1.0 INTRODUCTION

Windhoek is a wargame of the campaign in which British Empire forces, mainly from the Union of South Africa, conquered the German colony of Southwest Africa. In the original campaign, the British won within ten months, but the campaign could have gone different, as von Lettow-Vorbeck demonstrated in German East Africa.

This is a two-player game, one side commands the Germans, and the other Allied forces (including South Africa, British and Portuguese colonial). The Allied player must win the game quickly, while the Germans win by delaying the Allies beyond the historical time frame.

The central game mechanism is action points (AP). These are a quantification of each side's command and logistical capabilities. Players expend AP to recruit units and conduct various military operations.

The game has two levels: the standard rules, which give a quick wargame, and the advanced rules, which give more realism and complexity. Players new to war gaming should read just the standard rules and play a game or two before trying the advanced rules.

1.1 Component List

Windhoek includes 176 counters, one 22 x 34 inch map, and these rules. Players must provide at least one six-sided dice.

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game @ www.strategyandtacticsmagazine.com
2.0 THE MAP

The game map shows the German colony of Southwest Africa and adjoining regions of the Union of South Africa, Bechuanaland and Portuguese Angola. Generally, each player can move units anywhere on the map (28.0 & 29.0).

**Map Errata:**
- The port in hex 2117 is missing its name. It should read, Swakopmund.
- German Recruit chart, Patrol Line, states they may be placed in any town or city. Should read “any town or settlement”.
- TEC (both) River (hexside) Rain Turns. Delete “No during dry turns” River (hexside) Non-Rain Turns, change Yes** to No.

**2.1 Map Features**

**Hexes:** Hexes refer to the hexagons on the map. These are used to position units, and for determining movement and other game functions. The Terrain Effects Chart (TEC) explains the various terrain types.

**Walvis Bay:** This British enclave in German Southwest Africa. It is treated as part of South Africa for game purposes.

**Portuguese West Africa (Angola):** A separate Allied territory; it starts neutral but can enter play (29.0).

**Cape Colony Box:** British bases off map to the south.

**2.2 Holding Boxes**

**Recruit Boxes:** Used to hold units that are available to be mobilized.

**Air & Naval Units Available Boxes:** Used to hold available aero-planes and naval gunfire support markers.

**Eliminated Units Boxes:** Used to hold units that are eliminated and not available for recruitment.

**Battle Board:** Used to hold units while conducting the combat process.

**Column Holding Boxes:** Used in conjunction with column markers to reduce counter density on the map.

**2.3 Game Scale**

Each hex is 25 miles across. Each turn represents one month of campaigning. German combat units represent individual companies or groups of companies. British units represent battalions to brigades. Leaders represent a great commander plus a guard troop.

**3.0 PLAYING PIECES**

The square cardboard pieces represent the opposing combat forces and informational markers. The combat forces are divided into two sides, each with several contingents.

**German Forces:** German forces consist of two contingents:
- **Germans:** German Grey with blue symbols
- **Boer Rebels:** German Grey with orange symbols

**Allied Forces:** Allied forces consist of three contingents:
- **South African (Union Defense Force):** Light brown, light orange symbols
- **British Imperial:** Light brown, dark orange symbols
- **Portuguese colonial:** Dark brown

**3.1 Unit Abbreviations**

**German**
- **CC:** Camel Corps
- **DK:** Deutsche Kolonial (German Colonial Railroad Engineers)

**FDK:** Fliegertruppen des Deutschen Kaisereiches (Imperial German Air Service)

**KK:** Kamerun Kompanie (Cameroon Company)

**MEK:** Marine Expeditionary Corps

**Ostasien:** East Asian Cruiser Squadron (Admiral Spee)

**Res:** Reserve

**SWAPC:** Southwest Africa Pioneer Corps

**VK:** Vrij Korps (Volunteer Corps)

**South African & British**

**BEEF:** British Empire Expeditionary Force

**BPP:** Bechuanaland Protectorate Police

**BSAP:** British South Africa Police (Rhodesians)

**Cape:** Cape Commandos

**Cdo:** Commando

**CLH:** Cape Light Horse

**CTH:** Cape Town Highlanders

**CW:** Commonwealth

**DEOR:** Duke of Edinburgh’s Own Regiment

**DLI:** Durban Light Infantry

**HAB:** Heavy Artillery Brigade

**ILH:** Imperial Light Horse

**LOC:** Line of Communications troops

**KLH:** Kimberly Light Horse

**Kim:** Kimberly

**KR:** Kings Rifles

**MR:** Mounted Rifles

**NLH:** Natal Light Horse

**Pret:** Pretoria

**Rand:** Rand Light Infantry

**RE:** Royal Engineers

**RMLI:** Royal Marine Light Infantry

**RN:** Royal Navy

**Rhdsn:** Rhodesian Regiment

**RRR:** Railroad Regiments

**SA:** South African

**SAA:** South African Air Corps

**SAMC:** South African Motorized Corps

**SAEC:** South African Engineer Corps

**SSPC:** Special Service Pioneer Corps

**SR:** Southern Rifles

**TVHA:** Transvaal Heavy Artillery

**TVS:** Transvaal Scottish

**UOF:** Union Defense Force (South African)

**UMR:** Umtovia Mounted Rifles

**WWR:** Witwatersrand Rifles

**Counter Errata:** The British garrison unit labeled Noloth Bay should read Port Nolloth

**Portuguese Abbreviations**

**CP:** Primary Column

**DA:** Dragonos of Angola

**FEX:** Expeditionary Force

**CMM:** Corpo de Marinheiros Militares (Marines)

**R:** Reinforcement Force

**3.2 Other Abbreviations**

**H:** Horse Artillery

**HVV:** Heavy Artillery
OPT: Optional Unit  
SWA: Southwest Africa

### 3.3 Combat Units

**Combat Factor:** The unit’s relative effectiveness in combat.  
**Movement Allowance:** The unit’s ability to move across the map.  
**Identification:** The historical name for combat units, the name of a leader, or some other info identifying that unit.  
**Back Printing:** Most units are printed on both sides. The front is the good order side; the reverse is the disrupted side. A disrupted unit retains any special abilities it had when in good order.  

**Leaders:** These are special units. They represent individuals who had a major impact on the campaign. They function as mobile units for all purposes and have special abilities (20.0)

**Leader Unit**

*Note:* The “+” denotes the leader has special abilities.

### Mobile Units

- **Mounted Rifles**
- **Commando**
- **Marine**
- **Patrol**
- **Infantry**
- **Armored Car**
- **Artillery**
- **Horse Artillery**
- **Heavy Artillery**
- **Camel Corps**
- **Combined Arms Column**
- **Engineer**
- **Truck Convoy**
- **Armored Train**
- **Supply Convoy**

### Static Units

These are units which cannot move. Wireless installations are static units and are treated such for all purposes, including combat losses.

**Important:** Allied militia are not back printed. German militia are back printed as mounted rifles. They can be converted to mounted rifles (but not back again).

**support units**

These represent unique forces.

### 3.4 Operational Markers

Markers are used for various administrative purposes on the map. Some markers are back printed; use whichever side you need.

*Note:* These markers are used to reduce on map congestion. They have no other game functions.

**Entrenchment Markers**

*Note:* Entrenchments represent, trenches, blockhouses, and barbed wire.

**Railroad Break**

*Note:* Infernal devices represent, landmines and poisoned wells.
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3.5 Admin Markers
These are used for various administrative purposes.

