

SCHUTZTRUPPE CLARIFICATION SHEET

The following clarification sheet addresses questions asked online by players

5.0 Reinforcements (clarification)

If a German reinforcement unit is scheduled to arrive in a location occupied by Entente forces, follow these steps:

- FK German units can be placed in any other recruiting center (red dot), with a limit of one unit per recruiting center.
- Non-FK units are considered lost and removed from play; no Victory Points are awarded.

6.0 Supply (clarification)

British units are considered in supply when occupying a German East African town (up to 4 Combat Factors).

7.0 Bombardment Order (clarification)

Each step of the bombardment is executed one step at a time and in order, and the results of each step (if any) are applied before the next step is conducted. All steps of the Bombardment Order are collectively considered part of **one** bombardment.

8.0 Combat (clarifications)

- Combat between adjacent units is not mandatory unless declared.
- The attacker may withhold units in a stack when attacking.
- If the attacker retreats to satisfy combat losses, **ALL** units in the attacking hex retreat, regardless of whether they participated in the combat.
- If you attack one or more steamship units alone in a hex, their combined defense strength is one for resolving combat.
- All combat modifiers are cumulative (round down after applying all modifiers).

9.0 Gunboats (clarifications)

- Gunboats require a Depot to function at full combat strength; they are treated as land combat units unless otherwise noted in the rules.
- Gunboats cannot attack enemy boats in port; this requires a naval unit.
- Gunboats do not participate in naval combat.
- Gunboats forced to retreat must enter a Coastal Lake hex; they cannot travel overland.

10.1 Naval Combat (clarifications)

- A ship can be attacked more than once during the naval combat phase (individual ships can target the same enemy ship separately).
- A damaged ship that receives another damage result is Sunk.

11.6 German Soak-off Attack (clarification)

The illustration shows a single stack of two Belgian units occupying the hex (these are not two separate hexes).

QUESTIONS AND ANSWERS

Q. Why do only 10 of the 29 FK [3-6] German units have a [1-6] backside?

A. The 10 units are considered elite, two-step units.

Q. Are all cities on lake coastal hexagons considered ports?

A. No, only those that display the Port symbol.

Q. If a German player eliminates a Sch unit to return an FK unit to full strength, is that -2VP?

A. Correct (it was eliminated).

Q. Are German units removed by 5.2.2 & 5.2.3 (Malaria & Influenza) counted as -2VP?

A. No, they do not count for VP purposes (they are 'removed'; not 'eliminated').

Q. Since Depots are not included in Naval Landings, does that mean the Entente naval landings will be unsupplied?

A. Yes, since no Depots can be present during the naval landing operation, the landing units will not be in supply when resolving their attack. However, theoretically, if a Depot unit is already located in the hex adjacent to the port where the landing units place themselves to attack the port, they could expend that Depot unit to be in supply.

Capturing Depot Example

Four German FKs (CF=12) attack the British B/1/4 KAR, EAMR, and a Depot (CF=4). As the British are in a town, they are in supply without expending the Depot (and the British choose not to expend it). The Germans yield a 0/3 result. The British reduced the EAMR, retreated a hex, and eliminated the B/1/4 KAR.

Q. Can the Germans now capture the Depot that was not expended?

A: Yes, roll the die to see if the Depot is captured on a 1, 2, or 3. If not captured, place the Depot in the Available Depots Box. Apply 6.2.3 regardless of whether the Depot was expended or not.