensive terrain in the hex they occupy. During Opportunity Fire, terrain (dis)advantage is determined by the amount of MPs a unit expended to reach a “trigger” hex. If a unit crosses a hex (or hexes) by deriving the benefits of a road or trail, then that unit must

suffer whatever negative benefits result from the use of the road or trail when undergoing Opportunity Fire (See Note under Rule 10.25)

Note: Opportunity Fire is only in effect during the Opponent's Movement phase. (Enemy advances or retreats during combat do not trigger Opportunity Fire).

Example: *A unit that uses the trail (bridge) to cross the ditch in an attempt to reach Tanga and receives Opportunity Fire in that hex, cannot suddenly claim that he is in the ditch in order to derive the best terrain benefit.*

10.4 Line of Sight. Combat units (except Artillery, See Rule 10.26) must have a clear Line of Sight (LOS) "into" a Target Hex within their Fire Range in order to conduct fire combat into that hex.

10.4.1 LOS may only be determined through a unit's frontal hexes. Units may only *initiate* fire combat through their frontal hexes (they may, however, *receive* fire through both their frontal and flank hexes) (See Rule 12.0). LOS for purposes of Fire is traced from the center of the firing unit's hex to the center of the target hex.

10.4.2 If the LOS passes through *any* part of a hex, which contains "blocking" terrain, it is blocked and the firing unit may not fire at the target (Exception: See Artillery Rule 10.26).

Note: This is very important to remember at all times, as there are certain natural map anomalies where units may seem to be entering your LOS, but the tiniest bit of blocking terrain will guarantee them safe passage.

10.4.3 Line of Sight may be traced along the side of any "blocking" terrain hexes as long as the other side is a clear terrain hex (or at least does not automatically block LOS) and there is no further blocking terrain in the LOS path.

NOTE: As long as you are in supply, always treat LOS and Range determination as two separate entities, you need both in order to be able to fire at an opponent.

Example: *There might be a clear LOS from a firing unit to a target hex that common sense determines is within range of the firing unit. However, in counting the number of hexes from the firing unit to the target unit, the firing unit may be out of range. If this occurs, common sense is suspended, and although there is a clear LOS within what appears to be within range of the target, if the number of hexes that the fire must pass through exceeds the range of the firing unit, the combat cannot occur.*

10.4.4 Machinegun and Rifle units may *never* fire through hexes containing friendly or enemy units. Artillery units are the only ones considered to be able to fire "over" hexes containing friendly or enemy units.

Note: Units occupying ditch hexes will not block LOS for units that are not in ditch hexes. (Units in ditches are considered to be at lower elevation than other hexes).

10.4.5 Units may always fire into the first hex of terrain that might block LOS.

10.4.6 The terrain occupied by a unit never blocks its LOS when engaging in Fire combat. LOS is determined beginning with the first hex the LOS is traced through, adjacent to the firing unit.

11.0 Melee.

11.1 Melee combat takes place during the Melee Combat Phases at the discretion of the phasing player. Melee is **always** voluntary. Only adjacent units may conduct melee combat. Only one melee attack is allowed by any unit or stack of units occupying a hex during a melee phase.

11.1.1 Only one enemy occupied hex may be the target for one melee attack per turn. All enemy units stacked in the same hex are treated as if they were one unit.

11.1.2 Unit Stacks and Melee: All unit(s) in the attacking player's stack and the defending player's stack are considered unitary for the purpose of conducting a melee attack; all the units in the stack must participate in the same melee.

11.2 **Melee Procedure.** Both players calculate various factors applying to their units participating in the melee and both players then roll 2d6 dice. There is no Combat Results Table in this game.

A. Attacker Melee Strength. The attacking (phasing) player announces which eligible single hex worth of friendly unit(s) will be conducting melee combat against an adjacent enemy occupied hex. He then adds the morale values of the unit (or units) together and divides the total by the number of units. He then adds to this resulting number the combat strength of the top, or only, unit and one additional combat strength point for every other combat unit in the hex. Then any single eligible Leader unit's Effectiveness Bonus, players' choice, (See Rule 17.2.4) is added to the total if the leader is stacked in the same hex with the attacking units. Finally, the Fire/Melee Defensive Bonus for the enemy occupied hex on the Terrain Effects Chart (TEC) is applied to the die roll.