3.5 Railhead Markers
Note: Railhead markers are used to indicate furthest point of a constructed railroad.

4.0 DEFINITIONS

Control: A side controls a town or settlement if he has one unit in it (mobile or static). The instant that all units come out of a hex (or are eliminated), control is lost. Control is gained or regained by moving a unit into the hex.

Important: This means you must garrison various towns about the map. This is to deal with natives and raiding parties not otherwise shown in the game. Units include all mobile and static units.

Force: A group of units taking an action together.

Friendly units: Are the units controlled by one player.

Enemy units: Are the units controlled by the other player.

Map: The part of the map sheet overlaid with hexagons.

March: A specific action consisting of one force moving and/or attacking.

May: Player chooses to take, or not to take a specific action.

Must: You are required to take a specific action.

Occupy: Having a unit in a hex.

Reveal: The act of showing the opposing player friendly units in a hex or off-map box.

Roll against a value: Roll one die and compare the result to a unit’s combat factor. If the die roll is less than or equal to the combat factor, the die roll succeeds. If it is greater than the combat factor, it fails.

Example: A unit has a combat factor of three. To destroy an enemy unit, it would require a die roll of one, two or three. A roll of four or higher would miss.

5.0 VICTORY CONDITIONS

5.1 Game Length & Turns
The standard game contains 10 game turns, covering ten months (September 1914 to June 1915). The game can be extended by utilizing 5.4.

5.2 Sudden Death Victory
The game comes to an immediate end if one of the following conditions is in effect at any point in the game:

Allied Sudden Death Victory: The Allies win if at any time, they control all towns on the map. (Angolan towns count only if Portugal is a belligerent.)

German Sudden Death Victory: The Germans win if at any time, they control all the following:
- All towns in German Southwest Africa.
- Three towns in South Africa.
- Walvis Bay
- Humbe and Port Alexander (only required if Portugal is belligerent).

5.3 End Game Victory
If the German player does not use 5.4, or if the Allies have not achieved a sudden death victory, the game ends on game turn 10 (June 1915) with a German morale victory. Essentially the German player managed to meet the historical outcome.

5.4 Extended Game
If the German player, during the initial deployment, commits any units of the MEK (Marine Battalion), the game can extend to game turn 12 (August 1915).

Note: The idea is that if the Germans committed more forces to holding SW Africa, they would have to hold out that much longer to claim a creditable victory.

6.0 SET UP THE GAME
Players set up the game in the order given below. All two-step units are deployed at full strength. You can use the column markers as part of initial setup.

6.1 Turn Marker
Place the turn marker on the game turn record, in the September 1914 box.

6.2 German
The German player sets up first.

Action Points: Roll one die, the result is the number of AP the German side receives. Place the AP marker in the appropriate box (equal to the die roll) (9.0). AP garnered here are in addition to those determined in game turn one.

German Support box: 1 x Aeroplane.

German units in SWA (SWA does not include Walvis Bay):
- Militia: Place 6 militia units in town hexes (no more than one per town hex).
- Wireless: Place one wireless unit in any port and one wireless unit in any other town.
Other Units: Place the following in any town and/or settlement: 7 x Mounted Rifle Companies (2-7), 1 x Camel Corps (2-6), 3 x Artillery units (3-4), SWAPC Engineer unit (2-5), 2 x Supply Convoys (1-4); Leader, Franke, von Heydebreck.

Entrenchments: May place any number of entrenchments by paying one AP for each (from the initial AP). Place them in any towns and/or settlements containing German units.

Marine Units (MEK): May recruit up to four MEK marine infantry companies (2-5), one MEK engineer (1-5), and one MEK artillery (3-4) by paying the AP cost (10.0). Place them on any port hexes (5.3).

Boer Rebel Force: Place in any town/settlement: VK Commando (2-8).

Important: See the victory conditions if any MEK units are recruited. This does not include the optional Ostasien units.

German Recruit Box: Place all remaining German and Boer rebel units in the German Recruits Box.

6.3 Allied
The Allied player sets up second

Action Points: Roll one die, the result is the number of AP that the Allied side receives. Place the AP marker in the appropriate box (equal to the die roll) (9.0). AP garnered here are in addition to those determined in game turn one.

Allied Support Box: 1 x Naval Support Unit.

South African and British:
Walvis Bay: Walvis Bay Militia unit (4-0), 1 x Infantry Unit (4-4).
Militia: Place three militia units in South African towns, no more than one per hex.

Other Units: Place the following in the Allied Cape Colony Box and/or any towns in South Africa (not in Walvis Bay): 7 x mounted rifles (3-7); Cape Commando unit; 3 x Infantry (4-4); 1 x Field Artillery (2-4); 1 x Horse Artillery (2-7); 2 x Engineer (2-5); 3 x Supply units (1-4).

Portuguese:
Militia: Place in any Angolan town: 2 x Militia (2-0), no more than one per town.

Other Units: Place in any Angolan town: 1 x Combined Arms (3-5), 1 x Mounted Rifle (2-7). Place in any Angolan settlements: 2 x Infantry (1-4), no more than one per settlement.

Allied Recruits Box: Place all remaining Allied units in the Allied Recruits Box.

7.0 SEQUENCE OF PLAY
During each turn, players must follow the sequence of play, in the order listed below.

I. Events Phase (8.0)
Check the Events Table and apply the results. Do not check on game turn one.

II. Allied Turn
1) Action Point (AP) Determination Phase (9.0): The Allied player determines the number of AP to add to the Allied Action Index this turn.
2) Recruit Phase (10.0): The Allies may expend APs to build reinforcement units and special markers (25.0).
3) March Phase (12.0): The Allies conduct marches (by expending AP). Each march consists of the following:
   Movement segment (13.0): Move one German force up to its movement allowance.
   Battle segment (15.0): If the force ends its move adjacent to an enemy occupied hex, it may attack that enemy force.
4) Supply Phase (18.0): The Allies must make a supply check for all Allied units on the map.
5) Rally Phase (19.0): The Allies may rally disrupted Allied units.

III. German Turn
1) Action Point (AP) Determination Phase (9.0): The German player determines the number of AP to add to the German Action Index this turn.
2) Recruit Phase (10.0): The Germans may expend APs to build reinforcement units and special markers (25.0).
3) March Phase (12.0): The Germans conducts marches (by expending AP). Each march consists of the following:
   Movement segment (13.0): Move one German force up to its movement allowance.
   Battle segment (15.0): If the force ends its move adjacent to an enemy occupied hex, it may attack that enemy force.
4) Supply Phase (18.0): The Germans must make a supply check for all German units on the map.
5) Rally Phase (19.0): The Germans may rally disrupted units.

IV. End of Turn: Proceed to the next turn (moving the turn marker to the next box on the turn track). The sequence of play then begins again, starting with the Allied turn.

8.0 EVENTS PHASE
During the Events Phase, check the events table. Each player rolls one die, total the results; cross index the total to obtain a result. Apply it immediately.

Example: The Germans roll a “3” and the Allies a “4”; the total is “7.” Event 7, Portuguese West Africa is checked.

8.1 Rules precedence
Rules for an event may supersede the regular game rules.

8.2 General
Roll on every turn starting with turn 2 (skip turn 1). Events are checked at the start of the turn, not each player’s turn. Unless otherwise specified, an event may occur more than once per game.

