

RULES OF PLAY

THE BATTLE OF TANGA, 1914

Often referred to as 'The Battle of the Bees', the Battle of Tanga, an amphibious attack launched by British and Indian forces, established the burgeoning reputation of Colonel (later General) Paul von Lettow-Vorbeck by the manner in which he successfully defeated the British-led attempt to capture German East Africa.

Some 80km from the border of British East Africa, Tanga was situated on a high plateau in German East Africa, and was its busiest sea port as well as being the site of the crucial Usambara railway. In August Tanga was initially to be bombarded by British warships, but this part of the plan was scrapped. An agreement was extracted from the town's population to refrain from initiating local aggression. However the British subsequently changed their minds and ordered General Aitken to capture the German colony via a landing at Tanga in November 1914; it was to be the first major action of the war in German East Africa. Something of a fiasco from the start, Aitken's force of 8,000 insufficiently trained Indian reserves (from Indian Expeditionary Force 'B') were preceded by the inopportune arrival, on 2 November, of a British cruiser, HMS Fox, announcing the termination of the August agreement. Alerted by this and Aitken's openness in his intentions - no attempt at concealment was considered - Lettow-Vorbeck was able to rapidly and substantially reinforce the town's local defense contingent (initially a single company of men). Believing (incorrectly) that the harbor had been mined, Aitken's force gingerly landed approximately 3km south of Tanga harbor on 3 November, and without having performed standard reconnaissance of the area. Next morning Aitken began to march upon the town, again without advance reconnaissance. Arriving German forces quickly and effectively broke up the ill-formed advancing Indian parties; by early afternoon the fighting had taken on the nature of jungle skirmishing, occasionally interrupted by swarms of angry bees prevalent in the East African bush (hence the action's nick-name).

Although numerically outgunned eight to one, Lettow-Vorbeck launched his own counter-attack on the evening of 4 November, backed by around 1,000 troops trained in the Prussian tradition. Rapidly overrunning the hastily (and badly) prepared British positions, Lettow-Vorbeck's forces obliged the British force to retreat back to their boats, an exercise that took much of the following day, 5 November. A costly defeat, the attack at Tanga had cost the British 847 casualties (including 360 fatalities). In turn the Germans had suffered 67 deaths (from a total of 148 casualties), but Lettow-Vorbeck gained much booty from the supplies left behind by the British in their hasty retreat, including machine guns, rifles and 600,000 rounds of ammunition.

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1.0 Game Components

The game components include:

- One 22" x 34" Map
- 360 ea. 3/4" Game Counters
- One Rules Book
- Five Player Aid Cards
- One Historical Article
- 2 Dice

Game Scale:

- 200 yards per hex.
- One hour per turn.
- Units represent companies/platoons.

Dice: "d6" refers to a six-sided die used in the game.

- 1d6 DR means one (1) six-sided die is rolled.
- 2d6 DR means two (2) six-sided dice are rolled.

Game Abbreviations:

BPN	Breakpoint Number
CMC	Combat Morale Check
CRT	Combat Results Table
CSP	Combat Strength Point
DR	Die (dice) Roll
DRM	Die Roll Modifier
FBP	Formation Breakpoint
IMC	Individual Morale Check
IP	Improved Position
LOS	Line of Sight
MF	Movement Factors
MG	Machine gun
MMC	Melee Morale Check
OOA	Out of Ammunition
RO	Retreat Objective
TEC	Terrain Effects Chart

German Terms: English Translation:

<i>Askari</i>	Native African soldier
<i>Abteilung</i>	Combat Group
<i>Kompany</i>	Company
<i>Hauptmann</i>	Captain
<i>Oberstleutnant</i>	Lieutenant Colonel
<i>Oberleutnant</i>	1 st Lieutenant
<i>Leutnant</i>	2 nd Lieutenant
<i>Zug/Züge</i>	Platoon/Platoons

2.0 Game Counters

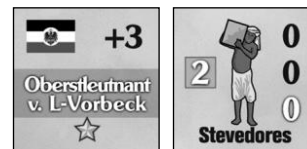
The majority of the counters included in the game represent the historical combat units that participated in the battle. The game also includes Information Counters and Track Markers, used to mark specific game functions or unit status. The game counters are broken down into three types:

Combat Unit Counters:



- Infantry company or platoon
- Machine gun section
- Artillery battery

Non-combat Unit Counters:



- Individual leader
- Stevedore section

Information Counters/Track Markers:



- Out of Ammunition (OOA)
- Black Powder
- MG Moved/Fired
- Retreat
- Collapse/Adjacent
- Turn Track Markers (Day & Hour)
- Disembark & Beach Landing Markers
- Break Point Track Markers
- Fired

Unit counters are grouped into **Formations** designated by the unit name/number (e.g. C/98th Inf), with a colored band for ease of reference. British Formations are battalions, and individual British combat units are typically companies. German formations are *Kompanien* or *Abteilungen* and individual German combat units are typically *Züge* (platoons).

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Non-combat counters include Leaders and Stevedores. Leaders have the historical name of the person they represent and a colored band corresponding to their subordinate Formation. While Leaders are non-combat units they can have an effect on Combat and other functions in the game. Stevedore units are used to provide British combat units with supply.

Markers are used for tracking a specific unit's status or a specific game function.

3.0 How To Read Units

(See player aid card for graphic details)

British Expeditionary Force B:

2nd Loyal North Lancashire Regiment
2nd Jammu & Kashmir Rifles Bn.
3rd Jammu & Kashmir Rifles Half Bn.
3rd Gwalior Half Bn.
13th Rajput Regiment
61st King George's Own Pioneer Bn.
63rd Palamcottah Light Infantry Bn.
98th Infantry Regiment
101st Grenadier Regiment

Note: With the exception of the Loyal North Lancashire Regiment, all British Formations are Indian.

German Protective Force:

1 st Feldkompagnie	6 th Schützenkompagnie
6 th Feldkompagnie	7 th Schützenkompagnie
9 th Feldkompagnie	8 th Schützenkompagnie
13 th Feldkompagnie	FeldAbteilung Pangani
15 th Feldkompagnie	Abteilung Auracher
16 th Feldkompagnie	SchützAbteilung Lessel
17 th Feldkompagnie	Kommando der Schütztruppe

Note: All German (European and Askari) Formations and units are identified by *italics* throughout the rules.

Effectiveness Bonus: The modifier given to a specific Leader that is used to modify Melee Combat, Morale Checks, Rally attempts, etc.

Name/Unit ID: Historical name of the Leader or unit.

Formation Color Band: All units belonging to a particular Formation will have the same colored band.

Combat Strength: The number of Combat Strength Points which a unit possesses to use for Fire Combat or Melee Combat.

- German units whose Combat Strength is in a black box are considered to be armed with M71 Mauser black powder rifles (see rule 18.6).
- British Indian units have their Combat Strength in a white box and are armed with British .303 Lee-Enfield rifles (see rule 18.4).
- Artillery & Machine Gun units have their Combat Strength in a Yellow box and can **only** use their Combat Strength for Fire Combat. These units have a separate Melee Strength that can only be used to defend against a melee attack.

Range: The distance, measured in hexes, within which a unit may conduct Fire Combat.

Movement Allowance: The number of Movement Factors (MFs) which a unit possesses and is able to expend during the Movement Phase.

Morale: The current Morale number used for Morale Checks. This number is contained in a Green box for Good Order units and a Red box for Disrupted units.

Religious Sect: British Indian infantry units (only) have a letter code indicating which religious sect they belong to. The religious sect of the Indian units affects Stacking and Morale (see rule 6.1).

4.0 Sequence of Play

Tanga 1914 is played in a series of game turns each covering one hour of real time. Each Game Turn is broken down into two Player Turns, and each Player Turn is further broken down into a series of Phases. The player who is currently active is called the Phasing Player, and the other player is the Non-Phasing Player.

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

Mutual Rally Phase: (section 10.2)

- Both players may roll to rally Disrupted units.
- The British player removes all Moved/Fired markers from Machine gun units.
- Check for Rain, beginning on the 06:00 November 5th turn (See rule 18.9).

