

THE KAISER'S ELEPHANTS V.1.2

A SCENARIO FOR TRIUMPH & TRAGEDY IN DARKEST AFRICA

THE STORY

German East Africa is a beautiful place. The countryside and the wildlife is unmatched in Africa. That's why the German Kaiser loves to visit his colony for hunting. Especially big game hunting. Of course there is no bigger animal than the elephant, which makes it the trophy number one for every ambitious hunter. And the Kaiser is ambitious! But there is a problem. Rumors spread, that some sleazy arabs are prowling German East Africa. Poaching the Kaiser's elephants. It is time to teach them a lesson!

THE SETUP

The setup follows the standard T&T rules. For a game of around 300 points we recommend to place 10 poo markers on the table. The player with the initiative places the first marker on the table, corresponding to the following rules:

- Markers must be placed at least 11" away from any model
- Markers must be placed at least 5" away from any other marker

To add some flavor to the game, we recommend to place at least 4-5 pieces of terrain on the table. Remember, we are playing in Africa!

Possible encounters:

- peaceful: Cape Buffalo (x1)
- may attack: Cheetah (x1)
- stinky: just poo (x2)
- aggressive: Elephant (x2), Crocodile (x1), Cannibals (x1), Baboon (x1), Anaconda (x1)

You need one encounter card for every encounter. The encounters are suggestions. Please feel free to adapt them to your collection. You can download the encounter cards on glueanddice.com.

THE RULES

- After the second player has finished his turn, roll 1D6 on the Animal behavior table for any active animal on the battlefield. Use the artillery template for any animal movement (direction).
- Poo-markers: Heroes can activate encounters within 10" (special action), any other miniature activates the encounter within 2" (special action); in both cases a clear line of sight between the miniature and the marker is needed. The player immediately draws one encounter card and replaces the marker with the encounter.
- At first there is only one elephant card in the encounter deck; after revealing the first elephant shuffle the second card in the deck.

THE OBJECTIVES

- killing an elephant = 1 point
- escorting the tusks bearer to your table edge = 3 points

After 6 rounds heavily armed german reinforcements arriving on the scene, bringing the scenario to an end. The Player with the most points earned wins the scenario.

SPECIAL RULES

- ▶ Animals always attack the closest player → the animal hits always; the player has to roll the number of dice as shown in the animal card (combat); if the animal loses the meelee, it draws back as usual; the player attacks as usual (no auto hit for the players!)
- ▶ Wounded animals gain rage. Add one marker for every wound the animal suffers. On his next attack the animal adds +1D6 for every rage marker to his attack pool. After resolving the attack, the animal loses all rage markers.
- ▶ Animals don't perform moral checks! After collecting 2+ suppression markers, the animals immediately flees (fast move) towards the next table edge. After that all suppression markers are removed. If the animal leaves the battlefield it is lost.
- ▶ Bearers can not make a fast move. To make the scenario more challenging, a bearer can be conquered by an enemy player:
 - a) if the bearer is all alone, any unit within base contact can conquer him using a special action. The bearer can not defend himself!

b) if the bearer has joined a unit, this unit must be attacked in an attempt to conquer the bearer. After losing the melee the defeated unit draws back and the bearer automatically joins the winning unit (no special action required!)

APPENDIX I: ANIMAL BEHAVIOR

TABLE I: ANIMAL BEHAVIOR (PLAYER WITHIN 8")			
D6 score	peaceful	may attack	aggressive
1	Attack	Attack	Attack
2	Nothing fancy	Attack	Attack
3	Move	Attack	Attack
4	Move	Move	Attack
5	Flight (move fast opposing the player)	Move	Attack
6	Flight (move fast opposing the player)	Flight (move fast opposing the player)	Move

TABLE II: ANIMAL BEHAVIOR (NO PLAYER WITHIN 8")			
D6 score	peaceful	may attack	aggressive
1	Nothing fancy	Nothing fancy	Nothing fancy
2	Nothing fancy	Nothing fancy	Move
3	Move	Move	On the prowl (moving towards nearest player)
4	Move	Move	On the prowl (moving towards nearest player)
5	Move	On the prowl (moving towards nearest player)	On the prowl (moving towards nearest player)
6	Move	On the prowl (moving towards nearest player)	On the prowl (moving towards nearest player)

APPENDIX II: SAMPLE ARMY LISTS FOR THE SCENARIO

FORCE A: GERMAN SCHUTZTRUPPE (333 POINTS)

- 2 Heroes [Pistol; Sabre] (100 Points)
- 5 Veterans + 1 Leader [rifles; bayonet except leader] (103 Points)
- 5 Askaris [trained; rifles] (65 Points)
- 5 Askaris [trained; rifles] (65 Points)

FORCE B: THE ARABS (328 POINTS)

- 2 Heroes [10 Points for equipment] (100 Points)
- 5 Veterans + 1 Leader [rifles] (98 Points)
- 5 Warriors [trained; rifles] (60 Points)
- 5 Henchmen [raw; muskets] (35 Points)
- 5 Henchmen [raw; muskets] (35 Points)

The two forces are only suggestions. Please feel free to build your own lists.

Thank you for downloading The Kaiser's elephants. We hope you like the scenario. If you have questions or suggestions please feel free to leave a comment on our GlueandDice.com.