

# The Scramble for Africa

## GREAT BRITAIN

### Gameplay and Rules

- Each turn consists of three phases: (1) troop placement, (2) attack, and (3) movement.
- You start with 5 armies, and gain 3 new armies to place each turn + one per African territory cell controlled.
- You can only attack adjacent, non-player-controlled territories. Fighting other Europeans could set off a war in Europe. Before you can attack inland, you must first control a coastal port or river mouth.
- When attacking you may only attack with a maximum of 3 armies at a time (against up to 2 defending armies). Your attacking power scales depending on the phase, starting at 6 per army.
- You must leave at least one army in each territory you control at all times – this army cannot be used to attack.
- There are no movement distance limitations, as long as you move through connected territories you control.

### Phase 1: AD 1500-1815

Attack dice power = up to 6 each.

Africa has many powerful kingdoms that would be difficult to conquer and European countries are uninterested in African colonies at this time. The power of the Ottoman Empire (north coast of Africa) and Ethiopia make those areas unavailable for European acquisition. You have little interest in Africa itself because your primary concern is for your American colonies and your trade with India. You see Africa as a trade route to India and as a source for slaves to work on sugar, cotton and tobacco plantations in the Americas. **Your goals for this phase: establish coastal settlements on the southern tip of Africa to aid and resupply shipping to and from India.**

- Moving and staying inland (beyond coastal settlements) will require you to out-roll the 20-sided “disease” dice every turn, in addition to the native defense.

### Phase 2: AD 1815-1875

Attacking armies = up to 12 for first army, 6 for second, 6 for third.

Africa continues to have many powerful kingdoms but European countries only need to control the coastline and river mouths to have trade access to the natural resources of the interior. The Ottoman Empire (north coast between ports) and Ethiopia continue to be unavailable for European acquisition.

You are experiencing the Industrial Revolution so you are now more interested in Africa for its natural resources and as a place to establish settlements. You also have worldwide trade networks and you want to protect your trade routes to Asia. Since you want to avoid diplomatic tension or war in Europe, you will not take territory too close to that of another European country. **Your goals for this phase: secure natural resources, allow for settlement and protect trade routes.**

- Moving and staying inland (beyond coastal footholds and river mouths) will require you to out-roll the 20-sided “disease” dice every turn, in addition to the native defense.

### Phase 3: AD 1875-1900

Attacking armies = up to 20 for first army, 12 for second, 6 for third.

Technological advancement facilitated overseas expansionism. Industrialization brought about rapid advancements in transportation and communication, especially in the forms of steam navigation, railways, and telegraphs. Medical advances also were important, especially medicines for tropical diseases. The development of quinine, an effective treatment for malaria, enabled vast expanses of the tropics to be accessed by Europeans. No restrictions on available territory. Colonial claims must have a port or coast to start from or be extensions of territories already controlled. **Your goals for this phase: secure the Suez Canal route to India, secure additional natural resources discovered in the two Boer republics in the south, and attempt to block eastward French expansion in the north.**

# The Scramble for Africa

## FRANCE

### Gameplay and Rules

- Each turn consists of three phases: (1) troop placement, (2) attack, and (3) movement.
- You start with 5 armies, and gain 3 new armies to place each turn + one per African territory cell controlled.
- You can only attack adjacent, non-player-controlled territories. Fighting other Europeans could set off a war in Europe. Before you can attack inland, you must first control a coastal port or river mouth.
- When attacking you may only attack with a maximum of 3 armies at a time (against up to 2 defending armies). Your attacking power scales depending on the phase, starting at 6 per army.
- You must leave at least one army in each territory you control at all times – this army cannot be used to attack.
- There are no movement distance limitations, as long as you move through connected territories you control.

### Phase 1: AD 1500-1815

Attack dice power = up to 6 each.

Africa has many powerful kingdoms that would be difficult to conquer and European countries are uninterested in African colonies at this time. The power of the Ottoman Empire (north coast of Africa) and Ethiopia make those areas unavailable for European acquisition. You have little interest in Africa itself because your primary concern is for your American colonies and your trade with India. You see Africa as a trade route to India and as a source for slaves to work on sugar, cotton and tobacco plantations in the Americas. **Your goals for this phase: establish coastal settlements on the northwest coast of Africa to facilitate slave trade.**

- Moving and staying inland (beyond coastal settlements) will require you to out-roll the 20-sided “disease” dice every turn, in addition to the native defense.

### Phase 2: AD 1815-1875

Attacking armies = up to 12 for first army, 6 for second, 6 for third.

Africa continues to have many powerful kingdoms but European countries only need to control the coastline and river mouths to have trade access to the natural resources of the interior. The Ottoman Empire (north coast between ports) and Ethiopia continue to be unavailable for European acquisition.