Mutual Re-Supply Phase: (section 11.2)

The German player attempts to re-supply Out of Ammunition (OOA) units and the British player checks for valid supply lines to OOA units.

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Amphibious Debarkation Phase: (section 7.0)

The British player conducts landing operations and/or selects the next Formation to debark.

British Offensive Fire Combat: (section 12.0)

British combat units may conduct Offensive Fire Combat against German units.

British Movement Phase: (section 8.0)

The British player may do any or all of the following for each eligible unit: move, change the stacking order, change the facing.

Note: British MG units with a MG Fired marker are not eligible to move but can change facing or stacking order since there is no MF costs to do so.

German Opportunity Fire Combat: (rule 12.0)

This occurs **during** the British Movement Phase. The German player may conduct Opportunity Fire Combat against enemy units as they move.

German Defensive Fire Combat Phase: (rule 12.0)

German combat units may conduct Defensive Fire Combat against any adjacent British unit.

British Melee Phase: (section 15.0)

The British player may conduct Melee Combat against any adjacent German unit.

German Offensive Fire Combat: (section 12.0)

German combat units may conduct Offensive Fire Combat against British units.

German Movement Phase: (section 8.0)

The German player may do any or all of the following for each eligible unit: move, change the stacking order, change the facing.

British Opportunity Fire Combat: (section 12.0)

This occurs **during** the German Movement Phase. The British Player may conduct Opportunity Fire Combat against enemy units as they move.

British Defensive Fire Combat: (section 12.0)

British units may conduct Defensive Fire Combat against any adjacent German unit.

German Melee Phase: (section 15.0)

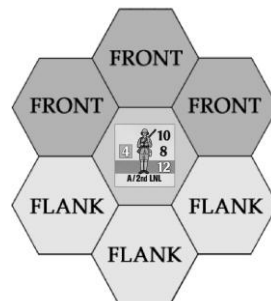
The German player may conduct Melee Combat against any adjacent British unit.

End Game Turn Phase:

The Hour game turn marker is now advanced one space. If it is the last turn of a particular day, the Day marker is also advanced one space.

5.0 Facing

All combat 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 units in a hex are considered to be facing in the same direction as the topmost unit. Combat units may only fire through their three front hex-sides, hereafter referred to as its "frontal hexes."



Exception: Units in a European Tanga hex or the Boma hex are considered to have frontal facing for all six (6) hex-sides for all game purposes. They can fire out of any hex-side and are not subject to flank attacks.

Units may change their facing:

- During the owning player's Movement Phase. There is no MF cost to do so.
- After retreating.
- After Collapse movement.
- After advancing during Melee Combat.

5.1 Flank Attack - Fire Combat: If the LOS from the firing hex to the target hex crosses through a "Flank" hex the Combat Strength of all infantry and Machine gun units firing into that hex is doubled.

Note: Artillery units do not benefit from this bonus.

5.2 Flank Attack - Melee Combat: The Combat Strength of units conducting Melee Combat from the Flank Hex of an enemy unit is doubled (for the first Round only).

5.3 Line of Sight (LOS): LOS is traced through the unit's frontal hexes (see section 13.0). If the LOS runs down the "spine" between a Front and Flank hex it is considered to be passing through a Front hex.

6.0 Stacking

Each hex may contain multiple combat and non-combat units; this is referred to as "stacking". **Important:** The stacking order of a hex can only be changed during the Movement Phase and costs no MFs to do so.

Only a certain number of units/types may stack in a hex and only according to the following restrictions.

- Combat units may only stack with other combat units if they are from the same Formation.

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- British Formation Leaders may only stack with units from the same Formation.
- British combat units are only allowed to stack when an **eligible** Leader is present in the hex. (rule 9.2)
- German combat units are only allowed to stack when **any** German Leader is present in the hex*.
- The British player may stack up to two infantry and one Machine gun unit in a hex.
- The German player may stack up to three infantry and two Machine gun units in a hex.
- Stevedore units and Leaders never count towards stacking.
- Command/Staff leaders may stack with any friendly units.

* The German artillery units "*Dorothea*" and "*Hermann*" may only stack with each other and only when the *Hauptmann Hering* Leader is in the hex.

6.1 Each Indian infantry company is denoted by religious sect. If companies from different sects are stacked together one (1) is subtracted from the Morale of each unit for all game functions.

6.2 Stacking Penalties: If a player's hex is found to be over-stacked at the end of **any Phase**, for any reason, including the loss of a Leader, the *owning* player must displace enough units into adjacent hexes until the stacking limitations are met. The hexes must be closer to the owning player's Retreat Objective. Good Order displaced units become Disrupted.

6.3 Stacking Order: The order in which **combat** units are stacked in a hex is a significant factor in the game, impacting Fire Combat and Melee Combat. The following terms will be used throughout these rules:

- **Lead Unit** - The unit on top of the stack will always be the Lead Unit. It will be the most exposed when it comes to taking casualties. It will also be the Firing Unit unless a Machine Gun unit is present in the hex (exception, Melee Combat).
- **Firing Unit** - The unit providing the majority of the Combat Strength Points (CSPs), to an attack using Fire Combat. When Machine Gun units are present in the stack they may be used as the Firing Unit even though they are not the Lead Unit. There can only be one Firing Unit per stack.
- **Support Unit** – any unit in the stack that is not the Firing Unit.

Fire Combat: A stack of units conducting Fire Combat (even a stack of one unit) must contain a Lead Unit and a Firing Unit, even if they are the same unit. Support units will be present in all stacks of two or more combat units.

Melee Combat: A stack of units attacking or defending in Melee Combat will only have a Lead unit, which will also be the Firing Unit. All other units will be Support Units.

Note: Machine Gun units cannot be used to attack in Melee Combat and use their Melee Combat Defense Strength when defending.

Fire Combat Example: In the stack below the top (Lead Unit), will be used as a Support Unit and add 1 CSP, the middle unit will act as the Firing Unit and add 9 CSP, the bottom unit will be used as a Support Unit and add 1 CSP. The total firing strength is 1+9+1=11.



Lead Unit – may also be the Firing Unit (must be the Firing Unit if no Machine Gun unit is present in the hex).



Support Unit or Firing Unit – being a Machine Gun unit it can be a Support Unit or the Firing Unit. It could be placed on the top of the stack but would then be more prone to losses.



Support Unit – must be a Support Unit.

6.4 Fog of War: Opposing players may never look at the content of an opponent's stack on the map or in holding boxes.

7.0 Amphibious Debarkation Phase

Certain scenarios require British units to begin the game off map (historically, they were aboard transport ships). During the Amphibious Debarkation Phase the British player conducts landing operations.

The British player offloads his units at any of the three (3) designated Beach hexes on the map or at any of the coastal hexes adjacent to the Beach hex (these are designated as Beachhead hexes).

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Note: The British player is free to begin landing operations whenever he chooses, and may also decide to “skip” landing for any number of turns.

7.1 Debarkation Procedure: There are nine (9) British Formations, the 28th Mtn RA, six (6) staff units, and three (3) Stevedore units that the British player can land. The order in which they land will be determined by the British player unless the scenario being played dictates a specific order.

Before the scenario begins, the British player places all units from **one** Formation in the Formation Currently Landing (FCL) box located on the map, and designates which Beach (A, B, or C), they will land at, and which wave they will be in. One wave can consist of up to five (5) combat units and any number of Leaders. The British player then places all units from a second Formation in the Formation Preparing to Land (FPL) box (in any order), and designates which Beach they will land at. All units of one Formation must land at the same Beach.

Note: Treat each section of the 28th Mountain Artillery Battery as 5 combat units.

Note: One Stevedore unit may be substituted for any **one** Formation and requires both waves, and thus two turns to land. Place the Stevedore unit in a 2nd wave box, then move it to a 1st Wave box during the next Debarkation Phase, then onto the Beach.

During the Debarkation Phase the British player may move one wave, starting with the first wave, from the FCL box to their designated Beach or Beachhead hexes, only. Stacking limits must be observed. If the 1st wave has already landed the 2nd wave may land. These units function normally and can Move/Fire in the turn they land.

