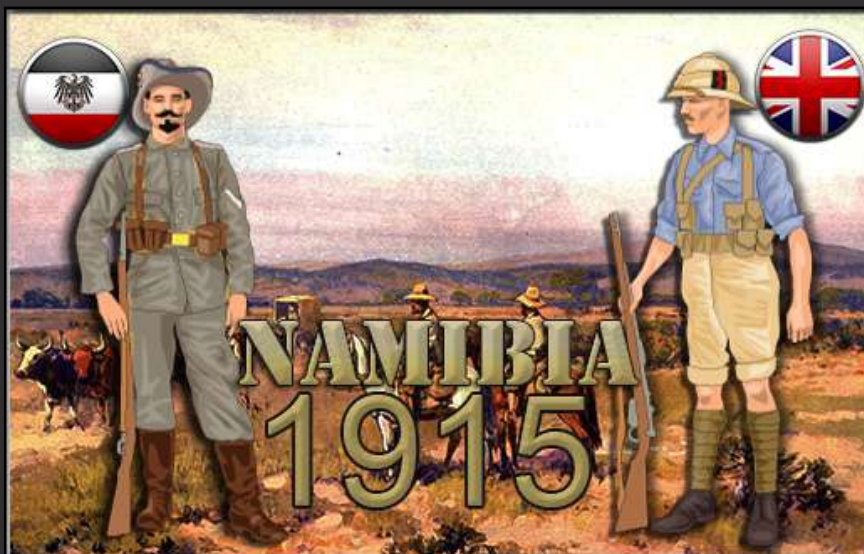


NAMIBIA 1915



INTRODUCTION

Namibia 1915 tells the story of the Entente conquest of the German colony of South West Africa (now Namibia) between 1914 and 1915. The South African and British armies will try to capture the enemy zones as quickly as possible. The Germans will try to hold on with their weak forces, relying on the Boer revolts.

It is played in 18 turns, each representing three weeks between August 1914 and July 1915, and features two players, one simulating the Anglo-South African Entente forces, later supported by Portuguese forces from Angola, and the other the Imperial German government and the Boer rebels. The South Africans were numerous at the outset, but the Boer rebellions quickly blocked their initial offensive.

The Germans, on the other hand, have a small, but high-quality force.

Event cards are used to renew the game through a variety of diplomatic, military, political and economic fluctuations.

The capture of German cities and the colony governor are crucial for the Entente player.

DURATION

Average Duration: 2h30

Favored Side: None

Most Difficult Side to Play: Germans

The scenario lasts 18 turns (between August 1914 and July 1915), each representing around 3 weeks.

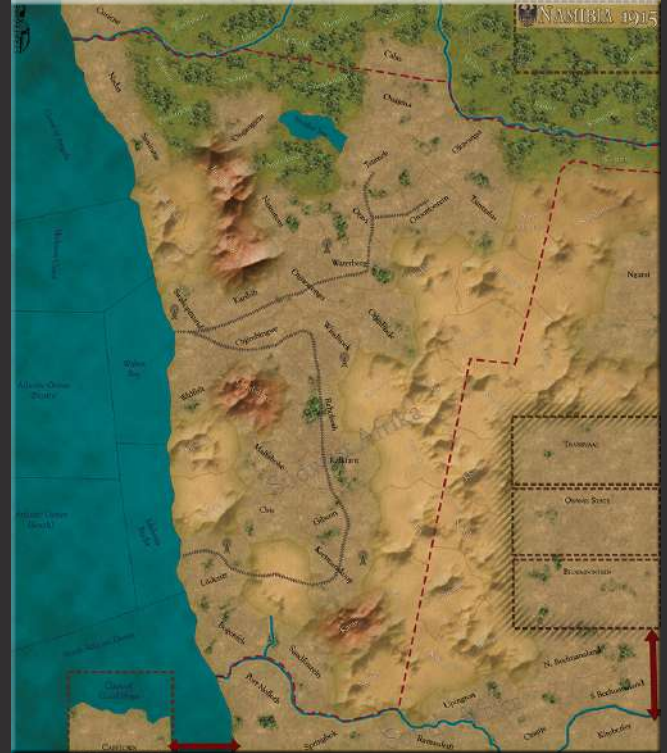
The German player begins, followed by the Entente player.



FORCES

The **Entente player** controls the **British (beige)**, **South African (ocre)** and **Portuguese (green)** units.

The **German player** controls the **German (grey)** and **Boer (white)** units.



MAPBOARD

The map represents different theaters: German South-West Africa (now Namibia), South Africa and Portuguese Angola.

Portuguese Angola is only accessible to **Portuguese** units at the start of the game.

The **British**, **Boer** and **South-African** units may never enter Angola during the course of the game.

Portuguese units may never leave Angola.

The three off-map areas of Transvaal, Oranje State and Bloemfontain are not accessible to **German** units.

The South Cape region is impassable to all **German** or **Boer** units.



VICTORY

IMMEDIATE VICTORY

For the **Entente player** if all **German** units are eliminated from the game.

For each player if he reaches or exceeds 20 VP at the end of a turn.

Failing that, the player with the most victory points (VPs) at the end of the game wins.

VP BONUS

VP gain:

- The **Entente player** gains 1 VP if he controls one of the following cities: Luderitz, Tsumeb, Windhoek, Swakopmund.

- The **German player** gains 1 VP if he controls one of the following cities: Walfish Bay, Bleumfontein, Transvaal, Reufontein, Upington.

- The **German player** gains 2 VP if he controls one of the following towns: Humbe, Port Nolloth, Kimberley.

- The **German player** gains 2 VP at the end of the game if he controls the following cities: Luderitz, Tsumeb, Windhoek, Swakopmund, Omaruru, Keetmanskoop, Walfish Bay, Humbe. Port Nolloth, Kimberley, Reufontein, Upington, Transvaal, Bleumfontein.

SPECIAL RULES

ECONOMIC PHASE

Aucune dans ce scénario.

SUPPLY SOURCES

- **German player:** Luderitz, Tsumeb, Windhoek, Swakopmund.
- **Mixed:** Transvaal, Oranje State, Bloemfontain, Kimberley, Reufontein.
- **Entente player:** Capetown.



- Angola and Humbe in Portuguese Angola initially supply both players' units at the start of the game.

BOER REVOLT IN SOUTH AFRICA

From the end of turn 2, Boer rebels enter the game in Transvaal and Reufontein.

These units block **Entente** supply lines to the south.

Take care to eliminate them before attacking German South-West Africa.