9.0 ACTION POINTS (AP)
Players use AP to initiate various game actions: recruiting (10.0), marches (12.0), rally (19.0) and other things as stated in the rules.

9.1 Action Point Determination Phase
During a player’s Action Point Determination Phase, each player rolls one die and adds the below modifiers to their die roll. The result is added to that player’s Action Point Index.
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German Player: Roll one die and apply the following cumulative modifiers:
+1 for each German Leader on the map.
+1 per Wireless unit on the map.
+1 for occupying Windhoek.
+1 for occupying each mining town (Otavi, Lüderitz Bay, and Springbok).

Allied Player: Roll one die and apply the following cumulative modifiers:
+1 for each Allied Leader on the map.
+3 for control of Cape Colony.
+1 for occupying Windhoek.
+1 for occupying each mining town (Otavi, Lüderitz Bay, and Springbok).
+1 if Portugal is an ally (29.0).

Example: The Germans have two Leaders and one Wireless; they occupy Windhoek and Springbok, they roll a “4” and add “5”, for a final total of nine AP.

9.2 Recording AP
Players record AP on their AP index using their AP marker. A player can never have more than 12 or less than zero AP.

9.3 Gaining and Losing Additional AP
Various Events (8.0), and winning/losing major battles (17.6) may cause players to gain or lose AP.

10.0 RECRUITING
Players bring additional units into play via recruiting; they can also build certain markers (25.0). Players perform recruiting during the Recruit Phase. Players recruit via expending AP. Each unit and certain markers cost a certain number of AP.

10.1 Recruiting Procedure
Select the units to be recruited from the appropriate recruits Box; expend the required AP for each unit, as listed on the appropriate recruit table (see map). Then deploy those units to the map per deployment instructions on the table.

Note: Generally, pay the same cost for a unit regardless of its combat strength.

10.2 German Recruitment
Initial Setup Additional Recruiting: The German player may recruit certain units only during initial setup of the game: these include: Marine infantry and MEK Artillery. The German player must pay the AP cost from his starting AP.
Subsequent Recruiting: The Germans may recruit other unit types during their recruiting phases.
Militia Conversion: The Germans may convert militia units to mounted infantry. This is done during any Recruit Phase. It costs 1 AP per unit to make this conversion. Flip the militia unit to its side showing the 1-7 mounted rifles. Once mobilized, a mounted infantry unit cannot be converted back to a militia unit.

Map Errata: The German Recruits Table, Convert Militia to Infantry line should read: Convert Militia to Mounted Infantry.

Note: German Infantry units can only be received by the Guerillas Event. They may not be recruited.

Boer Rebels: These are special reinforcements. One commando is received as part of initial deployment. If the Boer Rebellion Event occurs, the Germans place the remaining three Boer units (Maritz and Kemp guerrillas and the VK artillery) per the table.

10.3 Allied Recruiting
The Allies can recruit South African and British units starting with Turn 1. Portuguese units cannot be recruited (29.0).

10.4 Deploying Units
The Recruit Tables designate where players place (deploy) newly recruited units. The presence of EZOC does not affect the deployment of units.

Note: Allied units deployed in the Cape Colony box move onto the map per (28.0).

10.5 Replacements
Generally, units which have been eliminated in combat are removed from play permanently. The following are special cases. They can be replaced if eliminated.
Allies: Armored cars, marines, engineers, aeroplanes, supply, militia. All units eliminated due to being out of supply (18.0).
German: Patrols and supply units.

Note: The restrictions on replacements represent the limited mobilization base of both sides, as well as assorted political issues.

10.6 The Recruit Box
Units in a player’s Recruit Box may be those which have not yet entered play or were eliminated during play (and are replaceable per above). Units in the box may now therefore be replaced (11.2).

Note: Place eliminated units in the Eliminated Box.

10.7 Initial Deployment
Units which are deployed as part of initial setup (6.0) do not cost AP.

Exception: German units listed in 6.2 as MEK.

10.8 Unit Redeployment
Certain events call for units to be redeployed. To redeploy units, pick them up from the map and place them in the location dictated by the event. There is no movement involved. If a player does not have sufficient number or types of units to redeploy, there’s no additional effect. See also (8.1).

Note: This is in the game as a system rule, even if not used in Windhoek.

10.9 Limits
The number of units in the game is a limit. Players cannot recruit more units than appear on the counter sheet.

10.10 Optional Units
Do not use these in the standard game.
11.0 ZONES OF CONTROL
The six hexes immediately surrounding certain unit’s hex constitute that unit’s zone of control (ZOC). ZOCs influence movement and specific rules as stated. Units with a ZOC have a black hexagon to the right of their unit symbol indicating they project a ZOC.

11.1 Extent of ZOC
The following units have ZOC:

- Good Order Mounted Rifles, Commandos and Armored Car units.
- Good Order Armored Trains in their own hexes and adjacent, contiguous functional rail hexes (21.0).

11.2 General
These units always exert ZOC, if they are good order. This is regardless of the phase or turn. The projection of ZOC is never negated by other units, enemy or friendly. Disrupted units never exert ZOC. ZOC extend into and out of all types of terrain and across all types of land hex sides. Both friendly and enemy units may project ZOC into the same hex. There is no additional effect if more than one unit projects a ZOC into the same hex.

11.3 Negation of ZOC
ZOC do not extend across all-sea hex sides, nor into all-sea hexes. They do extend into hexes occupied by enemy units.

11.4 Effect on Movement
Units must halt their movement for that march when first entering an enemy ZOC (EZOC). There is no additional MP cost paid to enter an EZOC.

11.5 Effects on Combat
- Units are not required to attack enemy units that project an EZOC into a friendly occupied hex.
- Units that withdraw or retreat into an EZOC are disrupted (16.4.2).
- Units may advance after combat into and/or through EZOC with no penalty. EZOC never affect advance after combat (17.3).

11.6 Lines of Supply
See 18.0.

11.7 Exiting EZOC
Units may move out of EZOC only if they:

- Make a retreat or advance after combat, or;
- They disengage.

11.8 Disengagement
To disengage, a unit starts its movement in an EZOC and moves normally, except that the unit may not move directly from one EZOC to another EZOC. The unit may enter another EZOC if first entering a hex with no EZOC.

12.0 MARCHES
A march is a single force which moves and then possibly engages in combat. A player conducts marches sequentially within a turn, with individual forces moving and/or attacking, representing various command control issues from the original campaign. See 20.3 for “concentrate on leader” march.

12.1 Forces
A force can consist of a single unit or more than one unit. All units in a force must start in the same hex, then move together. If you have more than one unit starting in a hex, you may form some of them into a force and leave the rest behind the starting hex.

Example: you have three units in a hex. You could form them into one combined force (of three units), or two forces (one of two units which then moves, and a second of one unit which stays behind, or vice versa).

12.2 Marching
To conduct a march, a player must expend one aP. This is regardless of the number of units in that force.

Note: Therefore, each march consists of one force moving (13.0) and then, if it ends the march adjacent to an enemy force, possibly initiating combat (15.0). A force does not have to move to initiate combat (the force would still expend one AP). A force that moves and conducts combat expends only one AP.

12.3 Multiple Marches
You may march an individual unit or force more than once per turn if each march is initiated by expending one AP. Marches can be conducted in any order. A player is not required to march any force.