If a German unit occupies a Beach/Beachhead hex no units may land in that hex, although they may land in an adjacent hex. The British player can change the landing location of the Formation in the FCL box, but must wait two turns in order to conduct landing operations at the new Beach location. Place a Disembark marker two turns ahead of the current game turn to indicate this. This will also delay the Formation in the FPL box by two turns and the landing Beach of these units can be changed during this time.

If all of the Beach/Beachhead hexes for the designated landing Beach are German occupied the British player must designate another landing Beach.

At the end of any Amphibious Debarkation Phase when all units of the Formation in the FCL box have landed the British player moves all units from the FPL box to the FCL box, again designating waves, and places all units of another Formation in the FPL box designating which beach they will land at.

7.2 Landing Disruption: All combat units in the FCL box are in Good Order, however, their status may change upon landing. Conduct a 1d6 DR for each individual combat unit landing, applying the cumulative DRMs below.

Exception: Combat units that do not have a Disrupted side do not roll.

1-4	No Effect
5-6	Disrupted

- -1 DRM if units from the same Formation have landed in the hex on a previous turn.
- -1 DRM during day turns

Historical Note: 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 and had only rudimentary training in 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 effect to disrupt them. The resulting confusion left units scattered over the beaches and it required time for the British officers to sort out and reorganize the formations.

Player Note: Generally speaking, in a given turn, the British player will land 5 combat units (or their equivalent), move them off the beaches and on the next turn land more combat units. Historically, this sequence represents the lighters ferrying troops to the beaches and landing them, returning and loading more troops from the transport ships and landing them.

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8.0 Movement

During the Movement Phase the Phasing Player may move all, some, or none of his units either individually or in stacks. Each unit possesses a certain number of Movement Factors (MFs), and each unit is moved from one contiguous (adjacent) hex to another while paying the appropriate MF cost for each hex entered.

The phasing player's units may freely move through hexes containing friendly units and ignore stacking limits. However, stacking limits must be adhered to at the end of the Movement Phase (see rule 6.2). Units may not move into hexes containing enemy **combat** units but may freely enter hexes containing enemy **non-combat** units at no MF penalty. If this occurs the enemy non-combat units are eliminated.

8.1 Terrain Costs: The MF cost to enter a hex containing a specific type of terrain is listed on the Terrain Effects Chart (TEC). The TEC is also divided into British and German sections as each player's units move at different rates per hex. Units may not move into *prohibited* hexes under *any* circumstances or into hexes that a unit does not possess enough MFs to enter.

Units pay the movement cost for trails only if entering that hex from a hex with a connecting trail. If not, the unit pays the MF cost of the other terrain in the hex.

8.2 Zones of Control: Zones of control, which are common in most wargames, do not exist in **Tanga 1914** and units are free to move adjacent to an enemy unit and continue moving even if from one hex adjacent to an enemy unit directly into another hex adjacent to an enemy unit.

Exception: Units are required to stop when moving adjacent to an enemy unit while conducting an Additional Advance after Melee Combat.

8.3 Changing Stacking Order: Units can only change their stacking order during their Movement Phase and this does not require the expenditure of MFs (see section 6.0).

8.4 Reinforcements: German reinforcements enter from the West map edge at the beginning of the German Movement Phase. They may enter as individual units, or in stacks. Reinforcements pay the MF cost of the hex they enter, and then may continue to move, spending the rest of their movement allowance. British reinforcements enter play via the debarkation process.

9.0 Leaders

Leaders represent individual officers who can affect the performance of units under their command. Leaders affect Stacking, Rally, Melee Combat, Additional Advance after Melee, and Morale Checks.

There are two types of Leaders in Tanga:

- Command/ Staff Officers
- Formation Officers

Players will quickly realize that Leaders are critical, but distressingly fragile, and are encouraged to pay careful attention to the following rules.

9.1 Types of Leaders:

The following leaders are Command/Staff Officers:

British

- Major General Aitken
- Brigadier General Tighe
- Brigadier General Wapshare
- Captain Meinertzhagen

German

- *Oberstleutnant von Lettow-Vorbeck*
- *Hauptmann Baumstark*
- *Oberleutnant von Merensky*
- *Oberleutnant Spalding*

All other leaders are Formation Officers.

Note: Colonel Malleson is considered the Formation Leader for both the 3rd Kashmir and 3rd Gwalior Half battalions which is denoted by the color band.

9.2 Leaders and Eligibility

Only **eligible** Leaders have an effect on combat units and game functions.

For all purposes, German and British Command/Staff Officers are eligible Leaders for all friendly units.

For all purposes, British Formation Officers are eligible Leaders only for units of their Formation.

For purposes of Melee Combat, Additional Advance after Melee Combat, and morale checks, German Formation Officers are eligible Leaders only for units of their Formation.

For purposes of stacking, movement, and rally attempts German Formation Officers are eligible Leaders for **all** friendly units they are stacked with.

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9.3 Leaders and Stacking

Combat units may only stack when an eligible Leader is present in the hex. Leaders do not count for stacking; and an unlimited number of Leaders may stack in a hex.

9.4 Leaders and Movement

Leaders moving alone have a movement allowance of twelve (12) Movement Factors. Combat units may only move as a stack when accompanied by an eligible Leader. Leaders can move into a hex containing a stack/unit and continue moving with that unit(s).

9.5 Leaders and Rally

British units must be stacked with an eligible Leader in order to conduct a rally attempt and the Effectiveness Bonus of a single eligible Leader may be added to the unit's morale.

German units may conduct a rally attempt without being stacked with a Leader. However, if present in the hex, the Effectiveness Bonus of a single eligible Leader may be added to the unit's morale.

9.6 Leaders and Melee

When determining the attacker's or defender's Combat Strength during Melee Combat, the Effectiveness Bonus of a single eligible Leader in the hex may be added to the Combat Strength of the stack.

The Effectiveness Bonus of a single eligible Leader may be added to, or subtracted from, the Additional Advance attempt (see Rule 15.2).

9.7 Leaders and Morale Checks

When making a Combat Morale Check (CMC), the Effectiveness Bonus of a single eligible Leader in the hex may be used to calculate the Combat Morale of the hex.

When conducting an Individual Morale Check (IMC), the Effectiveness Bonus of a single eligible Leader in the hex may be added to the Morale number of each unit.

9.8 Leader Casualties

When Leaders are present in a hex that is involved in combat there a chance of the leader becoming a casualty. All Leaders in a hex must make this check regardless of whether or not their Effectiveness Bonus was used in the combat.

A Leader Casualty Check must be made if a Leader is present in a hex that suffers:

- a Hit result due to Fire Combat
(done before resolving the effects of the Hit)
- a Disruption result due to Melee Combat

Conduct a 2d6 DR for each Leader and on a result of 2, 7, or 12, that Leader is a casualty and is permanently removed from the game.

Optional Rule: on a roll of 7 any leader not using it's EB is considered to be wounded. Conduct a 1d6 to determine how many turns ahead on the turn track the leader is placed before returning to the game. During the Reinforcement Phase the leader is simply placed with any unit from its formation.

A Leader in a hex with no friendly combat units is automatically eliminated when an enemy combat unit enters the hex.

Note: If the German Leader *von Lettow-Vorbeck* is eliminated from play, the game ends immediately in an automatic Decisive British Victory. While there were several good German officers of higher leadership capabilities at Tanga, none of them could lead and inspire the *Askari* like *von Lettow-Vorbeck*. If he dies, there goes the Battle of Tanga, as well as the likelihood for any long term German resistance in Africa.

10.0 Unit Status:

Morale/Disruption/Morale Checks/Rally

Combat units can either be in Good Order or Disrupted. A Good Order unit functions at full combat capability while a Disrupted unit is considered to have temporarily lost some of its cohesive fighting ability. Disrupted units can attempt to regain their Good Order status by rallying during the Mutual Rally Phase.

Good Order Units: A combat unit is considered to be in Good Order until it suffers a Disruption. Good Order units can be identified by the Green box that contains their current Morale number.

A Good Order combat unit becomes Disrupted due to failing a Morale Check during Fire Combat or Melee Combat, or when their Formation suffers Collapse.

Disrupted Units: A unit that becomes Disrupted is flipped to its reverse (Disrupted) side, identified by the Red box that contains the unit's current Morale number. Disrupted units function in all respects as do Good Order units, just at a reduced strength.

