

## Togoland 1914

Errata 4/2002

### Map Clarification:

The villages of Yendi and Zan are directly across from each other at the headwaters of the Volta River. Rule 5.1, H applies at all times to these two hexes, even if using Optional Rule #2 for River Crossings (See, Page 12, 3<sup>rd</sup> Column). *For artistic reasons, we could not draw a trail between the two villages, but since this is where the Volta begins, the river is shallow enough where units can cross freely from one hex to another with no further restrictions.*

### Terrain Effects Chart:

#### Entry Hex Clarifications:

**1) Reminder-** all Allied Entry Hexes function as supply sources

**2) Clarification-** All Allied reinforcements automatically appear (and start) in their appropriate entry hex(s) on the turn so noted. There is no cost for “entering” the hex, they just appear there and proceed with movement as normal from that starting hex.

**3) Rational:** *German units are not allowed to advance beyond the borders of Togo just because we say so, nor are Allied units just “magically” appearing on Game Turn “X” in their entry hex. From the very start of the game, there are Police and Constabulary units present in all of the Allied villages, along with cadres, retired soldiers & police officers and administrative personnel that drift in during the initial days of the war to help reinforce the ten or twelve policemen that are already there. So when the units actually “appear” on their given turn they aren’t really coming out of nowhere, they’re just letting the gamer know that such and such a unit now has enough men and logistical support to formally take the field of battle.*

#### Bridge and Trail Clarification:

Using Rule 5.1, H., at all times a

unit may freely cross any river without further penalty at trail hex-sides, but must pay one (1) additional movement point to cross a bridge. Why this apparent anomaly?

#### Simple:

*The fords are generally wide enough for everybody and their uncle to just slosh across in one shot (or at least without making a big Hollywood production out of it) in regards to the width and capacity of the ford.*

*On the other hand, the bridges, while ultimately part of the faster road net, were either relatively narrow two to four men wide affairs, or especially in the case of railroad bridges, both narrow and awkward to cross due to the railway bed itself. So for any size column marching “on safari” with bearers in tow, they were usually somewhat “strung out”, hence the slight bit of extra movement cost involved when crossing bridge hexsides.*

#### Clarifications:

#### The “Akuse Me” Scenario

#### #1 . . . and River Crossing Rules:

If you are playing the optional “Akuse” scenario, please note the following change(s):

If using the Rule 5.1, H (Regular rules), the game is played as stated in the original rules, you have Nine (9) game turns in which to win.

If using Optional Rule #2 for River Crossings and if “both” players agree, the game may be lengthened by one game turn, now giving you ten (10) game turns in which to determine the winner.

#### #2 . . . Amphibious Landings and Splitting troops:

If you play this scenario it is strongly suggested that you land the following units at Lome- One British leader, the RRD and the GCP. The remaining British leader and units arrive at Akuse. It is also assumed that as the Allied player, you are in the process of working the 3<sup>rd</sup> CG over to link up with you from Athieme, which will help guarantee the safety of your

units as you advance to clear the railroads.

#### #3 . . . The Special Pursuit Option and a good bounce:

Noting the Clarification of Rule 10.6, E & F below, while it is possible to get a good bounce die roll during the Special Pursuit Option (there is no Special Pursuit Phase as was inadvertently stated in the scenario), you will not be able to join Major Maroix outside Kamina for a joint attack . . . you are on your own. By the same token though, during normal movement you can still plan on and coordinate an advance on Kamina from several different directions and hope to arrive as one big force as long as there are no obstacles in front of you.

#### No Rules Lawyers in Masada, Redux II:

Just like in our original game, The Jewish War, both sides have equal chances of winning the game by using offensive-defensive tactics, right up until the end. If at any point prior to Game Turn 7, the German player simply decides to abandon his frontier posts and concentrate all of his forces in Kamina and Agberhoe (and to a lesser extent Khra), in effect “circling the wagons”, then the Allied player may automatically institute the following rules (with absolutely no gainsay from the German player):

**1)** All Out of Supply German Forces in a given hex now defend at one quarter (1/4) strength.

**2)** All Supplied German forces in a given hex now defend at half (1/2) strength.

**3)** German units are no longer allowed to “Screen” and must stay in hex when attacked by Allied units.

**4)** In all combats, any German retreats automatically become Automatic Eliminations instead.

**5)** Two German PZ’s (or one PK) “swanning off” about the bush while everyone else is in K-(K)-A does not mean the German player is gaming within the spirit of the rules; the Allied player still gets to apply this rule.

### **Developers Note:**

The Allied player is allowed to apply this rule at any time prior to GT7, as long as the above pre-conditions are met.