Exception: Accompanying Machinegun unit(s) strength points may *not* be added to the melee strength of attacking units. If these units are present in an attacking hex, they do not count as a unit (they contribute nothing to combat values) and are figured into morale and combat values as a "0" (in effect, they have no effect on melee combat factors, but do affect the final calculations).

Note: *This is a very important rule for various reasons that will not be explained here (you'll have to learn them on your own), but we strongly suggest you read and visualize what is going on here (especially for the Germanic types).*

B. Defender Melee Strength. The defending player simultaneously determines the melee combat strength of the units defending the hex being attacked in the same manner as the attacking player did above; he does not, however, consult the TEC for any defensive bonus as that has already been determined by the phasing player.

Note: Unlike the attackers, the strength points of the defending Machinegun units may be added to the melee strength of the other defending units in the hex.

Melee Combat Resolution. Both players roll 2d6 and compare the numbers rolled to the melee strength of the units determined above. If the dice rolls are less than or equal to the total melee strength determined for that particular player's unit(s), then the *opposing* player must make a morale roll. If a morale roll is required the opposing player now rolls a 1d6, and if that die roll is *greater* than the unmodified Morale of the *top*, or only, unit in the owning player's hex, then that particular player's unit suffers a one-step loss and is "flipped" over to its disorganized side. If it is already disorganized, then it is eliminated and removed from play. Check for leader casualties (See Rule 17.2.3) if a leader is stacked with units requiring a morale check. Each player (with the phasing player having the first option) may now retreat any, all, or none of his units, involved at this point to a hex out of all enemy Infantry and MG Fire Combat range(s) or clear LOS (without

causing Opportunity Fire), or may elect to attempt another round of Melee Combat against the same units. This particular cycle of combat continues until all of the combat units of one player are either eliminated or voluntarily retreat.

C. Once a given melee is completed, players then resolve the next melee in the same manner as above

Note 1: While both sides are allowed to retreat, the attacker must be the first to state at the beginning of each combat round whether he is staying to fight or will retreat (first).

Note 2: Melees may require many die rolls to be resolved. This is a deliberate attempt to represent the uncertain nature of this type of combat. On a tactical level, warfare in 1914 was much cleaner and efficient when firepower was used. Melee combat was still very messy.

Note 3: A natural “6” rolled in Melee combat never results in an “OOA” counter placed on the attacking unit(s). These are considered “bayonet charges” and do not use ammunition.

Note 4: If an *attacking* German machinegun unit is required to make a morale roll, use its printed morale. If it is an *attacking* British machinegun unit, its morale is a 1 because the unit is considered moving.

12.0 Flank Attacks.

12.1 **Fire Combat:** Infantry and MG units conducting Fire Combat into enemy flank hexes (see 8.2) are doubled in their combat factors. Artillery fire does not benefit from this bonus.

12.2 If any portion of an enemy’s flank is exposed to the direct LOS from the middle of the firing unit, then that unit/hex automatically receives flanking fire.

12.3 **Melee Combat:** The combat factors of units conducting Melee Combat into the flank hexside of an enemy unit are doubled.

13.0 Retreat after Combat

13.1 **General:** There are no real penalties involved in retreat after combat; a unit that is forced to retreat is already considered to have taken more than its’ fair share of lumps & bumps and will not be made to suffer any further bombardments, fire combats, or assaults while retreating, including Opportunity Fire.

13.2 Having made the above statement, all retreating units must retreat three (3) complete hexes towards their edge of the map, or, in the British case toward the nearest British occupied beach, by the most direct man-made route, if at all possible. If it is not possible to retreat via a road or pathway, then the unit must retreat either down a path of least restrictive terrain. Retreats must be made in as close to a straight line as possible.

13.3 Effects on Friendly Units

A. Retreating units may retreat through other friendly units, but these units must then make an unmodified Morale die roll. Any one Leader counter in the hex passed through may add their Effectiveness Bonus to the die roll. If the unit(s) passed through roll their modified Morale number or less, there is no effect. If the unit(s) fails the Morale die roll, these units are retreated three (3) complete hexes in the same direction as the unit that caused the Morale die roll to be made.