Note: Disrupted units will typically have a weakened Combat Strength and reduced Morale number; however, some units will maintain one or both.

Some combat units do not have a Disrupted side and are eliminated should they suffer a Disruption.

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10.1 Morale Checks: There are three types of Morale Checks that will be required during the game.

- Combat Morale Check (CMC)
- Individual Morale Check (IMC)
- Melee Morale Check (MMC)

Morale Checks will be based on the **Current Morale** of a unit. The Current Morale is the number found in the Red or Green box on the combat unit counter unless either of the following is true:

- Each Indian infantry company is denoted by religious sect. If companies from different sects are stacked together a -1 is applied to the Morale of each Indian infantry unit in the stack.
- British Machine gun units engaged with Opportunity Fire while moving are considered to have a Current Morale of one (1).

CMC Procedure: The owning player conducts a 2d6 DR and if the result is **equal to or less than** the force's Combat Morale the unit has passed the CMC.

Combat Morale of a force is calculated by totaling the Current Morale numbers of all combat units occupying the hex and dividing this figure by the number of combat units occupying the hex (round the result down), and adding the Effectiveness Bonus of any **one** eligible Leader present in the hex.

IMC Procedure: The owning player conducts a 1d6 DR and if the result is **equal to or less than** the Individual Morale the unit has passed.

Individual Morale of a unit is determined by adding its Current Morale number and the Effectiveness Bonus of any **one** eligible Leader present in the hex.

MMC Procedure: The owning player conducts a 1d6 DR and if the result is **equal to or less than** the unit's Current Morale the unit has passed.

10.2 Rally Both players may attempt to rally Disrupted units during the Mutual Rally Phase. Units may only attempt to rally once per phase. Disrupted units are not allowed to rally during Night game turns.

Exception: Units of a Collapsed Formation may attempt to rally during night turns, however, as soon as a Formation is no longer Collapsed, its units may no longer do so.

Players conduct a 1d6 DR for each unit that is attempting to rally, and compare the result with the unit's **Individual Morale** as per below:

- German units stacked with any German Leader rally if the DR result is equal to or less than their Individual Morale.
- German units without a Leader rally if the DR result is less than their Individual Morale.
- British units stacked with a Formation Leader or Command/Staff Leader rally if the DR is equal to or less than their Individual Morale.
- British units not stacked with a Leader **cannot** attempt to rally.

Note: Units always rally on an unmodified DR of 1.

11.0 Ammunition Supply & Stevedores

In order for combat units to function at full effectiveness they must be supplied with ammunition. All combat units are considered to have ammunition supply until such time as they become "Out of Ammunition" (OOA).

11.1 Out of Ammunition: Units that engage in Fire Combat (only) are subject to becoming OOA. Units participating in Melee Combat cannot become OOA.

A unit will become OOA if an "unmodified" six (6) is obtained on either die rolled to determine if a Hit was achieved during Fire Combat. Only the **Firing Unit** is OOA, Supporting Units are not affected.

When an "Out of Ammunition" result is rolled, place an OOA marker on the Firing Unit. OOA effects do not take place until the current Fire Combat is resolved.

Being OOA only affects Fire Combat, it has no bearing on movement or the strength of a unit conducting Melee Combat. Units that are OOA are considered to have a Combat Strength of zero (0). Supporting Units that are OOA do not add one (1) CSP when calculating the Total Fire Combat Factor of a hex.

11.2 Re-Supply: During the Mutual Re-Supply Phase both players check to see if their units marked OOA can be re-supplied.

The German player conducts a 1d6 DR for each unit that is OOA. On a DR of 5 or 6, the OOA marker is removed and the unit functions normally. If the German unit is completely surrounded by enemy units no re-supply die roll is conducted.

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British units are automatically re-supplied if they can trace a line of hexes, called a Supply Path, from the unit marked OOA to a Stevedore unit. The Supply Path can be of any length but the hexes cannot be occupied by, or within the line of fire (not LOS), of a German unit.

Note: A German unit may have a clear LOS to the Supply Path hex but may be out of range (or OOA); if the German unit cannot lay down fire on that hex it cannot interdict British re-supply.

The number of **British Formations** that can be supplied depends on the number of Stevedore units that have been landed. However, all OOA units can trace a Supply Path to **any** Stevedore unit when there are 2 or 3 available.

Stevedores	Formations that may be re-supplied
1	1
2	3
3	Unlimited

11.3 Stevedore Units:

Once landed, a Stevedore unit never moves, it remains there as an ammunition supply conduit between the ships and the units. If the Stevedore unit is forced to retreat it is eliminated. Stevedore units are non-combat units and if they occupy a hex without the presence of a friendly combat unit, an enemy combat unit can enter the hex and automatically eliminate the Stevedore unit. There is no combat and no additional MF penalty to the enemy unit beyond the cost to enter the hex.

12.0 Fire Combat

Fire Combat occurs between combat units and may take place in any of these three Phases: Offensive Fire Phase, Defensive Fire Phase and Movement Phase (as Opportunity Fire). Units may only *initiate* Fire Combat through their frontal hexes (however, they may *receive* fire through both their frontal and flank hexes). Fired markers are used simply as a reminder that a unit has conducted Fire Combat this phase.

Note: Non-artillery combat units in Tanga European town hexes or the Boma hex are considered to have frontal facing through all six (6) hex-sides.

12.1 Fire Combat Range: A combat unit can only fire on enemy units within the number of hexes of its Range rating. Range calculation does not include the firing unit's hex but does include the target hex.

12.2 Fire Combat Line of Sight: In order to engage enemy units with Fire Combat the firing unit must have a Line of Sight (LOS) to that unit (rule 13.0).

Exception: Artillery units can fire indirectly (rule 14.1)

12.3 Flank Attack: If the LOS from the firing hex to the target hex crosses through a "Flank" hex the Combat Strength of all infantry and Machine gun units firing into that hex is doubled.

Exception: Units in a European Tanga hex or the Boma hex are considered to have frontal facing for all six (6) hex-sides and are not subject to flank attacks.

Note: Artillery units do not benefit from flank bonus.

12.4 Types of Fire Combat:

Offensive Fire Combat - The combat units of the Phasing Player may conduct Offensive Fire Combat against any enemy units within range and LOS.

Defensive Fire Combat - The combat units of the non-Phasing Player may conduct Defensive Fire Combat against any enemy units that occupy an adjacent hex.

Opportunity Fire Combat - During the Phasing player's Movement Phase the non-Phasing Player can elect to pause the movement of the Phasing Player's units and engage them with Opportunity Fire.

Artillery units may only engage in Offensive and Defensive Fire Combat.

12.5 Fire Combat Procedure: Combat units in a single hex may attack enemy units in a single target hex using Fire Combat. Firing units must have a clear LOS* to the target hex; and the target hex must be within range of all firing units. The Phasing Player conducts Fire Combat on the target hex using the following procedure.

*Artillery units have slightly different LOS restrictions for acquiring a target hex, but once they do so they follow this procedure as well.

A stack using Fire Combat is broken down into the following:

- Firing Unit (one single combat unit)
- Support Units

The Firing Unit can be one of the following:

- The top combat unit in the stack
- One MG unit anywhere in the stack

All other combat units in the stack are considered to be Support Units.

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Step 1: Calculate Total Combat Factor (Attacker)

To calculate the Total Combat Factor of the stack use the full Combat Strength of the Firing Unit and add one (+1) CSP for each Support Unit in the stack.

Important: If Fire Combat is being directed into the Target Hex through a flank hex the Combat Strength is doubled for the Firing unit and all Support Units.

Step 2: Determine if Hit is Achieved (Attacker)

Conduct a 2d6 DR, apply the terrain DRM for the target hex (found on the TEC), and if the result is **equal to or less than** the Total Combat Factor, a Hit has been achieved. If the DR result is greater, No Hit was achieved and the Fire Combat has ended.

Note: If either die of the 2d6 DR result is an “unmodified” six (6), the Firing Unit is OOA.