Example: The Allied player initiates one march (by expending one AP). He moves one force to a hex adjacent to a German force. The Allied player then could initiate combat against that German force (the combat...
costs no additional AP. Following the combat, the Allies could expend additional AP (one of each of the line items below) and do any of the following:

• Initiate an additional march and/or combat with the original force.
• Initiate a march and/or combat with another force, and then;
• Initiate a march and combat with the original force.

12.4 Combat
All units in a hex form a single combined force for attacking and defending (15.0). Any units in the final hex of a force’s movement can participate in any attack even if they did not start in the same hex as the force.

Example: A force of one unit moves into a hex occupied by a friendly unit that is adjacent to an enemy unit. Both units could then initiate combat against the enemy unit.

13.0 LAND UNIT MOVEMENT
A player moves his forces during the movement segment of the March Phase. Units in the moving force can move up to the number of hexes equal to their printed movement factor, (see 13.4 for effects of terrain). You may move eligible units (as a force) in any direction via adjacent hexes.

13.1 Forces & Movement
You move units as a force, and only one force can move per march. A moving force can drop off units during the conduct of a single march. The dropped off unit remains in that hex, they cannot move further in that march. A moving force cannot pick up units during the conduct of a single march (exception: 12.4).

13.2 General
• Only mobile units may move. A unit may expend all, some or none of its movement factor. Static units (those units with a movement factor of zero) cannot move.
• A unit cannot exceed its printed movement factor (also called movement allowance (MA)). If units in the same force have different movement allowances, then units that cannot keep up are dropped off (or the rest of the force can stop).
• A unit may always move one hex per march (if it is not into prohibited terrain or across a prohibited hexside, or from one EZOC to another EZOC). This is so even if it does not have sufficient movement factors to pay the entire cost.
• All movement is final once a player’s hand is withdrawn from the unit he is moving.

13.3 Enemy Forces & EZOC
A friendly unit may never enter a hex containing an enemy unit. Units that enter an EZOC must immediately cease their movement. Friendly ZOC do not affect the movement of friendly units.

13.4 Terrain Effects
Terrain (both in hex and hexside) may affect the movement point (MP) cost to enter a given hex. Consult the Terrain Effects Chart (on map). A unit must have sufficient points to enter a hex (except for minimum movement).

Example: A unit pays one movement point to enter an open hex; it pays two to enter a desert hex, etc.

River hexesides: A unit which crosses a river pays the additional movement point indicated on the TEC (this is in addition to the terrain on the other side of the river.

All Sea hexes: Generally, land units cannot enter all sea hexes (28.0).

Weather: Certain terrain costs are different in rain turns. Consult the TEC.

13.5 Special Movement
Camel Corps: This unit pays only one MP to enter desert hexes.

Railroads: See 21.0.

13.6 Theater of Operations
Units may move anywhere on the map. See 28.0 for Cape Colony and 29.0 for Angola. Ground units may never enter or cross a prohibited hexside or hex.

14.0 STACKING
Stacking is when more than one unit is in a single hex.

14.1 German Stacking
The Germans can have up to twelve units in a hex.

14.2 Allied Stacking
The Allies can have up to nine units in a hex.

14.3 Free Stacking
• Static units do not count against stacking. There can never be more than one of each type of static unit in a hex.
• Air and naval gunfire units do not count for stacking. A player cannot commit more than one each of these types to an individual combat.
• Markers do not count against stacking (25.0).

Example: The German player could have one wireless, one militia, and up to 12 mobile units in a hex. During combat, they can add in one air unit.

14.4 Enforcement
Stacking limits apply during initial deployment, at the end of individual segments and phases. If a hex is over-stacked at this point, the controlling player must eliminate excess units to restore the limit.

14.5 Passing Through
Friendly units may move through other friendly units without hindrance.

14.6 Blocking
Friendly units cannot enter hexes containing enemy units.

15.0 COMBAT
Combat occurs during the combat segment of a March Phase. A combat consists of one force adjacent to a single enemy occupied hex attacking that enemy force.

15.1 Attacker and Defending
The player conducting the march is termed the attacker, while the other player is the defender.

Example: It is the Allied turn, and the Allied player moves a force into a hex adjacent to a German force. The Allies are therefore the attacker.
15.2 One Force, One Attack
Only a marching force can initiate an attack. Other friendly units in other hexes adjacent to the defender may not participate. However, if there were other units in the marching force’s hex at the start that force’s combat segment, then the attacker may add those units into the attack. A single attack can be initiated only against a single defending hex, even if the marching force is adjacent to more than one potentially defending hex.

15.3 Special Situations
Non-moving but marching: If a player does not conduct any movement, he can still initiate a combat by designating one force as conducting a march of zero movement expenditure. This march does cost AP as if conducting a normal march.
Static Units: Static units can never attack. They defend normally.
If it shoots, it fights: Except for static units, all units with a combat factor can attack, including supply units.

15.4 Defending
All defending units in a hex, defend as a single combined force.

15.5 Battle Execution
Each battle must be resolved per the following sequence.

15.5.1 Deploy Units for Battle
Both players reveal and line up all their units on the Battle Board.

15.5.2 Determine Battlefield Advantage
Battlefield advantage is determined by each player rolling one die and then adding the below modifiers to their individual die rolls:
+1: If a player has one or more leaders involved in the combat. [But never more than one, regardless of the number of leaders.]
+1: If a player’s force consists entirely of units with ZOC indicators.
+1: To the defender’s die roll, if the defender is in a town hex.
+1: If a player commits an airplane (attacker declares first, then the defender).
+1: If a player expends one AP (attacker declares first, then defender).
This expenditure is in addition to the active player’s AP cost to conduct an action.
The player that has the higher outcome has the battlefield advantage for that battle. In the event of a tie, the battlefield advantage is determined via the TEC.

15.5.3 Withdrawal Decision
The side with the battlefield advantage selects one of the following:
• Conduct a withdrawal (16.4); or,
• Engage in battle (15.4.4).

15.5.4 Engage in Battle
First Artillery Round: The player with the battlefield advantage initiates combat with his artillery units.
Second Artillery Round: The player without the battlefield advantage initiates combat with his artillery units.
First Close Combat Round: The player with the battlefield advantage initiates combat with his non-artillery units.
Second Close Combat Round: The player without the battlefield advantage initiates combat with his non-artillery units.
Victory Determination: See 17.0.
Retreat determination: See 17.4.
End of Battle: All battles end at this point, no matter the outcome.

15.6 One AP, One Attack
The attacking player expends one AP for a force to move and attack, move only, or attack only. The combat comes to an end after victory determination. The attacker can only execute one attack per action. To initiate another combat another action must be taken by expending another AP (assuming there are AP available).

Note: Therefore, there will be a maximum of four fires, with each side potentially firing artillery and non-artillery units once each.

15.7 Artillery
Artillery units are defined as all units with the artillery symbol, armored trains, and naval support.

16.0 Combat Procedure

16.1 Combat Execution
For each unit, roll one die:
• If the result is less than or equal to the firing unit’s combat factor, inflict one hit on one enemy unit (16.3).
• If the die roll is greater than the unit’s printed combat factor, there is no effect.

Note: See 16.5 for the effects of terrain.

16.2 Implementation
Combat results are implemented at the end of each round of firing (Artillery, or Close). A unit is affected by a result regardless of its type or strength. The player against whom the combat result was inflicted determines which of his units will be affected. A player can distribute losses in any order he desires.