B. Retreating units may stack with other units, including other retreated units, within stacking limits. It is also permissible for retreating units to end up in hexes occupied by Friendly troops that have not yet been engaged in combat, as long as they do not exceed the stacking limits. However, if these hexes are attacked later during the game turn and

suffer any adverse effects, the previously retreated unit is automatically eliminated. The unit does not contribute its combat strength to the defense of the hex but its morale may be figured into the calculation, if called for. If a unit(s) ends up alone or with other retreated units (only) in the same hex, it is NOT subject to further attack that turn.

C. Stacking restrictions are only in effect when a retreating unit(s) has ceased retreating.

D. British machinegun units that must retreat **MUST** roll one die before moving. On a die roll of 1-4 the machinegun unit is removed from the board. On a die roll of 5-6 the machinegun unit retreats normally and have a “Moved” marker placed on them.

Note: The British machineguns were portered by Zanzibar hired bearers who threw the parts of machineguns away when they were fired upon.

E. German machinegun unit’s retreat like other units and do not have a “Moved” marker placed on them.

Note: The German machineguns units were carried by elite askari who were trained to fight the guns as part of an organization.

14.0 Advance after Combat

14.1 After Melee, if the attacking player succeeds in retreating or eliminating the defending unit(s) that it attacked, a 1d6 is rolled. The Effectiveness Bonus of any one Leader involved in the attack may be added to the die roll for the units stacked in the same hex with the Leader. This must be declared before the die is rolled. The result of this die roll is number of hexes that all of the participating attacking units *must* advance toward the nearest enemy counter. If two or more enemy counters are equal distance from the attacking unit(s), the attacking player may decide how the movement is conducted. Such an advance halts immediately the unit moves adjacent to an enemy unit (unless a Stevedore-in which case the Stevedore is eliminated, *if* the advance is not complete, and the advance can continue).

14.1.1 Any unit(s) that advances after combat and enters a hex within the clear LOS of a non-OOA enemy unit(s) may be fired upon by the enemy unit(s). This is treated as a special Opportunity Fire phase.

15.0 Land Movement

15.1 All units are moved directly from one hex on the map to an adjacent hex. The phasing player, *only*, may move all, some or none of *his* units from one contiguous (adjacent) hex to another while paying the appropriate terrain costs. Hexes may not be “skipped” during movement. The TEC describes the movement cost for each hex (type).

15.2 Each type of unit pays varying movement costs for entering different types of terrain. Units may not move into *prohibited* hexes on the map under *any* circumstances, nor into hexes that a moving unit does not possess enough movement points to enter.

Friendly (i.e. phasing) units may freely move through hexes containing friendly units as long as they conform to stacking limitations at the end of the Movement phase. Friendly units may not move into hexes containing enemy units (exception, See Rule 15.8).

15.3 Movement Factors (MFs) not used during a given turn may not be saved to use on a later turn, nor may they be “loaned” to another unit. All MFs are considered used (and thereby lost) at the end of the active players turn.

15.4 Any German unit forced off the map returns the next friendly movement phase by entering the same hex, or as close as possible, paying for any terrain as usual. Units may be forced to leave the map in the Historical scenario. If a *German* unit(s) is forced off of the map (any non-sea hex) due to a combat result, that unit(s) has until its next movement phase to re-enter the map as close as possible to its exit point, by paying the off-map costs for similar terrain. If an Allied unit is forced off the map, for any reason, it is considered automatically eliminated.

15.5 Units from either side, being forced, into a prohibited terrain hex (e.g. the Indian Ocean), are considered eliminated and automatically removed from the game; this elimination may also call for an immediate Breakpoint check. (See Rule 6.2)

15.6 Due to terrain effects, stacking restrictions, and MP constraints, there are some units that will be unable to move into certain hexes during their movement phase. This restriction also applies during Advance after Combat and Retreat. If you can't move into a hex during normal movement, you can't enter that hex if advancing or retreating either. (See, however, Rules 5.3 H and 17.2.2 for the exceptions).

15.7 While man made terrain (e.g. roads, paths, etc.) costs supersede natural terrain costs at all times, you must enter that particular hex from an improved hex (with the grain, so to speak) in order to gain the benefit. Entering a hex from a "non-improved" hex (against the grain) will result in you paying the full natural terrain costs for that hex.

15.8 **Stevedore Units:** Once landed on a beach, a Stevedore unit never moves, it remains there as an ammunition supply conduit and source. If an enemy unit enters the hex, it automatically eliminates the Stevedore unit, if it is not stacked with an allied combat unit(s).

