

Tanga 1914 Errata Sheet **Official Answers as of 1/17/17**

Terrain Keys and Missing Charts:

While the foliage on the map is quite distinct, for some odd reason, the Terrain Key representations are a bit hazy. Therefore:

Forest (Dark Green): The foliage in the upper peninsula, surrounded roughly by the "triangle" of landing beaches, along w/Toten Island, is forest. It occurs nowhere else.

Bush (Brownish Green): Occurs almost exclusively bordering or shadowing most of the north shore of the Tanga peninsula and literally separates the forest from the plantations.

Plantation (Muted Green): Other than the above, everything else on the map that is considered "foliage" are indeed, plantation hexes.

Indian Religious Sect Abbreviation Chart: (inadvertently left out of the game)

- Gur = Gurkha
- Dog = Dogras
- Tam = Tamils
- MM = Madrasi Musalmans
- P&C = Parayans & Christians (also C&P)
- HR = Hindu Rajputs
- Ahi = Ahirs
- HM = Hindustani Musalmans
- DM = Dekhani Mahrattas
- KM = Konkani Mahrattas
- RM = Rajputana Musalmans
- PM = Punjabi Musalmans

Counter Set: German Leaders:

The following leaders are NO LONGER considered part of the game as the rule that dealt with them specifically is no longer part of the game (including the two that were inadvertently printed):

Gesmold, Merensky and Spalding

Scenario Booklet:

1. Scenario 2 starts at 2200 hours, not 2000 hours. Scenario 2 (Invasion) and scenario 4 (Campaign) have the same set-up and start time: 2200 hours.
2. Scenario 2 is also incorrect in regards to the arrival of the leader of the 16th FK. Poppe arrives with the 6th FK on November 3rd at 0500 hours. Von Brandis, not Poppe, arrives with the 16th FK on November 3rd at 1400 hours

Rules of Play: (Rulebook proper)

7.0 Amphibious Debarkation

A question about the British landings:

A) Do the units that do not belong to any formation count together as a formation (i.e. you can land only them in a turn) or can you combine them with formations currently landing, to "fill out" free spots?

Answer A) NO.

The 1/28th Mountain Artillery, RA consists of 2 counters. Each counter counts as 5 combat units, so each counter is the only Combat Unit that can land in any given wave.

Note: Okay, this was my fault, I literally forgot what I knew here. Each piece not only consisted of the cannon and carriage, but the men and supplies to run the battery; so, it's going to take up a chunk of space. AJP

B) Also, there is a naval artillery (unit) among these. Does it share the disembarkation restrictions of the 28th artillery sections?

Answer B) Yes However, the naval artillery unit should also count as 5 combat units, and must be landed as a separate wave. These restrictions on artillery may seem restrictive; that is their intent.

C) Also, in the game I just started, during the first two turns, 61st KGOP rolled terribly and five units were disrupted from landing. Am I understanding correctly that now they collapse already, without even having seen combat?

Answer C) Yes. Exhaustion and seasickness were as damaging to British combat efficiency as German bullets and bayonets.

Note: Historically, there were German patrols out that evening and while having no major effect, they did, at the very least, cause quite a stir and threaten to worsen an already chaotic amphibious landing. Dennis Bishop's original rule for patrols were simplified and the effect was incorporated into the disruption results of the landing rules

A question about British staff units. All these units share the same "formation" band color. Are they considered as belonging to the same formation for debarkation and stacking purposes? If not, how do they disembark? Can they be part of a wave of another formation, and stack with these?

Answer) Insert the following after Paragraph 2 of Rule 7.1

The following are considered 'Staff' units:

IEF, "B" HQ
27th Bangalore HQ
Imperial Service Brigade HQ
Faridkot S&M

"Each 'Staff' unit counts as one (1) combat unit for loading and landing purposes.

The following are considered "attached to HQ units"

The NW/RV MG Machine gun unit counts as one (1) combat unit for loading and landing purposes.

The NW/RV Naval Artillery counts as five (5) combat units for loading and landing purposes, same as the 28th MB.

Note: Staff Units and the NW/RV MG unit are their own entities, but are "recognized" as part of a larger functioning "Command" element, not as "formations", *per se*. (They are color coded mainly for ease of recognition when with their actual units).

Therefore, you are free to land them with other formations where there is an open spot or two to place them, as indeed, this is how they landed.

Rule 8.0 Movement: (Page 7)

New (3rd) Paragraph: A player's must completely finish moving one unit or stack, before moving another unit or stack.