Note: Even though artillery will have rolled to determine the hex the attack is resolved in they will still need to conduct a DR to determine if a Hit has been achieved. This DR must be conducted even if the hex is empty as this may result in the unit becoming OOA.

Step 3: Leader Casualty Check (Defender)

If a Hit is achieved all Leaders in the target hex must undergo a Casualty Check. Conduct a 2d6 DR and on a result of 2, 7, or 12 the Leader is eliminated and immediately removed from game.

Step 4: Resolve Hit Results (Defender)

If a Hit is achieved the targeted player now conducts a CMC for the force in the target hex (see 10.1).

Whenever the targeted force fails the CMC the Firing unit automatically fails an IMC, and all other combat units in the hex must conduct an IMC. A Good Order unit which fails its IMC is Disrupted, an already Disrupted unit which fails its IMC is eliminated. All disrupted units retreat at the end of the current Fire Combat (see rule 16.0).

Note: If the target hex of Fire Combat (**Exception:** Opportunity Fire) has more than one terrain type, the defender always chooses which terrain he occupies for the purpose of terrain DRMs.

Example: The British A/2nd LNL and B/2nd LNL Grenadier companies are stacked in a hex with an eligible Leader with an Effective Bonus of 0. A stack of 3 German units occupy a native hut hex (+2 on the TEC) within LOS and Range of the British units.

The British player calculates the Total Combat Factor of the hex; 10 CSPs for the Firing Unit (A/2nd LNL) + 1 CSP for the Support Unit (B/2nd LNL), +0 for the Leader = 11. The British player then rolls 2d6 and must roll **equal to or less than** 11 (Total Combat Factor), to achieve a hit. The terrain modifier of the German occupied hex (+2) is applied as a DRM to the.

12.6 Opportunity Fire Combat: Twice during the Phasing player's movement of a combat unit (or stack), the non-Phasing player may elect to pause their movement and attack them using Opportunity Fire. The first attack may be conducted in any hex that the Phasing player's combat units enter (the first, second, third, etc.). The second attack can only be made once these units have moved a minimum of three additional hexes when the non-Phasing Player may once again declare they are being attacked using Opportunity Fire.

Once the second Opportunity Fire has been resolved any of the Phasing Player's moving units which survive without retreating from the hex may move up to the remainder of their movement allowance without further interference from Opportunity Fire.

Moving units may only be attacked using Opportunity Fire once per hex/per enemy unit. However, the same enemy units can participate in both the first and second attacks on the same unit/stack, as well as attacking different moving units altogether.

Opportunity Fire is only resolved against the moving units in a hex and any non-moving units are simply ignored and do not suffer any results.

Opportunity Fire Combat is resolved under the normal rules for Offensive Fire Combat. However, the terrain modifier used depends on the terrain cost the moving unit paid to enter the hex.

For example, if a unit enters a Plantation hex by paying the MF cost of a trail it does not derive the benefits of the Plantation terrain type. If a unit enters a Ditch hex by paying the MF cost of the Bridge the modifier for the Bridge is used not the modifier for the Ditch.

Note: Opportunity Fire is only in effect during the opponent's Movement Phase; advances or retreats during combat do not trigger Opportunity Fire.

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13.0 Line of Sight (LOS)

Combat units (except artillery) must have a clear LOS to a target hex in order to conduct Fire Combat into that hex. A LOS can be of any length but may only be determined through a unit's frontal hexes. **Note:** Units occupying Tanga European town hexes or the Boma hex, are considered to have frontal facing through all six (6) hex-sides, (i.e. "all around facing").

Terrain that blocks LOS is listed on the TEC. In addition LOS may not be traced through hexes containing friendly or enemy combat units. **Exception:** Units occupying Ditch hexes (unless on a bridge), are considered to be at a lower elevation and therefore will not block LOS.

The terrain in the hex occupied by the firing unit and the terrain in the hex occupied by the target unit never block LOS but the terrain or combat units in the intervening hexes can. LOS is traced from the center of the firing unit's hex to the center of the target hex. If the LOS passes through *any* part of a hex which contains "blocking" terrain or combat units the LOS is blocked and the firing unit may not fire.

LOS may be traced along the spine of a hex as long as at least one of the adjoining two hexes contains terrain that does not block LOS.

LOS from one Ditch or RR Embankment hex to another Ditch or RR Embankment hex only extends into the adjacent hex.

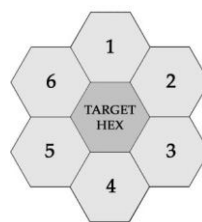
14.0 Artillery

Artillery units have an unlimited range and do not require a LOS to a target (they can, in effect, use indirect fire). Due to the time frame of the game turn and number of guns being fired, any hex may be attacked more than once. In essence, artillery units may fire at the target hex multiple times only being required to stop if the unit runs out of ammunition.

14.1 Artillery Fire Procedure: If an artillery unit has a clear LOS to the target hex it may fire directly on the hex and conducts Fire Combat as per section 12.0.

If an artillery unit does not have a clear LOS to the target hex conduct a 1d6 DR to determine if the artillery attack is on target. If the DR result is **equal to, or greater than**, the distance in hexes to the target, or a six (6), the attack is on target.

If the attack is on target, combat is resolved in that hex. If the attack is off target conduct a second 1d6 DR and



consult the Scatter Table to determine the adjacent hex in which the artillery attack is resolved. Once determined, any units in the hex, either enemy or friendly, are attacked using the normal Fire Combat procedure.

Note: Even though artillery will have rolled to determine the hex they hit, they will still need to roll to determine if a "hit" has been achieved on the units in the hex. In addition, they need to roll even if the final hex is empty since this may result in the unit becoming "Out of Ammo".

15.0 Melee Combat

Melee Combat takes place between adjacent combat units during the Melee Combat Phase and is initiated by the Phasing Player (attacker) using units in a single hex against all enemy units in a single target hex. Melee Combat is conducted in "Rounds" and each combat may take several Rounds to complete. An enemy occupied hex may be the target of Melee Combat only once per Melee Combat Phase.

Note: MG units can never participate in a Melee Combat **attack** but can be present in order to advance after combat in which case the MG unit **is used** to calculate the Average Morale. They cannot be used as a Lead Unit, Firing Unit or as a Support Unit, therefore, the Lead unit will always be the Firing unit in Melee Combat.

Flank Attack: The Combat Strength of units conducting Melee Combat from the Flank Hex of an enemy unit is doubled (for the first Round only).

15.1 Melee Combat Procedure:

1 Calculate Total Melee Strength (Attacker & Defender)

Attacking Melee Strength is calculated as follows:

- Calculate the Combat Morale of the attacking hex.
- Add the Combat Strength of the Firing Unit (doubled for flank attack – first round only).
- Add one (+1) CSP for each Support Unit in the hex (doubled for flank attack – first round only).
- Add the Effectiveness Bonus of any one eligible Leader.

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Defending Melee Strength is calculated as follows:

- Calculate the Combat Morale of the defending hex.
- Add the Combat Strength of the Firing Unit.
- Add one (+1) CSP for each Support Unit in the hex.
- Add the Effectiveness Bonus of any one eligible Leader.

MG units defending in Melee Combat while stacked with other units **can** be used as a Support Unit (only). Therefore, the Lead unit will always be the Firing unit in Melee Combat.

If the defending hex in Melee Combat contains only MG (or Artillery), units they defend with their Melee Combat Strengths.

2 Determine Hit (Attacker & Defender)

Both players simultaneously conduct a 2d6 DR to determine if a hit has been achieved on the enemy units. The Melee Defensive Bonus for the enemy occupied hex (found on the TEC) is applied to the attacker's roll as a DRM.

If the DR is **equal to or less than** the owning player's Melee Strength a hit has been achieved. In addition the following results are used in step 3:

- If the DR is six (6) **less** than the owning player's Melee Strength a plus one (+1) DRM is added to the opposing player's MMC DR.
- If the DR is twelve (12) **less** than the owning player's Melee Strength the opposing player suffers an automatic Disruption.

Note: If a player does not achieve a hit, the current round of Melee Combat is over for that player only, and steps 3 and 4 are not used.