15.9 **Landing(s) and Movement:**

15.9.1 On the turn of landing:

- A. British Landing Phase: Unit(s) land on beach; no further action takes place this phase.
- B. British Movement Phase: Units on the beach may now move, along with any other previously landed British units. Stacking rules are observed at the end of the Movement phase.
- C. Following (Non-Landing) Game Turn:
 - a. British Movement Phase: All previously landed British units are allowed to move.
- D. Next Landing Game Turn:
 - a. British Landing Phase: Unit(s) land on beach. No further action takes place this phase.
 - b. British Movement Phase: Units on the beach may now move, along with any other previously landed British units. Stacking rules are observed at the end of the Movement phase.
- E. ...And so the pattern flows. (See also, Rule 5.3)

16.0 **Zones of Control**

16.1 Zones of Control, which are normal in most games, do not exist in **Tanga 1914**. All units are free to move around the map without having to stop when moving adjacent to an enemy unit; however, it should not take long for players to gain a strong respect for rifle and machinegun fire out in the open. Fire Combat will create its own Zone of Control. There are also no additional penalties for retreating past enemy units. However, a disorganized platoon (*zug*) with an OOA counter on it cannot expect to survive very long if it is anywhere near any "healthy" enemy units.

17.0 **Leaders.**

17.1 **General:** There are two types of leaders in Tanga: Formation Officers and Command/ Staff leaders. For the sake of convenience, all are referred to as "Leaders". German units may stack with any German leader. British units may only stack with eligible leaders. British formation officers are eligible leaders for any unit(s) in their formation. British Command/Staff Leaders are eligible leaders for any British unit(s).

17.1.1 Formation Officers:

Formation Officers may rally the units within the formation they belong to (British battalion/battery or German *Kompanie/batterie*).

Note: Colonel Malleson is considered the Formation Officer for the 3rd Kashmir and 3rd Gwalior *half* battalions.

17.1.2 **Command/Staff Leaders** are eligible to rally *any* unit on their side, regardless of which formation they belong to. There are three (3) German Command Staff leaders (von Lettow Vorbeck, von Prince and Dr. Lessel) and four (4) British Command Staff leaders (Aitken, Tighe, Wapshare and Captain Meinertzhagen).

17.2 Leaders represent individual officers who affected the combat efficiency of the units under their command. Leaders affect stacking, movement, morale (rallying) and combat.

17.2.1 **Stacking.** Combat units may only stack together if a Formation officer *from the same formation* or a Command/Staff leader is present in the hex. Exception: All German Leaders may attempt to Rally and/or may command any German combat units. (See 6.1.2A)

If, due to leader casualties, there are no eligible leaders in a stack then the units in that hex must unstack, as per Rule 9.6). This may lead to immediate enemy Opportunity Fire, depending on the situation.

17.2.2 **Movement.** Leaders have no stacking value and have a movement value of twelve (12) MPs. If a Leader unit finds itself alone due to combat results, and adjacent to an enemy unit or in range of fire of a non-OOA enemy unit, it may attempt to escape at the end of the Melee Phase. On a die roll of 1–2 (using a 1d6), the Leader unit is placed on the nearest friendly combat unit on the map. On a die roll of 3–6, the Leader unit is permanently eliminated from play.

17.2.3 **Casualties.** If a Leader is present in a hex that has any units required to make a morale roll due to combat, then two dice (2D6) are immediately rolled to determine whether the Leader has become a casualty. A dice roll of 2, 7, or 12 results in the removal of the Leader counter. This occurs before any other dice rolls are made for combat units. If the Leader survives the die roll, then the Leader's Effectiveness Bonus may be added to the Morale of the units that it is stacked with. Leaders alone in a hex are automatically eliminated when an opposing unit moves adjacent to a hex occupied by the Leader unit.

17.2.4 **Leaders and Combat:** A single eligible Leader (player's choice), stacked with units engaged in combat, may add his Effectiveness bonus after all other computations have been made to the total melee or fire factors of any attack, but before the die is rolled.

17.2.5 **Leaders and Rallying:** See Rule 6.1

18.0 Trenches.

18.1 General. Both the British and Germans dug shallow trenches during the three-day battle. Trenches may be built by any combat unit (excluding artillery) during the friendly movement phase if the unit building a trench does not move during the game turn. Place the inverted trench counter on the unit(s) at the beginning of the friendly movement phase as a reminder, and flip it over, and place underneath the units, at the beginning of the next game turn, the unit is now considered "entrenched". During this period, the unit may not be involved in any form of combat that results in a morale check or loss. If this does occur then 'entrenching' must be recommenced (or abandoned) at the beginning of the next game turn.

