

TANGA 1914

SOLITAIRE RULES CARD

- *Not all aspects of the game are covered in these rules, notably British facing and British leader allocation. If a situation arises during play not covered by these rules, do the action you think best for the British.*
- *Each of the four priority charts function the same. Priority '1' will apply first. If there is more than one Priority '1', move down to Priority '2'. If there is still more than one Priority '2', move down to Priority '3'. Keep going until only a single hex is eligible at that priority.*

1. BRITISH MACHINE GUNS

- Each formation has a set of 4 MG markers, 3 dummy and one MG.
- Markers are placed face down at set-up, one to a stack, under 'A', 'C', 'E' and 'G' companies. Marker moves with designated company.
- Ignore markers for all game purposes until revealed.
- Revealed when in LOS of a German unit.
- If MG not eliminated, place the 4 MG markers again after collapse recovery, not under disrupted (*if possible*) and maximum of 1 marker per hex.

2. BRITISH ORDER OF ACTIONS

- British carry out actions by formation in the priority listed on the Sequence of Play Template, starting with the 13th Rajput.
- There are 2 types of British formations, Battalions and Staff.
- Each battalion carries out actions in order of lead in stack or companies A to H then MG.
- Each staff carries out actions in order of lead in stack or artillery, infantry then MG.
- Actions are Debark, Move, Fire, Melee, Retreat and Rout.

3. BRITISH AMPHIBIOUS DEBARKATION

- Randomize landing beach (*draw Beach marker from cup*).
- Place 4 combat units per wave due to hidden MG rules.
- Once landed, all units apart form Staff treat beach and beachhead hexes as 'prohibited'.

4. BRITISH FIRE

- Target will be a German 'firing unit' in range and LOS chosen from the Target Priority Hex Chart.
- Whenever possible, choose a MG as the firing unit.
- Unit will not fire if terrain modified TCF is < 2.

5. BRITISH MELEE

- Target will be an adjacent German 'firing unit' chosen from the Target Priority Hex Chart.
- Always add British leader's EB to 'advance after melee combat' roll.
- Retreat all British units from melee if hit chance, modified by terrain, is less than '7'.

Target Priority Hex Chart

1	MG.
2	In hex with lowest negative terrain modifier.
3	If firing, highest CF.
4	If melee, lowest CF.
5	Not black powder.
6	In hex with lowest hex number.

6. BRITISH RETREAT

- For rally purposes, reorganize as 9. British Movement during retreat.
- Leaders retreat with last unit of stack.

7. BRITISH COLLAPSE

- For rally purposes, reorganize as 9. British Movement during rout.
- Remove Entry marker.
- A formation must roll a D6 =< FBN - present FBL to move and attack again (*roll Tanga Entry hex*).

8. BRITISH STAFF FORMATIONS

- One staff formation per beach (*A, B and C*).
- Re-supplied by one or more Stevedores.

Staff Chart

Imperial Service	27th Bangalore	I.E.F. 'B'
Tighe	Wapshare	Aitken
HQ Coy	HQ Coy	Meinertzhagen
NW RV/MG	Fardikot S & M	HQ Coy
NW RV/Art	1/28th Mtn RA	2/28th Mtn RA
Stevedores	Stevedores	Stevedores



9. BRITISH MOVEMENT

- Carry out the following (*reorganize, generate hexes, move and move leaders*) for each formation (*see 2. British Order of Actions*). First retreat disrupted units 3 hexes. If already in RO hex, place Retreat marker but do not move unless reorganize required. Next, carry out the following steps with good order units:

Reorganize

- Where possible, stack 1 leader, 2 infantry and 1 MG in each hex using the priorities under the Move Priority Hex Chart if required to move.
- Firing unit will be best infantry CF.
- Each stack or individual unit now moves with remaining MF towards a hex generated from A, B or C below, depending on situation.

A. Roll Tanga Entry Hex

- Formations first attempt to capture a Tanga Entry hex. This represents the point in the town perimeter where the formation will attempt penetration into the town proper.
- Roll 2D6 and place Entry marker in hex.
- Re-roll if another Entry marker already present.
- If hex entered by British, an objective hex may now be chosen by each stack or unit of the formation.
- If hex entered by Germans, British may not choose objective hex until hex re-entered by British.

Tanga Entry Hex Table			
Result	Hex	Result	Hex
2	2411	8	2515
3	2410	9	2514
4	2309	10	2513
5	2209	11	2512
6	2208	12	2511
7	2516		

B. Choose Objective Hex

- Once the Tanga Entry hex is captured, a formation will now attempt to capture a scenario objective.
- Choose an objective hex for each stack or unit when it moves.
- This will be the closest priority hex.
- Choose by shortest distance in hexes to objective (*not through prohibited hexes*).

Objective Priority Hex Chart	
1	An infantry company in a victory hex builds an IP.
2	Staff in a beach hex build an IP.
3	'G' and 'H' companies only, hex occupied by German unit within five hexes of any beach hex.
4	Staff only, Beach hex.
5	RR Embankment hex (<i>Scenario 1</i>).
6	European Town hex (<i>Scenario 1, 2, 3</i>).
7	Key Building hex (<i>Campaign</i>).
8	Hex with lowest hex number.

C. Choose RO Hex

- Choose an RO hex for each stack or unit when it is required to retreat or rout.

RO Priority Hex Chart	
1	Hex furthest from all German units.
2	Hex with highest positive terrain modifier.
3	Hex with lowest hex number.

Move Towards Tanga Entry, Objective or RO Hex

- Use MF of unit or leader with least remaining after stacking.
- Move by shortest distance in hexes to chosen hex or closest hex possible if no legitimate path in hexes available to chosen hex.
- Unless no other path available, routers count any hex occupied by friendly units not retreating or collapsed as 'prohibited'.
- If a possible destination hex is occupied by other formations or at stacking limits, count the hex as 'prohibited'.
- Any hex occupied by German units counts as 'prohibited'.
- Revealed British MG count any hex adjacent to any German unit as 'prohibited'.

Move Priority Hex Chart	
1	Hex which cannot be target of opportunity fire.
2	Hex with highest positive terrain modifier.
3	Hex with least MF cost.
4	Hex with lowest hex number.

Move Leaders

- Any formation leaders not used for stacking purposes move to the closest hex occupied by disrupted units of their formation without a leader stacked.
- Command officers move to closest hex occupied by disrupted units without a leader stacked.
- All remaining formation leaders who have not moved move to closest hex occupied by units of their formation.
- All remaining command officers who have not moved move back to their staff formation.