By the same token, use of this rule must be judicial. If, for example, the German player is “assembling” his forces in a given area by Game Turn 5 and has more than a couple of zugs or PK’s running around to either screen Allied advances or cut off their supply, then he’s playing within the spirit of the rules. Of course if on Game Turn One the German player immediately strips his frontier and heads for his two main towns, give him a verbal chance to re-start the game turn “normally” first and then, if he refuses, swat him down with the law (which in effect, works the same way).

### **Clarification:**

#### **French Artillery**

Yes, your single artillery unit has only four movement points (4 MPs); enough to help you assault across the river, but not enough to immediately assist in your first (and probably only) assault on Kamina (unless you Eliminate any German units defending the ford and get an exceptionally good bounce with the Special Pursuit Option Die Roll). There will be exceptional circumstances where it will be in on the attack of Kamina, but as a rule just expect it to be available to get your troops across the river.

**Question:** *I am pondering 10.6, sections E and F. Is the special pursuit combat limited to only combat results of DE and AE? This was not clear in section F. Second, and most important, what is the sequence, i.e., if the Allies advance next to a German unit, who gets to decide who attacks first, the phasing or non-phasing player? Again, not clear from the rules.*

**Answer:** Special Pursuit Option (Combat):

First off, remember to keep an eye on 10.54 to see if it applies to any of your forces in combat. IF automatically

eliminated (DE) then rule 10.6, D, applies (consider it a Free upgrade).

10.6, E & F: both state that “*if either of these movements result in the pursuing units ending adjacent to enemy units that have not yet attacked or been attacked, those static (both phasing and non-phasing) enemy units may immediately attack those units that exercised that option.*”

### **Clarification:**

Even towards the end, there won’t be that many combats in any one game turn, but this above option is exercised on a combat-by-combat basis. If an Allied column/unit engages in combat, eliminates his opponent and gets a good die roll bounce for pursuit, thereby ending up next to an enemy unit that has not been or will not be engaged in combat this turn, then that unit/column immediately gets the option of counter-attacking if it so chooses (*as long as it is in supply*). If, by some chance, the German unit(s) eliminates the Allied unit and gets a good die roll bounce for pursuit and ends up in the same exact situation the Allies just faced, then again, the previously dormant Allies would get to counter-attack. Once a “battle” is over then move on to the next combat and play it out to its ultimate conclusion.

Theoretically this could go on for a while, but in all truth, the Special Pursuit Option is included to take care of the one or two odd little scenarios that may pop up during an entire game. And Yes, only limited to units involved in AE or DE combats.

### **Early Allied Strategies: Game**

#### **Turns One through Three**

Many Allied players have noted the paucity of Allied units during the first three game turns of Togoland and have wondered what they can do with their troops in order to win the game (or at least set themselves up for final victory). Below are two completely different strategies you can try.

### **The Standard**

#### **(Safe) Approach:**

Andrew Preziosi

As per the rules and copious notes, it seems that the German player gets to do one hell of a lot in regards to game play during the first three games turns of Togoland in order to establish main lines of resistance and fleshing out his cadres while the few Allied units on map (and subsequent reinforcements) just get to sit around and watch. While this is somewhat true, the Allied player can actually do quite a lot in order to stabilize his situation and to prepare for an eventual offensive. Nothing flashy, but good solid prep work in the beginning will pay off in huge dividends near the end of the game.

First off, immediately begin entrenching your troops in Cheti and Zan. In Cheti, this will make your company almost impervious to any attack while also setting up an excellent defensive springboard to use later, either alone or in cooperation with the Anglo-French Column that should be showing up near the latter stages of the game from Agbehrvoe, against Kamina. In Zan, your opponent is faced with an immediate decision, either attack, retreat now or dig in himself. There is much to be said for the German player digging in and few benefits if he decides to retreat, but by starting to dig in first, you immediately force the German players hand, he now has to react to your initial move.

At Athieme, it is strongly suggested that you immediately cross the river and move adjacent to Agbehrvoe, with every intention of beginning the entrenching process on GT2. First and foremost, this places you on the German flank, negating any and all defensive shifts for defending behind a river whenever the Lome force arrives in front of Agbehrvoe. This move pretty much precludes an immediate counterattack by the garrison of Agbehrvoe, even with their offensive MG shift, because if they lose, the town is wide open and the game is more or less over before it even starts. This doesn’t stop reinforcements enroute from Kamina attacking you, but due to the RR movement rules, they can’t attack you

directly that turn, since the railroad is not adjacent to your position. What this ultimately means is that it forces the German player to make some decisions he'd rather not make. Any troops that move to attack you have to stay out of Agbehrovoe so its garrison isn't involved in the dustup (and doesn't suffer any adverse results). (*This bold French move does not absolutely guarantee that the German troops occupying Agbehrovoe will not counter-attack to eliminate the threat, it just means they will think long and hard before doing so*). The German player can probably get fairly good odds on your troops by GT3 (you'll be entrenched by then), but they won't be immediately available in Agbehrovoe on GT4 when Barker moves forward and this would be very good news for the Allies. By moving forward from Athieme, there is a very good chance that your company will be left alone until the arrival of Captain D'Estaing and his column, which helps Barker out immensely. If you're attacked prior to this event (and the German has to attack you by their GT3 or forget it), there is also a very good chance you will either withstand the assault or take a bunch of Togoneesians with you, which still ultimately helps the Allied out.