18.2 Units digging trenches may not fire or melee offensively, but may fire and melee defensively without benefit of the trench. Once a trench is built, it remains in place throughout the course of the battle and may be used by either side.

18.3 Units firing at enemy units in trenches add +2 to the die roll to hit in addition to any other TEC effects.

18.4 Trenches may be built in any hex (this includes natural as well as man-made hexes) but are limited to twelve for the Germans and six for the British. Once built trenches may not be removed or built again. British units may never entrench during a night game turn.

18.5 Effects of Trenches, Ditches and Embankments

18.5.1 The Trench Modifier for Fire or Melee combat is in addition to other terrain in the hex.

18.5.2 If an enemy unit is Firing or conducting Melee combat from an adjacent trench hex into an adjoining (opposing player occupied) trench hex, then the defender does not receive the terrain modifier for trenches.

18.5.3 If an enemy unit is Firing or conducting Melee combat from an adjacent ditch hex into an adjoining (opposing player occupied) ditch hex, then the defender does not receive the terrain modifier for ditches.

18.5.4 If an enemy unit is Firing or conducting Melee combat from an adjacent embankment hex into an adjoining (opposing player occupied) embankment hex, then the defender does not receive the terrain modifier for embankments.

Example: *A British unit, supplied, is alone in a hex. It does not fire, nor does it melee during the friendly movement phase of the turn that it begins digging a trench. A German artillery counter fires at it, but the attack results in no "hits" forcing no morale check. The trench is considered completed at the end of the turn it was initiated. Had the Germans succeeded in hitting the British and causing a morale check, then the entrenching would have been abandoned (regardless of the morale check result).*

19.0 Special Rules

19.1 **British .303 Lee-Enfield Rifles.** All Indian rifle companies fire at half strength (round down fractions) throughout the game. This was due to the issuing of the new rifle to companies en route to Tanga and the unfamiliarity of the Indian sepoys with the rifle. The 2/LNL is not affected by this rule. **Note:** Melee by Indian rifle companies is unaffected by this rule.

19.2 British Maxim Machineguns.

19.2.1 British machineguns may either move or fire, but never both in the same game turn. If British machinegun units are fired upon by Opportunity Fire while attempting to move, they are considered to have a Morale of 1.

19.2.2 British Machinegun units that moved for any reason during any movement phase must have an *MG Moved* counter placed on top of them. Units with an *MG Moved* counter on top of them may not engage in any type of fire combat until *after* the Mutual Rally phase, one turn later, during which the *MG Moved* counter is automatically removed.

Example: If a British machinegun unit moved Game Turn 1, it will not be allowed to fire until after the Mutual Rally phase of Game Turn 2 and if it does fire that turn, it cannot even consider moving until Game Turn 3, at which time it would repeat the same process just illustrated.

19.3 **The British 28th Mountain Artillery Battery.** This unit was mounted aboard the *Bharata* in order to provide additional fire support during the campaign, but was never used. The battery is allowed to land, just like any other unit, in order to provide closer and more consistent fire support from on shore.

19.3.1 Once the decision to land the 28th MB is made and declared, the British player must wait until the following day to land the battery. At the same time, the 28th MB must wait for a British battalion to complete its amphibious landings before the 28th MB can initiate landing procedures.

19.3.2 Once the decision to land the 28th MB is made, that unit must conform to all rules governing British land military units.

19.3.3 For landing purposes, the 28th MB is considered the same size as a British battalion. It will take two complete game turn to land the battery *en toto*, thereby automatically carving out a four game turn block in order to land (remember, units cannot land on consecutive game turns).

19.4 **M71 Mauser:** German rifle units marked with a white box are considered to be armed with the old M71 black powder Mauser. Each time these units fire, a “smoke” marker is placed upon the unit and the British player adds +1 to hit the unit with fire combat. All Smoke markers are removed at the end of each British player’s turn.

19.5 **Hering Batterie:** The guns of the *Hering Batterie* defend against artillery, machinegun, and rifle fire with one strength point. The guns also defend against melee with one strength point.