Example: The German side inflicts three hits against Allied units during the First Close Combat Round; the Allied player must inflict those three hits prior to proceeding with the Second Close Combat Round.

16.3 Effects of Hits
• A hit inflicted on a good order unit flips it to its disrupted side. A unit without a disrupted side is eliminated.
• A hit inflicted on a disrupted unit eliminates it.

Important: Combat is not simultaneous. An opposing unit that is eliminated before it has rolled its own combat dice is not eligible to execute combat in that battle. Similarly, a unit which is disrupted rolls using its reduced strength. This is a value of having the battlefield advantage.

16.4 Withdrawal
A player who gains the battlefield advantage (attacking or defending) may declare a withdrawal. If a player declares a withdrawal no firing takes place. The player with battlefield advantage rolls one die. The player must move all units in that force the number of hexes equal to the die roll. Once the withdrawal is completed, the battle comes to an end.

Example: A withdrawal die roll of “3” means the player must withdraw his force three hexes (with all units moving together).
16.4.1 Withdrawal Restrictions

• Withdrawals are in terms of hexes, not MP. A unit may exceed its printed movement factor in a withdrawal if the die roll calls for it.
• All units in a force must withdraw together.
• A withdrawal cannot be made into a hex containing enemy units, all sea hexes or hexes which it could not otherwise enter.
• Static units which are part of a withdrawing force are eliminated, they may not withdraw.
• If a force does not have a hex into which it can legally retreat, then the player cannot choose withdrawal (the force must fight).

16.4.2 Withdrawing into EZOC

Units may withdraw into EZOC. For each EZOC entered, a good order unit is disrupted and an already disrupted unit must roll one die.
• If the result is even number, it withdraws normally.
• If the result is an odd number, it is eliminated. This is checked for each such EZOC.

16.4.3 Advance

This can be executed by an attacking force if the defender withdrew, per (17.3).

16.4.4 Cape Colony

South African and British units can withdraw off the south map edge. When doing so they are placed in the Cape Colony Box. The force ends its withdrawal in that box. Except for the Cape Colony, units cannot withdraw off the map.

16.5 Effects of Terrain on Combat

Terrain and Entrenchments have the following effects on combat. Loss reductions are determined at the end of each round of Fire.

Note: When determining percent of losses, always round up.

Entrenchments: If the defending force is in an entrenchment, reduce defender’s loss by 50% (round up). Entrenchments also negate retreat results. The defender may still withdraw normally (16.4).
Mountains: If the defending force occupies a mountain hex, reduce defender’s loss by 50%.
Rivers & Rain: If the attacking force is attacking across a river hexside, during a rain turn reduce the defender’s loss by 50%.

Note: Terrain effects are not cumulative. If more than one of the conditions listed above apply, the reduction is still 50%.

Important: Terrain in hexes occupied by attacking units have no effect on combat.

17.0 BATTLE OUTCOME

17.1 Winning Side

A player wins a battle if at the end of the combat: he has at least one surviving good order unit; and all enemy units have been eliminated and/or disrupted.

17.2 Losing Side

A player loses a battle if all his forces have been eliminated and/or disrupted, and the enemy has at least one surviving good order unit.

17.3 Draw

A battle ends in a draw if:
• The advantage player withdrew at the start of the battle (16.4); or,
• Both sides have units remaining that are not disrupted.

17.4 Retreat

The losing side must retreat. This is executed as a withdrawal (16.4).

Exception: If a force (attacking or defending) occupies an entrenchment, the owning player can negate a required retreat and keep the force in place (and no units from the force can retreat). The battle still ends. If a force retreats into a hex containing a friendly entrenchment the player may stop the retreat in that hex. Again, this applies to all units making the retreat.

17.5 Advance After Combat

If the attacker wins the battle, and the defending hex has been cleared of enemy units, the attacker may advance some, all, or none of his attacking mobile units into the defender’s hex. Advance after combat must be executed immediately. It does not cost MP and can be through EZOC (at no penalty).

Note: The advance can include all units in the attacking force, including artillery, supply, etc.

17.6 Major Battles & AP

If the side that lost the battle had at least three units (any type) eliminated (not disrupted) in that battle, including units eliminated in a retreat, then:
• The winning side gains one AP (total, not per unit).
• The losing side loses one AP.

Note: Obviously, winning or losing a major battle is going to be a significant event in the game, so maneuver wisely!

18.0 SUPPLY

A player checks supply during the friendly Supply Phase. Units that cannot trace a line of supply (LOS) to a supply source are out of supply and are subject to attrition checks.

Note: The biggest supply issue in the campaign was the provision of water. Ammunition was sometimes an issue.

18.1 Always in Supply

Units: The following units are always in supply, they are not required to trace a LOS.
• Leaders
• Camel Corps
• Militia
• Armored Trains
• Supply Units
• Aeroplanes
• Naval Support

Locations: Units in the below locations are not required to trace a LOS. In some cases, there are restrictions on the types of units that meet this criterion.
• Allied units in the Cape Colony Box
• All units in towns or settlements. The town/settlement cannot have an infernal device marker. Towns and settlements are
supply sources for the units stacked in the same hex, they are not supply sources for units in other hexes.

- All units adjacent to a river hexside during a rain turn only.
- During all other turns, supply may not be traced via river hexes.
- Commando units in bush or open terrain.
- Units stacked with or adjacent to a supply unit. EZOC do not affect this supply status.

**Note:** When a unit is adjacent to a supply unit, it is not tracing a LOS, thus 18.2.2 does not apply

### 18.2 Line of Supply

Units that do not meet the requirements listed in 18.1 must trace a LOS to a supply source. Supply sources are:

- A friendly supply unit.
- Allies only: a port occupied by Allied units.

#### 18.2.1 Tracing LOS

Units on or adjacent to a functional railroad line (21.0) hex may trace a LOS an unlimited number of hexes along a functional railroad to a supply source.

**Important:** LOS may not be traced thru railroad break markers (25.2).

#### 18.2.2 Blocking LOS

A LOS is blocked by:

- Hexes containing enemy units, or;
- Hexes containing EZOC.

**Important:** Friendly units do not negate EZOC when tracing supply.

### 18.3 Supply Units

Supply units provide supply. They are treated as mobile units for all other purposes, including combat.

**Important:** Using supply units for supply does not expend them. They represent the terminus of logistics operation.

### 18.4 Allied Truck Unit

Allied truck units’ function as supply units for all purposes.

### 18.5 Supply Attrition

During a player’s Supply Phase, the owning player must roll one die for each unit that is determined to be out of supply (18.1 & 18.2). Implement the below results immediately:

- **1 to 3:** Good order units are disrupted. A disrupted unit is eliminated.
- **4 to 6:** No effect.

### 18.6 Disposition

Units eliminated via supply attrition are placed back in the Recruit Box and may be recruited again.

### 19.0 UNIT STATUS & RALLY

Most combat units have two sides: the front is their full strength or good order side; the reverse is their reduced strength or disrupted side. Units are reduced due to combat, being out of supply, or by certain events.

#### 19.1 Deployment

Units placed during initial setup (6.0) and as recruited units are always placed on their good order side.

#### 19.2 Rally Procedure

A player can restore disrupted units to good order status during a friendly Rally Phase. The player may do this for each hex which contains disrupted units and is in supply (18.0). For each AP expended, you can rally up to two disrupted units in a hex.

