

The Lake Tanganyika Telephone Raid – The Rules

Turn Sequence

Is IGO-UGO. The British have the first turn.

Spotting

An active guard may roll to spot the British advance, roll 1D6+the turn number; the British are spotted on a 5+. The alarm is raised as soon as the British are spotted or open fire. Active guards react immediately, inactive guards act the following turn. A 6 man patrol responds a turn or 2 after that.

Actions

On its activation, a model may take one of the following actions:

1. Fire Shoot with any one weapon
2. Advance Move up to standard movement rate and shoot
3. Run Move up to double standard rate
4. Charge Move up to double standard rate into contact with enemy, then fight a round of close combat
5. Melee Fight a round of combat if already in base-to-base with enemy

Movement

Each model has a movement rate. If given an Advance order they may move up to this distance, if given a Run or Charge order they may move double this distance.

If they have to cross difficult terrain at any point during their move, they may only move at standard rate regardless of the order given.

Shooting

Select a target. If the target is within the weapon's maximum range, roll a number of dice equal to the weapon's Rate of Fire. Each roll of 3+ is a hit. If firing a weapon with a Rate of Fire higher than 1, you may spread these hits across any models within 6" of the original target and within range of the firer. For each model hit, roll on the injury table.

Troops armed with single shot rifles roll a D6. Other weapons roll a D8.

Modifiers apply to the dice roll to hit as per the table to the right, note that an unmodified roll to hit of 6 automatically hits, regardless of modifiers:

Circumstance	Modifier
Target within 6" (point blank range)	+1
Moving and firing	-1
Target more than ½ weapon range from firer	-1
Target in soft cover (hedges, trees etc)	-1
Target in hard cover (walls, barricades etc)	-2
Team weapon reduced to 1 man	-1

Firing Through Other Models or Into Close Combat

Troops may not fire if it would require them to draw a line of sight through a friendly unit and may not fire into close combat.

Close Combat

Each side rolls one dice for each model they have involved in the combat. Any models that charged this turn get +1 to their roll. If the model that was charged is in cover, they may force their opponent to re-roll their melee dice (this only applies on the turn they are charged). The highest single dice roll wins the combat, the victor may make an injury roll for one model in base-to-base. If 2 or more models tie for the highest roll, they may all roll for injury.

Leaving Close Combat

A model that is in close combat may only move away if they are given a Run order. If this happens, fight an immediate round of combat; if the model or any other model on their side wins they may not strike any blows but if the enemy wins they may strike blows as normal. Assuming the model survives, they are free to move away.

Injuries

Roll on the following table every time a model is hit.

Roll	Result	Effects
1-2	None	N/A
3-4	Pinned or Knocked-Down	Lay model face-up on tabletop. The next time the model moves, it must spend its movement standing up. If it has been given a Run or Charge order, it may move up to its normal movement rate (not doubled). If knocked down while in close combat, treat this as Casualty instead.
5+	Casualty	Possibly injured, probably dead. Leave it lying face-down on the tabletop. It may take no further actions.

Scenario

History

“The place where we reached the Lake was Lukuga, and our first camp was in the little bay called Kalemie Bay. The Belgians had not much telephone gear available, so I went across to the other side to see what could be done about it : they had a small motor-boat armed with a Lewis gun, and I had been told that there was a telephone connecting all the military posts on the German side. We annexed a matter of about twenty-five miles of telephone wires and two instruments from the enemy, which provided us with the communications we wanted on our side. “

Setup

The Germans have a small outpost next to an occupied village. 2 active guards on the roof. 3 pairs of inactive guards with 1 pair in the outpost and 2 pairs in huts. The patrol enters from the South table edge. The British enter from the lake edge North of the outpost.

Victory Conditions

The British win by capturing and securing the outpost so they can remove the phones and cable. The Germans win by preventing the British from doing this.

Weapons

Name	Range	RoF
Rifle	30”	1
Pistol	6”	1
Lewis LMG	30”	4