Note: The above is implied throughout the rules, but we failed to spell it out directly, so here you go.

Rule 8.1 Another one about trails: -> When a primary trail crosses a hexsides and then becomes a secondary trail (as exists in the plantation), should a unit coming this way use the primary movement cost or the secondary one? -> When a trail crosses the railroad embankment, should the unit use the trail cost if it follows the trail?

Answer) It does not matter which trails are in a hex. Rule 8.1, second paragraph states:

"Units pay the movement cost for trails only if entering that hex from a hex with a connecting trail."

You pay the movement cost of that connecting trail

Rule 12.0 Fire Combat: (Pages 10-11)

Step 4 of Fire Combat procedure.

- 1) Change “Firing” to “Lead target” unit, as this has caused some confusion. (See additional notes below).

Question: According to the rules defending hex needs to take CMC and if it fails its (formerly ‘Firing’) “Lead” unit automatically fails IMC. What if defending hex has more than one unit including MG? Who decides which unit is firing unit in defender hex (MG or top combat unit)?

Answer: As of now, only the “Lead” unit can be targeted. If the stack takes a CMS and fails, the “Lead” unit automatically fails IMC and all other units in the hex take individual morale checks. Note that retreats for Disrupted units after Fire combat are mandatory, so any Disrupted British MGs must roll for elimination as per 16.3.

Whenever the targeted force fails the CMC, the **Lead** (defending) **Unit** in the **targeted hex** automatically fails an IMC, and all other defending combat units in the hex must conduct an IMC.

12.6 Opportunity Fire

According to 12.6, moving units may only be attacked using Opportunity Fire once per hex/per enemy unit.

Does this rule mean, that only one stack may fire the moving units when they enter a hex? May other units’ fire on the moving units, when they enter a new hex or the enemy units that Opp fired are the only ones that may Opp fire again, after the target units have moved three additional hexes?

Re: Rule 12.6 Opportunity Fire:

Multiple enemy units/stacks may choose to conduct Opportunity Fire against a moving opponent.

The Opposing player who initiates Op. Fire has the chance to conduct it *at any point* during which the Phasing player advances, up to the third hex entered. Yes, multiple single units or stacks may engage in Op. Fire in succession as long as they have an LOS and Ammunition ***.

IF the unit being attacked w/Opportunity Fire somehow survives and decides to continue its advance, it can only be attacked when it enters the

THIRD hex (if it has that many MPs remaining) in its continuing advance.

By that time, the original opposing units may no longer have an LOS or ammunition to conduct an opportunity attack, but other nearby units may and if they do, they too can engage in Opportunity Fire.

*** **NOW...** there are several battlefield provisos here. Generally speaking:

The German player will rarely, if ever, advance into the plantation/jungle. The British player can often get into position within the plantation/jungle area with little or no interference and is often able to launch a melee assault from one or two hexes distant or able to get into safe dead ground (the ditch).

The British player has tons of ammunition if he plays his cards right, the German player has limited ammunition and can run out of it at any time (OOA).

So YES, the rules give you this Opportunity...but the risks are great and you the opposing (especially German) player must decide if it is worth the effort to engage in this form of combat.

Targeted units do not have to be identified in advance. The Opposing firing player may fire with one unit, observe the result, and fire using another unit

Another Question:

A Brit unit moves into range of a German unit. The German unit Opportunity Fires at it at a range of 2 hexes. Now the Brits need to move at least three hexes before THIS German unit can fire at it again. Right?

Next the Brits move one hex again.

One of the neighboring German units decides to Opportunity Fire at it. Now this unit would have to wait until the Brit unit has moved at least three hexes again. Right?

Alternative would have been that this unit also Opportunity Fired at the Brit unit at the same time, but as a separate attack, as the other German unit. This would have been allowed too. Right?

Answer) Yes. All that you have said is correct. I know it seems a little dicey keeping track of which units have to wait, what number of hexes to

fire etc., but realistically there isn't that much open ground and anybody crossing it in the LOS of enemy units typically pays a high price.

See however 8.0 New Rule above.

15.0 Melee Combat: (Pages 12-14)

15.1 Melee Combat Procedure, Step One

Melee Strength is calculated as follows: Combat Morale + Combat Strength of firing unit + 1CSP of each Supporting Unit + **EB of one eligible leader**.

But... Combat morale according to definition is an average of current morale of units in the hex + **EB of one eligible Leader** in the hex.