19.6 **Rain.** If the British still have combat units on any land hex beginning 0600, November 5, it rains on a die roll of 1-4 on a 1D6. This die roll is made at the beginning of each game turn until the rain begins. The Turn Marker is inverted to designate this event. After the rain begins a die is rolled at the beginning of each turn to determine whether the rain continues. On a die roll of 1-3 on 1D6 the rain continues. Any other result ends the rain. Once the rain has ended, it does not restart and therefore no further rain rolls are required. The effects of rain are:

- A. There is no British or German movement phase
- B. Trenches have no effect on fire or melee combat
- C. LOS extends only into adjacent hexes

Note: About 0600 on November 5 storm clouds burst over the battlefield in a torrential rainstorm that flooded the British trenches force units to vacate them. The rain was so unexpected and heavy that the British and Indians could do little more than huddle soaking wet where they were located when the storm began. This debacle slowed the evacuation of the troops and caused a lull in the fighting for both sides. The Germans were more accustomed to this type of event and no mention is made of it by German accounts. In fact, the Germans used the lull to prepare for the next British assault that never materialized. However, every British account mentions the rainstorm and many elaborate on its effect.

19.7 **Fog of War.** Opposing players may never look at an opponent’s stacks or Holding Boxes. Individual enemy units (or the top unit of an enemy stack) may only be observed when they enter a friendly units’ Line of sight or during combat.

20.0 Night Game Turns. Game Turns 1700 to 0500 are considered to be Night Game Turns. The following rules apply during all game turns.

20.1 German units are considered to be at full strength and morale at the start of any scenario or campaign game, unless otherwise noted.

20.2 German units may move up to one half their movement points at night.

20.3 German disorganized units that exit the Western map edge during a Night game turn along with the *Oberstleutnant von Lettow-Vorbeck* counter are considered automatically rallied during the 0600 game turn, when they are allowed to re-enter the map.

20.4 British unit strength and morale is determined upon landing (See Rule 5.3 above).

20.5 British units may move one (1) hex and one hex only at Night, regardless of the terrain they are crossing. (i.e., a British unit is considered able to move into any adjacent non-prohibited terrain hex on the map during a Night game turn, but most then stop.)

20.6 British units that are flipped to their disorganized side during Amphibious Debarkation during a Night game turn suffer no further penalties, unless they are engaged, including from Opportunity Fire, during a later Night game turn that same evening and suffer a loss.

20.7 During night game turns ALL combat units have their fire combat range reduced to (not by) two hexes.

20.8 Disorganized units are not allowed to rally during Night game turns.

21.0 Scenarios and Variants

21.1 **Scenario 1. TWO TO TANGA:** The Initial Assault of the 13th Rajput and 61st KGO
This Scenario is 5 turns long.

a. Game starts on the Nov 3, 0100 turn, and ends at the conclusion of the Nov 3, 1400 turn.

b. Special scenario rules

There is no **British Amphibious Debarkation Phase**

There are no reinforcements for the Germans

The British may not resupply OOA units (there is no such restriction for the Germans)

b. German set up:

10 trenches along the RR embankment (we can determine the hexes if need be)

The following units set up on or west of the trench line (west is where the Germans enter. We need a bloody compass rose on the map!):

Lessel (L), Lessel SchutzAbteilung

Merensky (L), two Zuege and one machinegun unit of the 1 FK,

Poppe (L), three Zuege and one machinegun unit of the 6 FK,
6 SchK

Auracher

Friewilligen Tanga: 4-2-4-12

4th SchutzKompanie: 3-5-5-12*

Tanga Polizei Zug: 3-7-5-12*

C. British set up the following units east of the trench line out of the LOS of any German unit

13th Rajput and leaders

61 KGO and leaders

Wapshare, Aitken, and Meinertzhagen

d. Victory conditions

The British win if they occupy at least 1 trench hex or Tanga town hex at the end of any German melee phase

21.2 Scenario 2 INVASION!

This scenario is 19 turns

a. Game begins on the 2200, 2 November turn, and ends after the 1700, 3 November turn. The hour marker is placed in the 2200 box, and the day marker is placed in the 2 November box. All of the rules are used including the special rules for Night turns.