**Example:** There are four disrupted German units in a hex; the German player may expend two AP to rally all four disrupted units, or the player may expend one AP to rally two of the disrupted units.

### 20.0 LEADERS

Leaders function as mobile units, they are considered combat units for all purposes including taking hits (being eliminated). Leaders count as one unit for stacking purposes. Leaders have the following special abilities.

#### 20.1 Action Point Generation

A player receives one additional AP for each leader on the map (8.0).

#### 20.2 Battlefield Advantage

See 15.5.

#### 20.3 Concentrate on Leader

Prior to declaring a force for a march, a player may expend one AP and declare a concentrate on leader action. The player then designates the leader conducting the action and then may move units as follows:

- The designated leader may not move.
- Any unit that could move to the leader’s current hex in one march, may move to the leader’s location and may conduct combat.
- The Allies can perform this into and out of the Cape Colony, if a leader is in Cape Colony or is on the map within the march distance of a unit in Cape Colony.
- Units moving during a concentrate on leader action may not use rail or naval movement.

### 21.0 RAILROAD OPERATIONS

Railroads enhance movement and extend LOS (18.1). Contiguous is defined as a railroad line which crosses a hexside from one hex to another (exception 21.8).

#### 21.1 Railroad as Roads

All railroads are considered to have roads running along them (even if not printed on the map). Roads functions regardless if the railroad is broken or functioning. Units which move along roads pay only one-half movement point per hex entered. This is regardless of other terrain in the hex. Road movement can be conducted in enemy territory, and into or out of EZOC.

**Important:** Roads negate other terrain in the hex for movement, but not for combat.

#### 21.2 Railroads as Railroads

A player can declare railroad movement along contiguous railroad hexes. To do so, the force starts in a railroad hex, the player pays one AP, and then moves that force an unlimited number of hexes via a functional railroad net. Units moving by rail use their entire movement allowance. They may not move before or after during the same action. They may conduct combat after moving by rail.
21.3 Railroad Nets
All hexes of a railroad movement must be along functional rail nets. Rail movement cannot be made into or out of a hex containing a break marker, rail hexes under construction or rail hexes not yet constructed. A player can use railroads in enemy territory.

21.4 Bridges
Units using road and railroad movement to cross river hexesides do not pay river crossing costs.

21.5 Engaging
Road and rail movement can be made from and into EZOC. Units that moved using rail or road movement may conduct attacks in the same march.

21.6 Armored Train Operations
Armored trains may only move along functional, contiguous railroad hexes. They have a limited ZOC which extend into contiguous railroad hexes. They can attack only into contiguous railroad hexes. They defend normally. They can only withdraw and retreat along functioning, contiguous railroads. If an armored train is part of a force which withdraws, then that force must withdraw along contiguous railroad hexes (or not at all). Note: See rules (24.0 & 25.0) for railroad breaks and repairs.

21.7 Building Armored Trains
• The German player may build armored trains in any friendly occupied town hex which contains a functioning rail line.
• The Allied player may build armored trains in any Allied occupied port which contains a functioning rail line.

21.8 Railroads under construction
These do not count as railroads or roads until they have been built. Treat as other terrain in the hex (22.0).

22.0 NAVAL OPERATIONS
The Allied player can conduct naval movement. The Allies can also employ naval gunfire unit as a form of artillery.

Note: The Germans cannot conduct naval operations.

22.1 Naval Transfer
The Allied player can move Allied units via sea. This can be done in one of two ways:
• A force must start in a port hex or Cape Colony and then move to any coastal or port hex, or;
• Start on any coastal hex and then move to any Allied occupied port or Cape Colony.

Note: The unit must either start or end the naval move in a port or Cape Colony.

22.2 Restrictions
It costs two AP to conduct a naval transfer.
• Naval transfer may not be made into hexes containing German units.
• Units may not conduct any other type of movement when conducting naval transfer action.

Note: The Amphibious marker is a mnemonic; use it at your option.

22.3 Amphibious Assaults
A force which makes a naval transfer and lands adjacent to a German force may attack those units in the same action. Units cannot attack from all sea hexes against hexes containing enemy units.

23.0 AEROPLANES & NAVAL GUNFIRE
Aeroplanes and naval gunfire units are special support units. When recruited, they remain off the map in the Support Box. When used, they are placed on the map temporarily, then returned to the Support Box (or possibly eliminated for aeroplanes).

23.1 Aeroplanes
A player can place up to one aeroplane (if available) per ground combat. This gives that player a plus one (+1) die roll modifier for battle advantage. The attacker declares first, then the defender. Aeroplanes have no other effects, do not fight each other, are not affected by the outcomes of ground combat. There is not an AP cost for this support.

23.2 Aerial Scouting
Aerial scouting is conducted as a separate action during a March Phase. Expend one AP and place one aeroplane marker on a hex within ten hexes of a friendly supply unit or truck. Roll one die and implement the result:
Odd Number: Examine all units in and adjacent to the selected hex.
Even Number: No effect.

23.3 Recycling Aeroplanes
After an aeroplane has been used (for battle advantage determination or scouting), the owning player must roll on the Air Recycling Table. Apply the result immediately for the aeroplane. Results are explained adjacent to the table.

Note: See 10.5 for details regarding aeroplane recycling.

23.4 Sorties
Within the constraints of the Recycle Table and AP expenditure, a player may use an aeroplane any number of times in a game turn. Only one aeroplane may be used by each side in a single action or combat.

23.5 Naval Gunfire
The Allied player can commit naval gunfire before battlefield advantage is determined. Naval gunfire can only be committed against German units defending in a port or coastal hex. Naval gunfire cannot:
• Attack by itself.
• Be affected by battle outcomes, nor can they absorb hits.
• Cannot be used more than once per turn (even if a force withdraws).
• Naval gunfire acts as an artillery unit during combat. It does not affect the battlefield advantage die roll.

23.6 General
Aeroplanes and naval gunfire units are always in supply, do not count for stacking, and do not project ZOC.

24.0 ENGINEERS
Engineers are mobile units with special abilities.

24.1 River Crossing
If an engineer unit is part of a moving force, then all units in that force do not pay the additional movement points to cross a river hexside.
24.2 Rail Breaks & Infernal Devices
Engineering actions take place during the March Phase. The active player may declare an engineer action. The player expends one AP and designates the engineer conducting the action. Remove all railroad break and infernal device markers in the hex occupied by the designated engineer. The engineer cannot move when conducting an engineer action. It is eligible to be moved in a subsequent action.

Notes: Rail breaks cannot be placed in railroad construction routes unless there is a constructed railroad in it, per 32.0.

25.3 Infernal Devices
A player can place an infernal device in any hex containing a town or settlement and at least one friendly mobile unit. It costs 1 AP for an engineer or 2 AP for a non-engineer. Placement of an infernal device takes place during the March Phase. A unit placing a device cannot move or conduct combat during that action.

Note: Infernal devices represent landmines, booby traps, and poisoned wells.

25.0 SPECIAL MARKERS
These include entrenchments, rail breaks, wireless, and infernal devices.

25.1 Entrenchments
Entrenchments represent field fortifications and strongpoints.

25.1.1 Construction of Entrenchments
Entrenchments are built during the Recruit Phase. The active player must have a good order unit in the hex. Expend one AP if an engineer, or two for other units. Place an entrenchment marker in the hex.

Note: The Germans can also deploy entrenchments during their initial game setup (6.0).