Does it mean that EB of eligible leader is added twice in Melee Strength?

Answer: The EB of leaders is not added twice. As per 10.1, Combat Morale is the current morale of all Combat units. Leaders are Non-Combat units, and are ignored when determining Combat Morale. (George)

16.0 Retreats and Routs: (Page #14)

Apologies if this question has come up before, but there are a lot of posts to trawl through to try and find if it has. I look forward to the Errata. I have questions about retreats and routs.

1. Must disrupted units (from combat, not beach landings) retreat?
2. Please clarify - a retreat is not a rout, although routing units are retreating.

Rout occurs because of Formation Collapse. So, if a retreating (not routing) unit conducts its mandatory retreat through other units, do they have to take morale checks - or is it only if the retreating units are also routed? 3. It is not clear to me when retreat occurs. Is it at the moment of disruption, the end of a fire phase or should there be a Retreat Phase at certain points? I ask because it impacts on sequence of activities. If it occurs at the moment of disruption during what is a semi-simultaneous movement phase, it would then cause retreating units to potentially do so through other units following up along one of the tracks before they had a chance to disperse left or right and cause them to disrupt. So, when should units' retreat? 4. I am making a presumption about morale checks. The CMC determines whether the stack (even if only a single counter) passes the CMC. If not, then all unit counters in the hex (even if just one) take an IMC? The Firing/Lead Unit (if multiple in one hex) does not fail because the CMC failed, but takes its own IMC? Thanks.

Answer[s])

1. Disrupted units' function in all respects as do Good Order units (10.0). They are not required to retreat by the mere act of being disrupted. However, there are some conditions that do require Disrupted units to retreat:

a. Units disrupted as a result of Fire Combat retreat at the end of that Fire Combat. (12.5, step 4)

b. When a unit Routs through a Disrupted unit, the Disrupted unit Retreats (17.3)

c. When a unit fails an IMC because of a Routing unit entering its hex, the original unit is Disrupted and Retreats (17.3)

d. Note: Disrupted units, like regular units, may voluntarily retreat during Step 5 of the Melee Combat Procedure (15.1)

e. Note that when a Formation suffers Collapse, all units become Disrupted and are required to conduct Rout Movement 17.2

2. Routing units do not Retreat. They conduct Routing Movement. Units that retreat through friendly units do not cause retreats or Rout Movement. Units that Rout through friendly units cause Disrupted units to retreat. (17.3)

3. There is no "Retreat Phase".

4. If a stack fails a CMC during Fire Combat, the Lead unit is Disrupted and all other units in the stack take an IMC.

Note: Thanks to George for going through the rules with a fine-toothed comb and coming up with this nice little "cheat sheet" regarding Disruption and Retreat.

Rule 16.1 (Retreats, Page #14)

There is no mandatory retreat from melee combat, only voluntary retreat.

Delete the following from 16.1:

"...or melee combat" (First sentence).

Rule 18.0 (Special Rules, Pages 16-19)

Rule 18.2 Improved Positions

A) There was a lively discussion regarding the number of “Improved Positions” (IPs) counters available in the counter mix both on CSW and over on BGG.

Let’s make this absolutely clear. More IPs could have been printed, but we decided to go with the original count and it works due to the reasons stated below.

Game Wise: Watch what the "Ping Pong" ball of Combat does to the "loaded Mouse Traps" of Indian morale and then you'll understand why the IP's are limited. The Indians are going to break hard and fast and building IP's inside a plantation is not only going to be the least of their problems, but the British player has to take TANGA to win, has three days to do it and can't waste time or be bothered with IP's except in certain locations, if he has time.

Historically: This is not WWI (yet), it's the first time these men have seen combat in decades, they have been at sea, are weak & sick and have no idea where they are or what they are doing.

And, as per Dennis Bishop: “At about 0600 on November 5 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.

Also, only the Faridkot Sappers and Miners Company had equipment for digging trenches or improved positions. The Germans improved existing drainage ditches and berms.

That is my [Dennis’s] original reason for limiting the number of improved positions (trenches)”.

Preziosi’s Proviso: As the game owner and if you really want to, after having read all the above, feel free to make all the copies you want of the IP counters and explore on your own.

Rule 18.6 M71 Mauser (Black Powder) (Page 17)

2.- The Black Powder +1 DRM is added to or subtracted from the British Fire DR?

Answer) The Black Powder +1 modifier is “added” to the British Fire DRM.