When the 3<sup>rd</sup> Constabulary Company arrives in Athieme on GT2, don't let it sit there and wait for D'Estaing to arrive, put him to work. The best way to do this is to start working him over towards Anekho and from there to Lome. By doing this, the unit not only clears that stretch of railroad, but it can either join Barker in front of Agbehrovoe on GT4 or it can accompany the French RRD in helping to clear the line from Lome to Palime. (A slightly better strategy would be for the 3<sup>rd</sup> CG and RRD to accompany / follow the main British column from Lome to the Lili River line and let the stronger and faster GCP company clear the Lome-Palime line, or at least as far as through the palm grooves. This allows the RRD to be present in case it is needed to repair any bridges between the Lili and the Amuchu while the GCPC can be used as an offensive threat. This arrangement is of particular necessity if you are

playing the game using Variant #1).

Finally, on GT3, if playing the standard game, the S-C GCPC arrives at Akuse and can immediately move that turn. By the end of GT4 it will be poised to either threaten Ahenkro in support of the Volta columns at British Krachi and Zan or cut across country (slowly mind you) in order to threaten Palime from the nearby hills or dig in at Ho. Either way though, this small column is going to make the German player think and react, even if the German pre-empts his advance by doing so himself.

So, there you have it. You may only have a few units prior to GT3, but if you use them wisely, you will automatically force the German player to do several things at once and there is a good chance that you will make him do much more than he was initially planning on.

No unit in Togoland is invincible, but it's been pointed out, almost ad nauseum by now, that small units can project force way out of proportion to their size and this is one of the few chances the Allies get to do this during the game.

### **The Unexpected (Riskier) Approach:** Dennis Bishop

Ok, let's deal with more than one strategy. It appears from the questions that I have read that the Allies sit around waiting to build up their columns while the Germans mobilize, consolidate, and entrench.

Look at the Allied First Player options on the First Game Turn. The 2nd CG is positioned where it can attack Kamina at a 1-3 on that game turn. Man-made terrain supercedes natural terrain (the river costs 4 mp, but there is a trail hex adjacent Cheti. This is used rather than the natural river cost. The 2nd CG has enough MPs to accomplish this. Odds of less than 1-3 are treated as 1-3. Roll the die. There is a 4 in 6 chance that the 2nd CG will be eliminated. There is a 1 in 6 chance that the 2nd CG will have to retreat and might trigger the German demolition, but why tie the game on the first game turn? There is also a 1 in 6 chance that the Germans will have to

retreat. The 2nd CG in this situation is allowed to advance up to 2 hexes. It captures the radio station.

The 1st CG is in the same position against Agbehrovoe on the first game turn, and the 3rd CG can attempt the same attack on GT 2. The German player is screwed if the Allied player is successful. All of the German units are out of supply once Agbehrovoe is occupied. There are no reinforcements and the Germans cannot counterattack. It succeeds at the same odds as the attack on Kamina.

To win or lose doesn't depend on losses. Why not gamble as the Allies? Even if the 1st CG is lost, the 3rd CG replaces it the next game turn.

In this scenario, the Germans can counterattack at a 1-1 on Kamina, and cannot counterattack if the Allies occupy Agbehrovoe.

If the German player still controls these two hexes during his turn, he has several options. He can mobilize two PZ at Kamina and form a machinegun PK stacked with a "non-mg" PZ. He can retreat the von Hirshfield Leader and 2 PZ from Sokode. That puts the column at hex 1905. The 4 PZ can retreat from Yendi to hex 1710. And other PZ can retreat towards Kamina/Agbehrovoe, but if Agbehrovoe is occupied, the leaderless PZs are eliminated before they move.

This is only one scenario based only on options for Turn 1. The Allies have other options on this turn. They can sit in their hexes or maneuver around the German units if Germans sit still, or pursue them if they retreat on GT 2.

Then there is the "invasion" option on GT 3. The "invasion" forces can enter at Akuse instead of Lome, or they can split units between two Leaders.

There are a lot more options available to the Allies than to "sit around awaiting reinforcements."

There was question about how the Allies could overcome the German "killer stacks" entrenched at Kamina and Agbehrovoe. To this I have two suggestions, don't allow the Germans to accomplish this freely before Game Turn 3, and the second, gamble on the die roll if it happens. This concept dates to 1975, so it should not be too alien to "grognards."