25.1.2 Duration of Entrenchments
An entrenchment remains on the map if at least one friendly unit is in the same hex. The instant that there are no friendly units in the hex (they were eliminated, withdrew/retreated, or move out of the hex) remove the entrenchment marker.

25.1.3 Effects of Entrenchments
• Units defending in entrenchment automatically win ties when determining battle advantage.
• Hits against a force defending in an entrenchment are reduced by 50% (15.5).
• Units defending in entrenchments can negate a mandatory retreat against defenders.

Note: Units in entrenchments can attack normally, but cause no reduction to defending fire, and retreat normally.

25.2 Rail Breaks
A player can render railroad hexes inoperable by creating a break. This is an action conducted during the March Phase, and costs one AP. Units placing a rail break may not conduct any movement or combat in this action. There must be at least one friendly mobile unit in a railroad hex. Place a break marker in the hex.

25.2.1 Effects of Rail Breaks
Players cannot use rail movement (21.0) or trace a rail LOS (18.0) into or out of a hex containing a break. The hex still counts as a road for movement. Any bridge on the side of the hex is rendered inoperable. These effects apply to both players.

25.2.2 Duration of Breaks
A rail break remains on the map until repaired (24.2).

25.3 Infernal Devices
A player can place an infernal device in any hex containing a town or settlement and at least one friendly mobile unit. It costs 1 AP for an engineer or 2 AP for a non-engineer. Placement of an infernal device takes place during the March Phase. A unit placing a device cannot move or conduct combat during that action.

Note: Infernal devices represent landmines, booby traps, and poisoned wells.

25.3.1 Effects of Infernal Devices
The town or settlement loses all ability to supply units, or act as a deployment point for reinforcements. Units must cease movement when entering a hex with an infernal device. If they start an action in a hex with an infernal device, they can move out normally.

25.3.2 Duration of Infernal Devices
An infernal device remains on the map until repaired (24.2).

25.4 General
• Markers are not units. They do not count for stacking, do not check supply, etc. Also, the number of markers in the counter mix is not limited, you can always make more.
• There can never be more than one of each type of these markers in a hex (you could have up to one entrenchment, one rail break and one infernal machine).

26.0 FOG OF WAR
A player may examine enemy player’s forces only under the following circumstances:
• During combat (15.0).
• By air scouting (23.0).
• The Germans can always examine Allies units located in SWA.
• The Allies can always examine German units located in South Africa and Angola

Exception: This does not apply to Bechuanaland.

26.1 Muster Rolls
You can always examine your own units.

26.2 Column Markers
Players can place column markers on the map as substitute counters. Place the corresponding units in the box on the map. Units in a Column Box act as if they are on the map. Column marker do not have any special abilities, they are simply a way to reduce stacking on the map.

27.0 WEATHER
The Turn Record Track denotes which game turns are rain turns. Rain turns have the following effects:
• Terrain costs are increased in some cases.
• All units are in supply when adjacent to a river hexside. They are not required to trace a normal LOS.
• Certain events apply only in rain turns.
28.0 ALLIED CAPE COLONY BASE
The Cape Colony Box represents Allied bases off the southern and southeastern edge of the map.

28.1 Entry and Exit
Cape Colony is adjacent to the southern map edge for both land and sea movement. It is adjacent to the south-east map edge for land movement on the hexes indicated. The Allies may move their units to and from Cape Colony via land and naval movement. It costs one movement point to enter Cape Colony. Units must cease movement when they enter the Cape Colony Box. Units pay the normal movement cost for the hex in which they enter the map. There is no other movement point cost for moving from Cape Colony to the map. Allied units entering or exiting Cape Colony may enter the map anywhere along the south side of the map or along the south-east side of the map from hex 4134 to 4131.

Important: Ignore the Cape Colony Box connection note.

28.2 Allies only
German and Portuguese units cannot enter Cape Colony.

28.3 Other effects
- Cape Colony is an Allied Port.
- For force formation (12.0) and rally (19.0), Cape Colony counts as one hex. An Allied unit in an ELOC could disengage by entering Cape Colony.
- German ZOC do not extend into Cape Colony. If a German unit is exerting a ZOC into a hex adjacent to the entry map edge, the Allied player could move a unit in Cape Colony into that hex (it would have to stop there).

28.4 Combat
Units may not attack into or out of Cape Colony. Allied units must first move onto the map.

28.5 Supply
- Allied units in Cape Colony are always in supply.
- Allied units on the map may trace a LOS to Cape Colony via a map edge (counting as one hex).

29.0 PORTUGUESE WEST AFRICA (ANGOLA)

29.1 Neutrality
Portuguese forces and territory start the game neutral. While neutral:
- Neither player controls Portuguese forces.
- Neither player’s units, LOS or ZOC can enter Angola.
- Neither player can attack Portuguese units.
- Portuguese units do not have ZOC and are in automatic supply.

29.2 Belligerence
Portugal becomes a belligerent the instant that the Portuguese West Africa event is rolled on the Event Table. When that occurs:
- The restrictions of neutrality are lifted.
- The Allied player gains control of Portuguese forces.
- The Allied side receives one additional AP each turn.

29.3 Portuguese operations
Portuguese forces are treated as Allied units, with the following exceptions:
- Portuguese units cannot stack with other Allied units (and vice versa).
- Portuguese units can draw supply only from the Portuguese supply unit (and vice versa). They can draw automatic supply normally.
- Portuguese units can enter only Angola and German SWA. They cannot enter Walvis Bay, South Africa, Bechuanaland or the Cape Colony Box.

29.4 Recruiting
The Allies may not recruit Portuguese units. However, if the event Portuguese West Africa is rolled a second or subsequent time after Portuguese entry, then the Allies may recruit two available Portuguese mobile units, if available (at no cost in AP). Deploy them in Port Alexander (if Allied-occupied) or the north map edge in Angola (in a hex with no German units or ZOC). Eliminated Portuguese units cannot be recruited.

29.5 Portuguese Operations
Allies pay the normal AP to operate Portuguese units. They refit normally.

OPTIONAL RULES

30.0 MORALE

30.1 Capturing Supply
If a force wins a battle against a force which contains an enemy supply or truck unit, and that unit is eliminated for any reason due to a battle result (including withdrawal/retreat), the winning player gains one AP (per each such unit).

30.2 Capturing Towns
Both sides are awarded AP in accordance with their respective AP Generation Charts on the map.

Important: The points are awarded for each town so captured. This occurs only once per town per game, and no AP are lost if the other side recaptures a town.

31.0 AMPHIBIOUS ASSAULTS
Allied units with the marine infantry symbol can conduct amphibious assaults. They do this as part of a naval transfer march. Place the marine unit on an all sea hex adjacent to an enemy occupied coastal hex. The amphibious force then attacks the enemy force. If the amphibious force fails to win the battle, then all units in the attacking force are eliminated.

31.1 Support
For each marine unit, the Allied player may add two infantry units to the force. The Allies can also add in any available naval gunfire and air support.

Example: An Allied force consisting of the RMLI plus two South African infantry battalions could attack a German unit defending in Lüderitz Bay from an all sea hex.
32.0 RAILROAD CONSTRUCTION
The Allies may build additional railroads. There are three such railroads indicated by dashed lines on the map.

32.1 Procedure
Railroad construction is conducted as an action during the March Phase. The Allied player must have an engineer unit in the start hex. Expending one AP, move the engineer one space (into the outline of the railroad). Then cease movement. Place the railhead marker in that space. The railroad now extends to that hex. Repeat this process until the railroad reaches the final hex (it can go no further).