3 Resolve Hit Results (Attacker and/or Defender)

If a hit has been achieved, the Firing Unit of the **opposing** player must make a Melee Morale Check (MMC). If the unit fails the MMC it is Disrupted and if the unit is already Disrupted it is eliminated.

4 Leader Casualty Check (Attacker and/or Defender)

If a Disruption is achieved all Leaders in the target hex must undergo a Casualty Check (rule 9.8).

5 Optional Retreat (Attacker and Defender)

Both players now have the option to retreat from Melee Combat or continue with another Round. Units may retreat up to one half their movement allowance.

- The attacking player decides first whether to retreat some, all, or none of the units involved.
- The defending player then decides whether to retreat some, all, or none of the units involved.

If both players opt to continue with another Round of Melee Combat return to Step 1.

Rounds of Melee Combat continue until all of the units of one player are either eliminated or retreated out of their respective hex.

Historical Note: Melee Combats may require several Rounds 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.

Optional: After each Round of Melee Combat where neither side has vacated their hex, conduct a 1d6 DR to see if the attack ends. If Melee Combat ends the attacking units retreat one hex.

Round	DR Result Ends Melee Combat
1	1
2	1-2
3	1-3
4	1-4
5	1-5
6+	Automatically ends unless the DR is a 6

15.2 Advance after Melee Combat: If at the end of a Melee Combat the target hex has been vacated by all defending units all attacking units which did not retreat must advance into the target hex.

Upon advancing into this hex the units must conduct a 1d6 DR to determine if an Additional Advance is triggered. However, if there are no empty hexes to advance into, (due to a solid line of adjacent enemy units, or friendly units which would result in overstacking), no Additional Advance DR takes place.

The Effectiveness Bonus of any one eligible Leader may be added to, or subtracted from the DR and this must be announced before the DR is made. The result of the DR is as follows:

- 1 – 3 = no further advance
- 4 – 5 = one (1) additional hex
- 6 = two (2) additional hexes

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Design note: The option to either add or subtract the EB of a Leader represents the ability of good leaders to both restrain men when their blood is up, or drive them on in pursuit of a defeated foe. Here the choice will be yours depending on the tactical situation.

If an Additional Advance is triggered, all of the advancing units *must* move the required number of hexes toward the nearest enemy combat unit (in hexes). However, an Additional Advance halts immediately when the unit moves adjacent to an enemy combat unit. If more than one combat unit is equidistant from the advancing unit, the advancing player decides which unit to advance towards.

A hex occupied solely by non-combat units (Leaders or Stevedores) does not end the Additional Advance and the hex may be entered by the advancing units. The non-combat units are eliminated and the combat units continue advancing if any hexes remain.

16.0 Retreats

Units can be required to retreat due to adverse combat results or opting to do so during Melee Combat.

Retreating units must move towards their respective Retreat Objective (RO).

- German RO - West edge of the map
- British RO - within 3 hexes of the nearest Beach hex.

16.1 Units that are **required** to retreat as a result of Fire Combat or Melee Combat must retreat three (3) hexes chosen by the owning player. Retreating units are marked with a "Retreat" marker.

16.2 Units that **choose** to retreat from Melee Combat may retreat up to one half of their full movement allowance.

16.3 Retreating units may end their retreat stacked with other friendly units including other retreated units; however, the retreat cannot end if the stacking limits are exceeded and the retreating unit must then continue to retreat.

A unit cannot retreat into prohibited terrain (see TEC), nor into hexes occupied by enemy combat units. If a unit has no retreat option it is eliminated. If a British unit is forced to retreat off the map it is eliminated. A German unit can voluntarily retreat off of the map but must re-enter during the next Reinforcement Phase.

It enters the map as close as possible to the hex from which it exited and pays 1/2 (rounded up) of the unit's MFs to enter the first hex.

Each British Machine gun unit that is required to retreat **must** roll a 1d6 before moving. On a DR of 1-4 the Machine gun unit is eliminated. On a die roll of 5-6 the Machine gun unit retreats normally and has a "Moved" marker placed on it. German Machine gun units retreat like other units and do not roll nor have a "Moved" marker placed on them.

Historical Note: British Machine guns were carried by Zanzibar hired bearers who threw the parts of Machine guns away when they were fired upon. The German Machine gun units were carried by "*ruga-ruga*" (experienced *Askari* trainees) who were trained to fight with the gun as part of an organization.

16.4 Retreat/Rout Effects on Friendly Units:

Because routing units are required to use the most direct path towards their RO (rule 17.3), units may be required to rout through a hex that contains a friendly unit(s). The unit just routed through must conduct an IMC, and if the unit fails it suffers a Retreat as per the rules above.

It is also permissible for retreating units to end up in hexes occupied by friendly units that have not yet been engaged in combat. If the hex comes under attack during the same game turn the retreated unit is considered to have a Combat Strength of zero (0) but does use its current Morale number for any morale check calculations called for. If a hex containing previously retreated units suffers **any** Disruptions the previously retreated unit is automatically eliminated.

A hex containing only retreated units may **not** be the target of further attacks that Phase.

17.0 Formation Collapse

Most Formations in the game have a Breakpoint Number (BPN), and accumulate Break Points through combat losses and Disruptions. Upon reaching its BPN all units in the Formation will suffer a Collapse and rout from the field of battle. Collapsed Formations can become Recovered and return to the battle but should they suffer Collapse a second time they are permanently removed from play.

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17.1 Breakpoint Tracking:

The Formation Breakpoint (FBP), tracks are used to indicate the current FBP level and also include the Break Point Number (BPN), that when reached causes a Formation to suffer Collapse.

The list below indicates the number of Break Points (BP), added to or subtracted from the FBP level for each event. Additions or subtractions are made at the instant the event occurs to a unit belonging to that Formation. This may result in the FBP level exceeding the BPN.

- +2 BP - Leader casualty (+2 Leaders only)
- +1 BP - Leader casualty (+0 and +1 Leaders)
- +1 BP - Unit becomes Disrupted
- +2 BP - Good Order unit is eliminated
- +1 BP - Disrupted unit is eliminated
- -1 BP - Disrupted unit is rallied

17.2 Mechanics of Collapse & Rout Movement:

Immediately upon a Formation reaching or exceeding its BPN it suffers Collapse, even if it should occur in the middle of Fire Combat or Melee Combat.

Each hex containing a unit from a Formation suffering Collapse is marked with a Collapse marker. Each hex that contains a unit from a different Formation that is adjacent to a hex marked with a Collapse marker is marked with an Adjacent marker.

When a Formation suffers Collapse all undisrupted units of that Formation become Disrupted. These disruptions will increase the FBP level as per the list above and all units of that Formation (including Leaders), conduct Rout Movement.

17.3 Units that rout due to Formation Collapse conduct Rout Movement until they reach their Retreat Objective (RO). For this type of movement MPs are not calculated. Routed units are marked with a "Collapse" marker.

The path of Rout Movement is not chosen by the owning player but instead conducted by these restrictions.

1. via the most direct path (fewest hexes).
2. if two hexes are equidistant to the RO, the hex with the least MP cost to enter

Note: German Formations that suffer a Collapse will rout off the map and must Recover before being able to re-enter the map as reinforcements.

Any unit that routs through a hex containing a friendly unit causes the following results:

- Good Order units conduct an IMC and if they fail become Disrupted and Retreat (see 16.0).
- Disrupted units automatically Retreat (see 16.0).

Once a Formation suffers Collapse and finishes Rout Movement all combat units that **are** marked with an Adjacent marker must now conduct an IMC.

- Good Order units that fail their IMC become Disrupted, but remain in place.
- Disrupted units which fail their IMC conduct a Retreat.

Units from a Collapsed Formation cannot move, initiate Offensive Fire Combat, Opportunity Fire Combat, or Melee Combat. They can initiate Defensive Fire Combat and defend against Melee Combat attacks at full strength. However, a Melee Combat attack against them is considered to be a flank attack regardless of facing and they must retreat from Melee Combat after the first round.

17.4 Collapse Recovery: All combat units of a Formation suffering from Collapse will remain in place until such time as the owning player can rally enough units to bring the FBP level below the BPN. Once that level is achieved the Formation is considered to have Recovered; however, Formations that reach this level during a Night game turn must wait until the next 06:00 hour turn to be considered Recovered.