German Set-up: *Hauptmann Adler*, the three infantry *Zuegen* of the 17 FK, 1/17 and 2/17 machinegun units, and the 4 SchK unit are placed anywhere within the European Tanga town hexes. *Bezirksamtmann Auracher*, and all the units of the *Abteilung Auracher* are placed in the Native Tanga townhexes

British Set Up: The 13 Rajput and 61 KGO battalions must be landed before any other British units (including Stevedores). After that, the British player may land units as he sees fit.

German Reinforcements:

2 November

2300 *Lessel* (L), *Lessel SchutzAbteilung* units arrive on the western edge of the map.

3 November

0500 *Oberleutnant Merensky* (L), two *Zuege* and one machinegun unit of the 1 FK, *Oberleutnant Poppe* (L), three *Zuege* and one machinegun unit of the 6 FK, 6 SchK arrive on the western edge of the map.

1400 Hauptmann *Baumstark*

1 FK (One Zug/Hauptmann Ruckteschell/1 MG unit)

16 FK

22.1.1 Victory Conditions: The British Player wins the scenario by having at least one combat unit occupying a European Tanga town hex at the end of the game. The German wins the scenario by avoiding the British victory condition.

21.3 Scenario 3: THE BIG PUSH: Maximum Effort on November 4th

This scenario is in the works

21.4 CAMPAIGN SCENARIO. This scenario begins with the Day Counter placed in the 2 November box and the Hour Counter placed in the 2200 Hour box. Play continues until the Day Counter is in the 5 November box and the Hour Counter is in the 1700 Box. All British units are initially placed on their disorganized sides. Victory conditions are as noted below.

SET-UP

British Set –Up: All British counters are placed in their Holding Boxes.

German Set Up: German units set up as described in Scenario 1.

German Reinforcements:

Day	Time	Units
2 Nov	2300	<i>Lessel</i> (L), <i>Lessel SchutzAbteilung</i> units arrive on the western edge of the map.
3 Nov	0500	<i>Oberleutnant Merensky</i> 1 FK (Two <i>Zuege</i> /1 MG unit) 6 FK 6 SchK

1400 Hauptmann *Baumstark*

1 FK (One Zug/Hauptmann Ruckteschell/1 MG unit)

16 FK

1800
Vorbeck Oberkommando
Kommando der Schutztruppe

Oberstleutnant von Lettow-

2400

13 FK

4 Nov

0500

Hauptmann Tom von Prince
7 SchK
8 SchK

1900

Feldabteilung Pangani

2000

9 FK

2100

15 FK

5 Nov

0100

Hering Batterie

21.2.1 Campaign Victory

21.2.1.1 The British victory conditions consist of:

- A) Automatic Decisive Victory:** Eliminating the Lettow-Vorbeck Leader counter, through combat, at any point during the game
- B) Major Victory:** Occupying at least one European town hex of Tanga, along with the six German government buildings located in hexes **as determined by the final map**, while simultaneously having no German units occupying any hexes west of the **XXXX** hex-row at the end of any given game turn.

22.1.1.2 The German victory conditions consist of:

- A. Automatic Decisive Victory:** Eliminating all three Stevedore units that have landed at any point during the game.
- B. Major Victory:** Occupying at least one European town hex of Tanga, along with the six German government buildings located in hexes **as determined by the final map**, while simultaneously having no British units occupying any hexes east of the 1300 hex-row at the end of any given game turn.
- C. Decisive Victory:** Meeting the exact same conditions in 14.2A above, while at the same time having at least one German zug (platoon) east of the 1300 hex-row and not having any British units in advance, though they can occupy those hexes, of the edge of the “foliage belt” running from hex **as determined by the final map**.

21.2.2 **A Tie Game:** If neither side succeeds in reaching the above listed victory conditions, then the game is considered a tactical draw and neither side wins. However, by achieving the dubious honor of having a draw, the British force is automatically considered to have withdrawn from the Tanga peninsula and the Germans will have won a minor strategic victory.

22.0 Designer Notes

The Battle of Tanga was marked by many mistakes on both sides, and an attempt has been made to allow players to make the same mistakes, or to find better ways to have accomplished the objectives of the historical commanders.

Initially, the British player should find landing troops and supplies to be a challenge when faced with the choice between a rapid advance upon the German defenders before they are reinforced and waiting to get more British troops and supplies.

The German player is initially faced with defending, but later receives the opportunity to counterattack. Proper counterattacks can win the game for the Germans.

To that end, the battle resembles the war in North Africa during WWII. Both sides should find themselves attempting “hammer and anvil” tactics against the other.