

# East Africa WWI

## Summary

These rules are written to re-enact the company level actions fought in East Africa during 1914-1918. The rules are written for 20mm figures, but 1/300 blocks could be used and measurements made in centimetres rather than inches. Concealment is important in the game so a back to back format is recommended, otherwise a single table with map movement will have to be substituted.

Here is your chance to defeat Lettow-Vorbeck's askaris in less than 4 years, land successfully at Tanga, defend the Uganda railway or eliminate those elusive Koningsberg guns.

## Move Sequence

Actions within a move are alternate, but each move roll 1d6 to see which side moves first: 1,2 - Germans move first; 3,4 - Same side as last move moves first; 5,6 - British move first.

Assuming Germans move first the sequence will be:-

- 1) German movement (if moving into contact stop 3" short of target )
- 2) Check which German sections are spotted
- 3) British firing
- 4) Check morale of German sections under fire
- 5) Move any German sections with bad morale
- 6) Any German sections with good morale may charge any British section within 3"
- 7) Check morale of any British sections being charged
- 8) Move any British sections which rout
- 9) Calculate result of melee
- 10) Move any section which routs from melee

then reverse German and British

## Organisation

Infantry companies are organised into 6 sections, consisting of 1 HQ section, 1 MG section and 4 rifle sections. Due to colonial prejudices Nigerian, Belgian and Portuguese askaris were not permitted to have MGs so replace their MG section with another rifle section.

Cavalry troops consist of 4 mounted sections. When cavalry dismount replace each pair of sections with a dismounted section and a horse holding section. Each dismounted section has 3 figures and each mounted section has 2 figures, Horse holding sections consist of 1 figure plus 4 horses.

Trucks can carry 2 sections.

## Initial Morale Points

These are the initial morale levels for each section. Any section reduced to zero is removed from play. Vehicle morale levels solely represent how many hits they can take before becoming permanently immobilised.

German Field Companies	12	South African Cavalry	11
Other German Infantry	10	South African Infantry	11
British Infantry	10	Porters	4
Nigerian Infantry	11	Pack Animals	4
Indian Infantry	8	Armoured Cars	4
Belgian Askari's	6	Trucks	4
Portuguese Askari's	6		

## Movement

Troop Type	Roads & Tracks	Open Ground	Open Scrub	Thick Scrub
Infantry	8"	6"	6"	4"
MG's	6"	4"	4"	2"
Cavalry	16"	12"	6"	N/P
Vehicles	12"	12"	N/P	N/P
Porters	6"	4"	4"	2"
Pack Animals	8"	6"	4"	N/P

N/P = Not Possible

## Spotting

Roll 1d6 each move for each section within 36" of an enemy section unless higher ground intervenes. If the modified score equals or exceeds the value below it has been spotted. Any section firing is automatically spotted, or its location known if it is outside of spotting distance

Modifiers to dice :

Mounted.....+2

Stationary (and not spotted ) .....-1

Spotted last move .....+2

Terrain	Distance from nearest enemy in inches							
Thick Scrub	0-2	2-4	4-6	6-8	8-10	10-12	12-14	14-16
Open Scrub	0-4	4-8	8-12	12-16	16-20	20-24	24-28	28-32
Open Ground	0-6	6-12	12-18	18-24	24-30	30-36	36-42	42-48
Troop type	Score required to spot at the above range							
German Askari's	1	2	3	4	5	6	7	X
Nigerians	1	2	3	4	5	6	7	X
South Africans	1	2	3	4	5	6	7	X
Porters	0	1	2	3	4	5	6	7
British	0	1	2	3	4	5	6	7
Indians	0	1	2	3	4	5	6	7
Pack Animals	-1	0	1	2	3	4	5	6
Belgians	-1	0	1	2	3	4	5	6
Portuguese	-1	0	1	2	3	4	5	6
Vehicles	-3	-2	-1	0	1	2	3	4

## Small Arms Firing

Roll 2d6 per section firing if the sum equals or exceeds the value in the table the target section loses 1 morale point. Vehicles are also immobilised for 1d6 moves. HQ and rifle sections can fire once per move, but MG's can fire 3 times per move at the same target or any other target within 30 degrees.

Only MGs are able to fire over 18"

Modifiers to dice:

target is mounted .....+1

target in or behind open scrub .....-1

target in or behind thick scrub .....-3

Target	Range in inches			
	0-6	6-12	12-18	18-24
Moving over 10"	7	8	9	10
Moving over 1"	6	7	8	9
Stationary	7	8	9	10
Shallow Trench	8	9	10	11
Deep Trench	9	10	11	12
Armoured Cars	11	12	13	14

## Artillery Fire

Artillery can hit any point on the table either by direct fire on targets they can spot or indirectly when directed by HQ sections who can see the target. To commence indirect firing roll 1d6 and multiply by 10, if the score is greater than the distance from the HQ to the artillery it can fire this move. Unless specified in advance indirect fire will continue onto the same target until the same throw is achieved to stop it.

On each move of firing calculate the deviation from point of aim: roll 2d6 for left/right and also for over/under. On the first move take the highest value as the deviation in inches in that direction from the target, throw again if the scores are equal. On subsequent moves use the lower value and equal scores mean no deviation.

The area of effect depends on gun size field guns have a 4" diameter area of effect. Heavy guns have 6" and Ships guns and equivalent are 8". Ships guns fire every other move. Any troops in the area of effect dice for casualties as if under small arms fire at close.

## Morale

Any section must test its morale in the following cases :-

- 1) Under fire (even if no morale points are lost)
- 2) Attempting to charge an enemy section
- 3) Being charged by an enemy section
- 4) If the sections HQ has been eliminated
- 5) The units morale is poor or worse

Take the sections current morale and add 1d6 plus the following :-

If in scrub(*)	1
If in a shallow trench(8)	3
If in a deep trench(*)	5
If the sections HQ is within 6"	1
If this is a HQ section	3
Per enemy section charging this section	-3
Per morale point lost to firing this move	-2
If the section is under MG fire	-3
If the section is under artillery fire	-3
If the section has poor morale	-2
If the section has bad morale	-4
If the section is routing	-6

\* ignore the effect of cover if attempting to charge

Result :-

- 3 or lower      The section immediately routs a double move away from the cause.
- 4 or 5          The section has bad morale and immediately retires a full move away from the cause.
- 6 or 7          The section has poor morale and will not advance towards the enemy.
- 8 or higher     The section has good morale at can carry out any required action

## Melee

Melees should be resolved as far as possible on a section v's section basis. Roll 1d6 for each section and add the following if appropriate

- +1 Charging
- +2 Defending an obstacle (not a trench)
- +1 Mounted
- +1 Higher Morale than opponent
- 1 MG section

If more than one section on one side is involved sum their scores. If one sides score exceeds the others by 2 or more the other will lose 2 morale points and rout a full move away immediately, If by 1 the other will lose 1 morale point and retire 3" with bad morale. If equal both sides lose 1 morale point each, and retire 3" with poor morale. If a MG section retires or routs it loses its MG permanently and acts as an ordinary rifle section.