A Recovered Formation is fully functional and has the option to return to the battle. It is up to the owning player to determine when a Formation is strong enough for combat as it may continue to rally Disrupted units.

If a Recovered Formation once again suffers Collapse all units of that Formation again conduct Rout Movement. After routing to their RO, all units (including leaders) of a Formation that has collapsed twice are permanently removed from the map and play no further part in the game.

If a Formation suffers Collapse but does not have the ability to Recover (due to combat losses), it remains on the map and in a state of Collapse for the remainder of the game.

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Formation Collapse - Historical/Design Notes:

The collapse of Formations in the game is based on a variety of 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 firefight, to higher echelon orders to pull back battle weary troops, and just about everything in between.

As can be seen, one Formation reaching its own Breakpoint can lead to potentially disastrous results across the battlefield, creating a "crumbling" process that may cause other units to collapse in a chain reaction that will have wide spread ramifications. It will be up to the player to learn to plan and devise strategies in order to help minimize the effects of Collapse while at the same time maximizing combat effectiveness.

Units which have a higher Morale level will hold up better in combat, which gives something of an edge to the German player but, at the same time, several German Formations are very small in relation to other Formations and may Collapse just by being Disrupted or the elimination of a Leader.

Formations that suffer a second Collapse will possibly disrupt units as they rout, but after that will play no significant part in the battle. Rather than allow the players to use such units as rear-area guards, they are simply removed from the game and play no further part. They are no longer units capable of carrying out combat operations.

Although it may seem odd that routing units can exceed their movement allowance in reaching a RO, this simulates the actual panic of collapsed formations during the battle. Think of normal movement as a deliberate and disciplined march, while rout movement is troops making haste for the rear. Distances on the map are quite small, so even a unit routing from one map edge to the other will traverse only about a mile in a one hour period.



17.5 Independent Units

The following are considered independent units. They do not belong to a Formation, and never suffer from Formation Collapse. However, like all other combat units they are affected by routing units as per rule 16.1.

German Units:

FA Pangani

Hering Batterie- 2 artillery units

Kommando

British Units:

Fardikot Sappers & Miners

28th Mountain Battery

NW RV (MG and Art.)

I.E.F. 'B'

27th Bangalore

Imp. Service

18.0 Special Rules

18.1 Killer Bees: If Fire Combat is being conducted against enemy unit(s) occupying a Plantation hex and the unit firing into that hex rolls an unmodified twelve (12) 'boxcars', the enemy unit(s) occupying that Plantation hex have been attacked by swarms of killer bees. Before any results from Fire Combat are applied the Lead Unit in the stack must conduct an IMC. If the unit is already Disrupted it conducts a Retreat. If the unit fails the IMC it becomes Disrupted.

Historical Note: Tanga was known as "The Battle of the Bees". The bees were not amused at being fired upon, and aggressively attacked those nearest. Several units found the bees unbearable and broke for the rear.

18.2 Improved Positions (IPs): Both the British and the German forces dug improved positions during the three-day battle. IPs may be built by combat unit except for MGs and Artillery, however, British units may never build IPs during a Night game turn. IPs may be built in any hex, except for Ditch hexes, RR Embankment hexes, and the Hospital hex.

IPs have a "facing" just as combat units do. A unit occupying an IP must adopt that same facing to receive the defensive benefits, although it can choose to face in any direction. Units occupying an IP receive a plus two (+2) DRM on all Fire Combat or Melee Combat attacks directed through one of the Frontal Hexes of that IP. This DRM is in addition to any other DRMs applicable due to the terrain in the hex that the IP occupies.

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The process to construct an IP begins at the start of the Movement Phase by placing an inverted IP marker on top of the unit that is constructing the IP. The IP marker is flipped over to its completed side and is fully functional at the beginning of the owning player's next Movement Phase providing the constructing unit has not:

- Moved
- Engaged in Offensive Fire Combat
- Engaged in Opportunity Fire Combat
- Engaged in Melee Combat (attacking or defending)
- Conducted a Morale Check of any type, even if the unit passes the MC.

If any of these occur the inverted IP marker is removed and the process must be started again. Once placed, the IP marker can never be removed, can never change facing, and can be used by either player.

The maximum number of IPs that may be constructed during any game or scenario is limited to twelve (12) for the Germans and six (6) for the British. This number may be reduced in some scenarios. It can never be exceeded.

Example: *A German infantry unit uses Fire Combat to engage a British unit improving their position. The attack results in no "hits" therefore there is no Morale Check required. The IP is considered completed during the owning player's next Movement Phase. Had the Germans succeeded in hitting the British unit and causing a Morale Check, then the IP would have been abandoned regardless of the Morale Check result.*

18.3 Ditches and Railroad Embankment Hexes: The normal terrain effect of Ditches and Railroad Embankment hexes is listed on the TEC; however, these terrain features have special considerations.

If an enemy unit is conducting Fire Combat or Melee Combat from a Ditch or Railroad Embankment hex into an adjoining Ditch or Railroad Embankment hex, then the defender does not receive the terrain DRM for the Ditch or Railroad Embankment hex.

18.4 British .303 Lee-Enfield Rifles: Indian infantry units have their Combat Strength in a white circle and conduct Fire Combat at half strength (round fractions down). This was due to the issuing of the new rifle en route to Tanga and the unfamiliarity of the Indian sepoys with the rifle.

Note: Melee Combat conducted by British Indian infantry units is unaffected by this rule.

18.5 British Maxim Machine guns: British Machine gun (MG) units are unique in the fact that they may *either* move or fire, but never both in the same game turn.

British MG units that fired during the Offensive Fire Combat Phase have a *MG Fired* marker placed on them. These units may not move in the Movement Phase of the current game turn but can change facing or stacking order since there is no MF costs to do so.

MG units that moved during the Movement Phase have a *MG Moved* marker placed on them. These units may not engage in any type of Fire Combat for the duration of the current game turn.

All *MG Moved* and *MG Fired* markers are removed during the Mutual Rally Phase.

British MG units engaged with Opportunity Fire while attempting to move are considered to have a Current Morale number of one (1).

18.6 M71 Mauser: (Black Powder)

German units whose Combat Strength is in a black box are considered to be armed with the old M71 black powder Mauser rifles. When these units fire, a "Black Powder" marker is placed upon the unit and the British player adds +1 DRM to hit the unit with Fire Combat. Only one Black Powder marker is placed per hex. All Black Powder markers are removed at the end of the British player's turn.

18.7 Night Game Turns: Tanga 1914 spans four days of historical time and Game Turns from the hours of 19:00 (7 PM), to 05:00 (5 AM), are considered to be Night game turns in which the following rules apply.

- Range for all combat units is two (2) hexes.
- Leaders have their MFs reduced by half.
- German combat units have their MFs reduced by half (rounded down).
- British combat units may only move one (1) hex.
- British units may not construct IPs.
- Disrupted units may not attempt to rally.
- Units of a Collapsed Formations may attempt to rally (even though they are technically Disrupted).

18.8 The British 28th Mountain Artillery Battery:

This Formation was mounted aboard the transport ship 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 Formation but only one (1) section may be landed per turn.

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18.9 Rain

The Rain Check Phase begins on the 06:00 hour, November 5th turn and continues for the rest of the game, or until the rain ends. The Hour turn marker is inverted to indicate a rain turn.

The British player conducts a 1d6 DR to see if the Rain begins.

- 1-4 the rain begins
- 5-6 no effect

Once the Rain begins the British player conducts a 1d6 DR to see if the Rain continues or ends.

- 1-3 the rain continues
- 4-6 the rain ends

Once the Rain ends no further DRs are required for the remainder of the game.

The effects of Rain are:

- There is no British or German Movement Phase.
- IPs have no effect on Fire Combat.
- LOS extends only into adjacent hexes.

Historical Note: About 06:00 hours on November 5th storm clouds burst over the battlefield in a torrential rainstorm that flooded the British trenches forcing 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.

19.0 Terrain (see Terrain Effects Chart)

Each map hex contains one or more types of terrain. Terrain effects movement, Fire Combat, and Melee Combat. The full effects can be found on the TEC player aid card.

