

TANGA 1914

REFERENCE CARD

1. LEADERS

Wounded

- Instead of becoming a casualty, leaders who roll a '7' but do not use their EB are wounded for 1D6 turns.

German

- If melee, advancing after melee or morale, eligible only for their formation.
- If stacking, moving or rally, eligible for all friendly units.

2. STACKING

- Dorothea and Hermann artillery with Haup Hering only.
- If over-stacked, displace into adjacent hexes closer to RO. Good order displaced units become disrupted.
- Units of staff formations may stack without the presence of a leader.

3. FACING

- In European Tanga or Boma hex, all frontal facing.
- British MG units with MG Fired marker are not eligible to move but can change facing or stacking.

4. OPPORTUNITY FIRE

- Every 3 hexes.
- Moving units only are affected.
- Terrain modifier depends on terrain cost paid.

5. MELEE

- May melee multiple times but D6 =< present round of melee to end but '6' continue melee.
- Attacking MG may not participate in a melee.

Advance After Melee

- D6 +/- leader, '4-5' one hex and '6' two hexes.
- Halt if move adjacent to enemy unit.
- Attacking MG may participate in an advance.

6. MORALE

- British MG morale '1' if targeted by opportunity fire.
- If different Indian sects stacked, '-1' morale.

Retreat

- Required from fire or melee three hexes.
- Chosen from melee 1/2 MF.
- Melee ends, attacker one hex.
- German off-map return 1/2 MF.
- Retreated CS '0'.
- If British MG, D6 =< 4 eliminated.

Collapse

- If routed through, friendly retreated or collapsed units do not conduct an IMC.
- Defensive fire and defend in melee only.
- Melee is flank attack and must retreat after first round.
- Two collapses eliminated.
- May rally at night but recover at 6:00.

Rally

- Units always rally on an unmodified roll of '1'.

7. LANDING DISRUPTION

- 5-6 disrupted.
- -1 landing during day turn.
- -1 units of same battalion landed at same beach or beachhead during a previous turn.

8. ARTILLERY

- May fire multiple times but D6 =< present round of fire to end but '6' continue firing.
- Indirect fire D6 => distance in hexes or '6' to hit, or scatter.
- No flank bonus.

9. KILLER BEES

- If defender in plantation and fire roll '12', defender IMC.

10. DITCH AND RR EMBANKMENT

- If looking from ditch or RR embankment to same, LOS to adjacent hex only.
- If fire or melee from ditch or RR embankment to same, defender no terrain DRM.
- IP may not be built in ditch or RR embankment.
- TEC, Improved Position to read '+2' not 'No Effect' for British and German defending IP in melee.

11. NIGHT

- Fire range two hexes.
- Leaders and Germans 1/2 MF.
- British one hex only.
- British may not build IP.
- Disrupted may not rally but see 'Collapse'.

12. RAIN

- Begins on D6 =< 4 and ends D6 => 4.
- No British or German movement phase.
- IP have no effect on fire combat.
- LOS adjacent hex only.

13. NEW COUNTERS AND MARKERS

3 '+0 Captain' counters

CAPT +0
3rd Jam &
Kas/3rd
Gwalior

3 added to 3rd Jam & Kas/3rd Gwalior due to lack of leaders (*a minimum of 4 leaders are required to initially deploy a battalion effectively*).

6 MG markers/18 Dummy markers

MG

Dummy

Each of the 6 British battalions with an MG are allotted a set of 1 'MG' and 3 'Dummy'.

1 Phase marker

Phase

Place on the *Sequence of Play Template* to denote which phase is currently being played.

1 Formation marker

Formation

Place on the *Sequence of Play Template* to denote which formation is currently playing.

1 Objective marker

Objective

Place in objective hex chosen from the *Objective Priority Hex Chart*.

8 Entry markers

ENTRY

13th
Rajput

Place in entry hex rolled on the *Tanga Entry Hex Table*.

1 RO marker

RO

Place in retreat objective hex chosen from the *RO Priority Hex Chart*.

1 Artillery marker

Artillery

Place in target hex chosen from the *Target Priority Hex Chart*. If scatters, place in scatter hex rolled on the *Scatter Diagram*.

ENTRY <i>13th Rajput</i>	ENTRY <i>61st KGOP</i>	ENTRY <i>98th Inf</i>	ENTRY <i>2nd LNL</i>
ENTRY <i>2nd Jam & Kas</i>	ENTRY <i>3rd Jam & Kas/3rd Gwalior</i>	ENTRY <i>101st Gren</i>	ENTRY <i>63rd PLI</i>
MG	MG	MG	MG
<i>Dummy</i>	<i>Dummy</i>	<i>Dummy</i>	<i>Dummy</i>
<i>Dummy</i>	<i>Dummy</i>	<i>Dummy</i>	<i>Dummy</i>
<i>Dummy</i>	<i>Dummy</i>	<i>Dummy</i>	<i>Dummy</i>
MG	MG	Phase	Formation
<i>Dummy</i>	<i>Dummy</i>	Objective	RO
<i>Dummy</i>	<i>Dummy</i>	Artillery	CAPT +0 <i>3rd Jam & Kas/3rd Gwalior</i>
<i>Dummy</i>	<i>Dummy</i>	CAPT +0 <i>3rd Jam & Kas/3rd Gwalior</i>	CAPT +0 <i>3rd Jam & Kas/3rd Gwalior</i>

TANGA 1914 SEQUENCE OF PLAY TEMPLATE	<i>Order of Actions</i>
MUTUAL RALLY Remove MG Moved/Fired markers Check for Rain	<i>13th Rajput</i>
MUTUAL RE-SUPPLY	<i>61st KGOP</i>
BRITISH AMPHIBIOUS DEBARKATION	<i>Imp Serv Staff</i>
BRITISH OFFENSIVE FIRE	<i>2nd LNL</i>
BRITISH MOVEMENT German Opportunity Fire	<i>2nd Jam & Kas</i>
GERMAN DEFENSIVE FIRE	<i>3rd Jam & Kas/3rd Gwalior</i>
BRITISH MELEE Remove Black Powder markers	<i>27th Bangalore Staff</i>
GERMAN OFFENSIVE FIRE	<i>63rd PLI</i>
GERMAN MOVEMENT British Opportunity Fire	<i>101st Gren</i>
BRITISH DEFENSIVE FIRE	<i>98th Inf</i>
GERMAN MELEE	<i>I.E.F. 'B' Staff</i>
MUTUAL END GAME TURN Advance Hour marker Advance Day marker	

Remove Retreat markers at the end of each phase.