Note: The Allies can build any number of railroad hexes in each turn if they follow this procedure.

There are three railroads you can build. Walvis Bay to hex 2117: The first hex built must be Walvis Bay. Otjiwarongo to Okakakana: The first hex built must be Otjiwarongo. Upington to hex 3429: The first hex built must be Upington.

32.2 Details
A new Railroad hex must be adjacent to an already constructed railroad (no skipping!). The engineer must otherwise follow the rules of movement. A railroad cannot be built into a hex containing an EZOC. If there are two or more engineers in a hex, then by expending one AP per engineer, and moving the engineers along the line, you can build railroad hexes equal to the number of engineers in the hex.

32.3 Operations
Constructed railroads are treated as printed railroads. Both sides can use them. They can be broken and repaired (24.0, 25.0). The railhead marker has no other effect on play.

33.0 OPTIONAL UNITS
These represent forces which might have been deployed to SW Africa, as well as additional special capabilities.

33.1 Kamarun Kompanie
The Germans can build the Kamarun Kompanie during initial deployment at a cost of two AP. Deploy it in any German occupied SW Africa town. Building this unit does not extend the game.

33.2 German LP Truck Unit
The German player may build the optional LP truck unit at a cost of 2 AP. Treat it the same as the Allied truck unit (18.4).

33.3 British Commonwealth (CW) Brigades
The Allies can build up to three CW brigades at a cost 3 AP each. This can be done only in 1914. Deploy in Cape Colony. If any CW brigades are built, deduct one from the total number of turns in the game. This is cumulative with the game extension for the Germans deploying MEK and Ostasien units.

Example: The Allies build two CW brigades; the game comes to an end in May 1915 (instead of June).

33.4 Armored Trains
Armored trains can ignore EZOC of non-armored train units for all game purposes.

34.0 GERMAN EAST ASIA SQUADRON
The Ostasien Squadron was the cruiser force commanded by Admiral Spee which was destroyed at the Battle of the Falklands in December 1914, but there was a possibility that Spee would have sailed to SW Africa. The German player can deploy the Ostasien reinforcements if the event German Blockade Runner occurs in a 1915 turn (regardless of port occupation). This extends the game to the end of August 1915.

The East Asian Squadron reinforcement can be received only once per game, and only the first time the event is rolled. The German player must implement this event. If the Germans initially deployed any MEK units, the game still ends in August 1915 (5.4). This does not prevent the other German Blockade Runner events from occurring if rolled again.

34.1 Ostasien Reinforcement
- The German player receives the Ostasien naval gunfire unit. The Germans use this per 23.4.
- During any End Game Turn Phase, in which the Ostasien naval gunfire unit is in play, roll one die and implement the following:
  - DR of 1 to 3: No effect.
  - DR of 4 to 6: Eliminate the Ostasien naval gunfire unit.
- If the Ostasien naval gunfire unit is eliminated, the German player immediately receives the Ostasien marines and Ostasien artillery units. Place them on any coastal hexes (at no AP cost) in Southwest Africa not containing Allied units or ZOC.

Note: The artillery and marines represent surviving sailors and salvaged warship weapons.

34.2 Naval Supremacy
If the German Ostasien naval gunfire unit is in play, the Allies cannot use their naval gunfire unit and cannot use naval transfer or amphibious movement. The Allied naval unit is not eliminated, it is just temporarily out of play.

Note: The Ostasien units cannot otherwise enter play.

35.0 HISTORICAL ALLIED DEPLOYMENT
This is the deployment for British units; Portuguese units are deployed per standard scenario rules.

Walvis Bay: 1 x Militia (4-0), 1 x Infantry (4-4).
South African towns, one per hex: 3 x Militia (2-0).
Cape Colony: Column A: 5 x mounted rifle (3-7); 1 x Infantry (4-4); 1 x Horse Artillery (2-7); 1 x Engineer (2-5); 1 x Supply Unit (1-4).
Upington: Column B: 1 x Mounted Rifle (3-7); 1 x Commando (2-8); 1 x Artillery; 1 x Supply Unit (1-4).
Springbok: Column C: 1 x Mounted Rifle (3-7); 2 x Infantry (4-4); 1 x Engineer (2-5); 1 x Supply Unit (1-4).
# Events Table

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<tr>
<th>Die roll</th>
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<td>2</td>
<td><strong>German Blockade Runner:</strong>&lt;br&gt; 1) If the Germans occupy at least one port hex (anywhere) then roll one die and add that number of AP to the German index; and:&lt;br&gt; 2) The Germans can recruit and deploy one MEK unit in one port they occupy (if available, at no AP cost).&lt;br&gt; 3) See the optional German East Asia (Ostasien) Squadron rule.</td>
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<tr>
<td>3</td>
<td><strong>Ausland Rebellion:</strong> Reduce the German AP index to zero. The German player selects two German units and disrupts them.</td>
</tr>
<tr>
<td>4</td>
<td><strong>Guerrillas:</strong> The German player can recruit any one German mounted infantry or reserve infantry unit (at no cost in AP and even if eliminated). Deploy the unit in any town or settlement in German SWa which has no units of either side in it. If no town exists, then this event has no effect. This unit does not extend the game (5.4).</td>
</tr>
<tr>
<td>5</td>
<td><strong>South African Parliamentary Debate:</strong> The Allied player rolls one die. If the result is odd, add that number to the Allied AP Index; if the result is even, subtract that number from the Allied AP Index.</td>
</tr>
<tr>
<td>6</td>
<td><strong>Morale Check:</strong> If one side’s units occupies more town hexes than the other side, then that player rolls one die and gains that number of AP. The other player rolls one die and loses that number of AP.</td>
</tr>
<tr>
<td>7</td>
<td><strong>Portuguese West Africa:</strong> Allies gain control of Portuguese forces. Both sides can now enter Angola. The Allied player may recruit two Portuguese units at no cost. After the Portuguese activate, each subsequent time this event is rolled, the Allies can recruit up to two additional Portuguese units (at no AP cost).</td>
</tr>
<tr>
<td>8</td>
<td><strong>Boer Rebellion:</strong>&lt;br&gt; 1) Reduce the Allied AP index to zero.&lt;br&gt; 2) On the following game turn, the German side receives Boer Rebel Maritz and Kemp commando units; and the Boer Rebel VK artillery unit (at no AP cost).&lt;br&gt; 3) Allies receive the Botha Leader two turns later.&lt;br&gt; This event can occur only once per game.</td>
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<tr>
<td>9</td>
<td><strong>Rain Storms:</strong>&lt;br&gt; 1) If this is a rain turn, each player loses two AP; and for the remainder of this turn, all units are in supply if adjacent to river hexes.&lt;br&gt; 2) On other turns, no effect.</td>
</tr>
<tr>
<td>10</td>
<td><strong>Allied Intelligence Breakthrough:</strong> The Allied player may immediately examine all German units and columns. The Allied side gains two AP.</td>
</tr>
<tr>
<td>11</td>
<td><strong>German Intelligence Breakthrough:</strong> The German player may immediately examine all Allied units and columns. The German side gains two AP.</td>
</tr>
<tr>
<td>12</td>
<td>It’s quiet; too quiet! No effect.</td>
</tr>
</tbody>
</table>