Terrain types include:

Clear	Primary Trail	Railroad (RR)
Plantation	Secondary Trail	RR Embankment
Forest	European Town	Ditch
Bush	Native Town	Bridge
Beach	Native Huts	Building

20.0 British Command Control (optional)

In addition to numerous other disadvantages, the British force at Tanga was under the extreme handicap of abysmal higher command. Poor planning, minimal intelligence, and higher leadership that would have embarrassed Colonel Blimp led to defeat and a humiliating retreat back to the boats. Few, if any, gamers will voluntarily replicate the dreary bumbling of General Aitkins. So, with the agreement of both players, this rule can be used in any scenario to simulate British command failure in the historical battle.

20.1 East of the 2000 hex column (inclusive), British units may not move or melee south of the XX14 hex row (inclusive). If a combat occurs east of the 2000 hex column (inclusive), a British unit may not retreat south of the XX14 hex row (inclusive). If there is no other retreat option, the unit is eliminated. This prohibition does not apply to Fire Combat: British units may fire on any hex they choose. German units are not affected by this rule, and may move and melee freely anywhere on the map.

20.2 If at any time during the game the British control 2 of the following 3 hexes, rule 20.1 is no longer in effect: Boma, Rail Station, and Customs House.

20.3 Rule 20.1 applies to the set-up in all scenarios. British units may not set up in any hex east of the 2000 hex column (inclusive) and south of the XX14 hex row (inclusive).

20.4 If the British Command Control rule is used, IPs are not used in the game (The Germans won't need them, and the British were too clueless to use them constructively). The prohibition against IPs remains in effect even if the British fulfill the conditions of rule 20.3.

Design Note: Historically, the British never got south of the xx14 hex line. They tried, but for one reason or another, units kept drifting to the north. This rule forces the British to attack the Ditch and RR Embankment head-on, as they did historically, and allows the Germans to stage flank attacks from the south, as they did historically. Although of limited interest in terms of gameplay (once is probably enough), the result is a pretty close simulation of the battle. The Germans have the edge, but the British have a chance to break through by sheer weight of numbers. The rule dispenses with Improved Positions, prohibits a-historical flexibility in British command, and should produce a battle that develops along roughly historical lines.

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21.0 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 ashore.

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.

22.0 Player Notes

Tanga is a deceptive game. At first glance, victory seems assured by the overwhelming size of the British contingent. But after playing a couple of games, when battalion after battalion breaks and flees, players may conclude a German victory is inevitable. In a sense, it *is*, provided the British player follows the less than stellar example of Major General Aitken. The game does a fine job simulating the certain defeat of a bumbling, unimaginative plan that simply pushes units forward. Do that and you'll lose every time. Tanga rewards careful attention to subtle rules and game mechanics that optimize attack and defense. You can't afford to just shove counters around and hope for the best, especially if you're playing the British.

These player's notes will get you started in the full campaign game by covering some basic tactics and strategies for both sides, while highlighting important rules vital to drawing up a proper battle plan.

1. Terrain is your friend: use it or lose it.

Except for the unlikely occurrence of losing *von Lettow-Vorbeck* or all three Stevedore units, the game is won or lost by holding terrain. As reflected in the TEC, the Germans are familiar with the ground and have the advantage in terrain modifiers. On a RR Embankment, a German stack adds a whopping +4 to the British Fire and Melee Combat die roll.

Given the Enfield rule (Indian Combat Factors are halved) and problems with moving MGs, firefights against dug in Germans are pretty hopeless. Why? You can only attack with 1 stack at a time, so there is no massing of fire. Furthermore, combat is based on a differential. A good British stack will bring to bear a Total Combat Factor of about 7 (10 halved = 5, +1 for another unit in the stack, +1 for a Leader). That means you will have to roll a 7 or less on 2D6 +6. The *Askaris* will do the math, find a good line and dig in. The only way to get them out is melee.

2. Fire for the Germans, Melee for the British

If the British can't shoot it out, they have to bring their superior numbers to bear in melee (happily, the Enfield rules don't apply to bayonets). However, this doesn't mean a hi-ho rush forward. Despite a numerical advantage, most British units are fragile. In playtesting, one successful method was to advance a single unit at a time against the German line. Advancing with units rather than stacks accomplishes several salutary ends:

- Ammunition.** Running out of ammo is a terrific problem. The more shots the Hun takes, the faster he's OOA.
- Screening.** When attacking units move adjacent to defenders, they block LOS, allowing their brethren to maneuver unhindered.
- Reduction of casualties.** The benefit of a stack is minimal for the British, adding +1 to their Combat or Melee Strength. But the results of taking a hit on a stack are potentially dire. If the Firing Unit of a stack is hit, the Leader (required for stacking) takes a Casualty Check (and with a dr of 2, 12, or 7, a Leader's life in Tanga is nasty, brutish, and short). Then, the 2nd unit makes a Morale Check. If it fails, it also takes a hit. That's three potential hits in one attack; enough to cause Formation Collapse in some of your battalions. You only need to stack when you melee, not when you move. Better to make the German shoot twice, and risk his ammo, than give him a big, juicy target for Opportunity Fire.

3. Formations are fragile

The number of losses Formations can take in Tanga is distressingly low. Formation Collapse can be catastrophic, routing other units and even Formations in a mad stampede, ending the day's battle, or worse, the game. Leave lanes for units to retreat through as best you can. Never leave frontline units completely blocked.

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Note that Formations *can* recover, but only when disorganized units rally; eliminated Leaders and units never come back. When a Formation approaches its breakpoint, pull it out of the line and reorganize it if at all possible. A key element to victory in Tanga is Formation management. To paraphrase the little corporal, God is on the side of the last battalion.

4. To the last round...

Ammo is a constant headache, though more a problem for the Germans than the Brits. For whatever reason, the Brits are awash in bullets once they get all 3 Stevedore units ashore, so don't commit the bulk of the army until they are. Of course, you won't be shooting much anyway, but when you do, ammo will be less of a concern. For the Germans, resupply is iffier. Don't just shoot at anything that moves; shoot for a reason. The object of Opportunity and Defensive Fire is to muck up an attack, not to kill. However, try to focus fire on units that are near a Formation Collapse, and send Aitken's finest packing.

Some final advice. The British player has precious few advantages, and must maximize the ones he has. Tanga is a long game; the British have time to make at least 2 major, daylong attacks. Don't push units past the breaking point unless victory is in sight. You can skirmish and plink away, trying to cause leader casualties and force OOA, then attack with massed battalions sheltered in the plantation.

Look for weak spots in the German line. Consider, or at least threaten, a hook around the RR Embankment. Angle for tactical flank attacks, which double Combat and Melee Strength.

The LNL and MG units are unaffected by the Enfield rule, so screen them as they deploy and bring fire against isolated sections of the German line.

Eliminate German units. Focus on wrecking Formations by eliminating units and Leaders. Dead men don't rally.

5. "Haya Safari!" Marching song of the Askari

The game would be a breeze against a blustering, clueless fool like Aitken. You have nearly every advantage on your side: leadership, terrain, morale, and firepower. Unfortunately, your opponent is unlikely to oblige with a blind, headlong assault, so sharp play will be needed to hold Tanga and begin the legend of one of the few brilliant commanders of the war, Paul Emil von Lettow-Vorbeck.

Stay in terrain. Never let the Brits get a shot at a unit in the open. Even with the Enfield rule, fire unmodified by terrain can be devastating. Study the TEC; set up your defense to deprive the Brits of any terrain advantages.

Hoard your officers. You need them for stacking, and officer casualties are frightful. This is a long game, so beware of pointless exchanges that lead to nothing but attrition.

Keep a strong stack as a reserve to plug holes in the line, or counterattack a unit on the brink of Formation Collapse. You need to conserve your troops, but intelligent aggression is critical to holding your position. If the British player gets careless, consider a deep penetration into the plantations, attacking disorganized and isolated units, or even storming the beaches and destroying the Stevedore units.

Even if your main line collapses, fight on. The British will use up most of their Formations in a breakthrough, leaving you possibilities for house-to-house (or hut-to-hut) defense, or even a savage, last ditch counterattack.

