

# Guns of the Askari

Addenda as of Jun. 1, 2023

## The Rules:

**Clarification:** Vessels (ships and boats) and Carriers are not “units” in the game.

**4.1.5** (deletion): Please delete “last had or” from the first sentence.

**4.1.5** (clarification): This should be by a combat vessel.

**7.1.4** (clarification): If a player controls two enemy territory towns that are directly connected by a rail line, that section of rail line between the two towns can be used for friendly LOC tracing.

**7.2.2** (correction): Chinde is hex 2048.

**10.2.2, 4th line** (deletion): Delete “or begins adjacent to”.

**9.1.5** (clarification): Land movement does not require one stack or unit to finish moving before another starts to move (keep track of any unused MPs). While entering a hex with enemy unit(s) creates a battle (immediately resolve it at that time), a player may assemble different forces together from different locations, moving them to a hex adjacent to an enemy force, and then advance into battle together as one stack. However, all forces must have had sufficient MPs available after moving and stacking to enter the battle to do this.

**10.3.6** (clarification): Add “Invading” to the start of this sentence.

**11.0** (clarification): It should say “two opposing land units”.

**11.12.2** (clarification): Naval Invading units retreat to the hex they embarked from.

**12.3.6** (deletion): Delete this rule.

**12.6** (clarification): Naval units can participate in any land battle in a hex that they occupy.

**12.7** (clarification): Blockade runners cannot control or contest control of the ocean area.

**13.1.3** (correction): Please change to read, “The Entente player loses 1 VP for every town or port hex, and for each **railway line** that has at least one hex of the rail line outside of German East Africa and Mafia Island controlled by the German side on Turn 5”.

**14.0 Scenarios** (clarification): Case 14.1.2 applies to Scenarios 14.2 and 14.4.

**14.2.5a** (clarification): Entente forces set up first, then German.

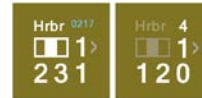
**14.3.1** (correction): should say “...game turns 36 to 44 inclusive...”

**14.4.1** (correction): should say “...game turns 1 through 44 inclusive...”

## The Map:

The Port of Zanzibar should be a Red Circle (Entente Control).

## The Counters:



**Belgian Hsbr Coastal Battery** (correction): The reduced side MA of this counter should be “1”, not “4”



**Belgian 4<sup>th</sup> Infantry** (correction): This unit should have an MG/ Quick Fire value of “4” on the front side.



**British 259MG** (correction): This unit should have combat factor values of 1-6-2 on its front side.

**Portuguese Ground Units** (correction): These 9 units should have a Movement Allowance of 3 (and not 4) on their reduced sides.

## The Charts:

**Withdrawal Chart, Turn 27** (clarification): This includes any of the switchable SA artillery the Entente still has under their control.

## Optional Rules

**Portuguese Variable Entry:** After a discussion with the designer, we decided that the rigid entry of the Portuguese reinforcements on turn 22 could be made variable. If both players agree before play starts, then use the following optional rule:

“If Portugal enters the war earlier than turn 18, the 6 units they receive on Turn 22 will enter 4 turns after the turn Portugal enters the war (even if through the Random Event). (i.e. If the German player invades PEA on turn 4, the 6 units will arrive on turn 8)”