

HAND OF DESTINY

MINI GAME SCENARIO RULES

SCENARIO: LETTOW-VORBECK CAMPAIGN IN EAST AFRICA

23.0 SCENARIO INTRODUCTION

Lettow-Vorbeck is a game covering the East African campaign of 1914-18. The game is intended for two players, one controlling all Allied units, the other controlling the German units.

24.0 UNITS IN SCENARIO

Each German unit represents an *Abteilung*, a group of companies roughly equivalent to a battalion. British units represent brigades or brigade-sized groups. Belgian units represent mixed columns of roughly brigade size.

24.1 Unit Types



Light infantry



Regular infantry



Cavalry or Mounted Infantry



Armored car



Garrison



Fort

24.2 Abbreviations

- DESG:** Dar es Salaam
- EAD:** East African Division
- Ex:** Expeditionary Force
- FKA:** Field Company Abteilung
- FP:** Force Publique (Belgians)
- FW:** *Freiwilligen* (Volunteers)
- IEF:** Indian Expeditionary Force

- KAR:** King's African Rifles
- Kartu Col:** Kartu Column
- Kon A:** *Konigsberg Abteilung* (sailors as infantry)
- Mark:** Marine Company (sailors)
- MGC:** Machinegun Corps
- PEA:** Portuguese East Africa
- RFF:** Rhodesian Field Force
- RM:** Royal Marines
- SA:** South African
- SK(R):** Rifle Companies (Reserve)
- Vol/LF:** Volunteers/Legion of Frontiersmen
- WA:** West African

24.3 British Armored Car Unit

This is treated as a mounted infantry for movement.

24.4 British Air Support

The Allied player may use air support once per Allied combat phase. On a 1-2 the Allies add "one" to the tactical superiority die roll; on a 3-5 nothing happens; on a 6 the air support is eliminated and has no other effect on play.

25.0 SETTING UP THE GAME

The Allies set up first. Shuffle each player's cards and pace the deck face down in a convenient location. Place the Turn marker in the "1914 II" box of the turn track.

25.1 Allied Set Up

Mombasa	Mombasa garrison
Nairobi	Nairobi garrison
Abercorn	Rhodesia garrison
Any towns in British East Africa	1/KAR, Vol/LF
Indian Ocean box	B IEF, C IEF
Portuguese East Africa supply town	PEA garrison, PEA infantry.
Belgian Congo	1FP, 2 FP
South African box	All South African units.
Recruit pool	All units marked "Reinf" (if advanced rules used, add the fort marker).

25.2 German Set Up

Dar es Salaam	DESG garrison
Anywhere in German East Africa	All units marked "Start," except DESG.
Konigsberg recruit box	KonA
Recruit pool	All units marked "R" (if advanced rules used, add the fort marker)

26.0 VICTORY

The game lasts up to 14 turns, from 1914 II to 1918 III. The game ends and a player wins if at any time there are no enemy units on the map. If both sides remain on the map at the end of the last turn, the Allies win if Allied units occupy all supply centers. The Germans win if a German unit occupies at least one supply center.

27.0 REINFORCEMENTS

27.1 Reinforcement Pools

Except for the special cases listed below, each player places all other reinforcements in an opaque container (one for German units, one for Allied units). All eliminated units are placed in the appropriate recruit pool. When a card directs reinforcements to be taken, draw the number stated at random and place them as directed below. Reinforcements may not be placed in spaces occupied by enemy units.

Allied South African (SA) units arrive via the South African Reinforcement card.

German KonA infantry arrives via the SMS Konigsberg card.

27.2 German Reinforcement Placement

German reinforcements are placed in supply centers and/or fort markers occupied by German units.

27.3 Allied Reinforcement Placement

British units are placed in the Indian Ocean box, supply centers occupied by Allied units, or in any Allied occupied ports on the Indian Ocean. Belgian units are placed in the Belgian Congo supply center. Portuguese units are placed in the Portuguese East Africa supply center.

28.0 MOVEMENT MODIFICATIONS

28.1 Movement Restrictions

Belgian and Portuguese units are deployed in initial setup, but they do not move and other units may not enter the Belgian Congo or Portuguese East Africa until Belgium and Portugal enter the war. This is done by play of the Allied Intervention card. Once activated, a powers' units may be moved as Allied units for the rest of the game and all units may enter the powers' spaces.

28.2 Amphibious Movement

Amphibious movement allows a unit to move from one port to another as restricted below. The movement consumes the unit's entire movement for that turn. If the landing port is enemy occupied, the movement will trigger combat in the ensuing combat phase. Units in a port may not retreat via amphibious movement.

There are two types of amphibious (waterborne) movement: Ocean and Lake.

Lake. Either player may move units from port to port on the same lake.

Ocean. The Allied player may move units from port to port on the Indian Ocean via amphibious movement.

Indian Ocean. Allied units may be placed in the Indian Ocean box, representing off-map ports. Units placed in this box may remain in it, or move to the map via amphibious movement.

28.3 Rail Movement

A unit may move an unlimited number of connected rail spaces by paying one movement point. However, a unit must stop in the first enemy occupied space on a rail line.

29.0 ALLIED STACKING RESTRICTIONS

The Allies field three separate contingents: British Empire, Belgian, and Portuguese. Units of each Allied contingent may not end a phase stacked in the same space with those of another Allied contingent.

30.0 ADVANCED RULES

Players may use any combination of the following rules, or none at all.

30.1 Breakoff

Light infantry, armored car, and mounted infantry units may break off (standard rule 18.0).

30.2 Supply

Supply sources (standard rule 21.0) for each side are listed below. Both sides may use captured enemy supply centers if they occupy the space with friendly units. Units are always in supply if they are on a railroad which can trace a line of continuous spaces back to a supply space or fort occupied by friendly units. There may be no enemy units in any of the spaces through which the supply line is being traced.

German units are always in supply in German East Africa. When outside of German East Africa, they are in supply only if they are in or within two spaces of a German occupied supply center or fort.

Allied units are in supply if they are in or are within two spaces of an Allied occupied Supply Center or Fort.

30.3 Forts

Forts (standard rule 22.0) may be built by any unit. Each side can have a maximum of one at any one time.



CREDITS

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