You are experiencing the Industrial Revolution so you are now more interested in Africa for its natural resources and as a place to establish settlements. You also have worldwide trade networks and you want to protect your trade routes to Asia. Since you want to avoid diplomatic tension or war in Europe, you will not take territory too close to that of another European country. **Your goals for this phase: establish a foothold on the north coast of Africa, secure natural resources, allow for settlement and protect trade routes.**

- Moving and staying inland (beyond coastal footholds and river mouths) will require you to out-roll the 20-sided “disease” dice every turn, in addition to the native defense.

### Phase 3: AD 1875-1900

Attacking armies = up to 20 for first army, 12 for second, 6 for third.

Technological advancement facilitated overseas expansionism. Industrialization brought about rapid advancements in transportation and communication, especially in the forms of steam navigation, railways, and telegraphs. Medical advances also were important, especially medicines for tropical diseases. The development of quinine, an effective treatment for malaria, enabled vast expanses of the tropics to be accessed by Europeans. No restrictions on available territory. Colonial claims must have a port or coast to start from or be extensions of territories already controlled. **Your goals for this phase: expand your holdings throughout northern Africa, secure additional natural resources, and attempt to move eastward to compete with British expansion.**

# The Scramble for Africa

## GERMANY

### Gameplay and Rules

- Each turn consists of three phases: (1) troop placement, (2) attack, and (3) movement.
- You start with 5 armies, and gain 3 new armies to place each turn + one per African territory cell controlled.
- You can only attack adjacent, non-player-controlled territories. Fighting other Europeans could set off a war in Europe. Before you can attack inland, you must first control a coastal port or river mouth.
- When attacking you may only attack with a maximum of 3 armies at a time (against up to 2 defending armies). Your attacking power scales depending on the phase, starting at 6 per army.
- You must leave at least one army in each territory you control at all times – this army cannot be used to attack.
- There are no movement distance limitations, as long as you move through connected territories you control.

### Phase 1: AD 1500-1815

Attack dice power = up to 6 each.

Africa has many powerful kingdoms that would be difficult to conquer and European countries are uninterested in African colonies at this time. The power of the Ottoman Empire (north coast of Africa) and Ethiopia make those areas unavailable for European acquisition. You have little interest in Africa itself because your primary concern is recovering from the religious wars and promoting unity and cooperation between the various elements of the old Holy Roman Empire. ***You sit out of this round.***

### Phase 2: AD 1815-1875

Attacking armies = up to 12 for first army, 6 for second, 6 for third.

Africa continues to have many powerful kingdoms but European countries only need to control the coastline and river mouths to have trade access to the natural resources of the interior. The Ottoman Empire (north coast between ports) and Ethiopia continue to be unavailable for European acquisition.

You came into the game late because you were not even a unified country until 1871. You have emerged as the major military power in Europe, you are very industrialized and you are interested in developing your world trade. You desire African colonies for their natural resources and for ports that will support your trade. Your pride as a major power demands that you have colonies like the other major powers. Since you want to avoid diplomatic tension or war in Europe, you will not take territory too close to that of another European country. ***Your goals for this phase: establish a foothold on the southwest and east coast of Africa, secure natural resources, allow for settlement and protect trade routes.***

- Moving and staying inland (beyond coastal footholds and river mouths) will require you to out-roll the 20-sided “disease” dice every turn, in addition to the native defense.

### Phase 3: AD 1875-1900

Attacking armies = up to 20 for first army, 12 for second, 6 for third.

Technological advancement facilitated overseas expansionism. Industrialization brought about rapid advancements in transportation and communication, especially in the forms of steam navigation, railways, and telegraphs. Medical advances also were important, especially medicines for tropical diseases. The development of quinine, an effective treatment for malaria, enabled vast expanses of the tropics to be accessed by Europeans. No restrictions on available territory. Colonial claims must have a port or coast to start from or be extensions of territories already controlled. ***Your goals for this phase: expand your holdings across Africa, secure additional natural resources, and attempt to compete with British expansion and connect your eastern and western holdings.***

# The Scramble for Africa

## PORTUGAL

### Gameplay and Rules

- Each turn consists of three phases: (1) troop placement, (2) attack, and (3) movement.
- You start with 5 armies, and gain 3 new armies to place each turn + one per African territory cell controlled.
- You can only attack adjacent, non-player-controlled territories. Fighting other Europeans could set off a war in Europe. Before you can attack inland, you must first control a coastal port or river mouth.
- When attacking you may only attack with a maximum of 3 armies at a time (against up to 2 defending armies). Your attacking power scales depending on the phase, starting at 6 per army.
- You must leave at least one army in each territory you control at all times – this army cannot be used to attack.
- There are no movement distance limitations, as long as you move through connected territories you control.

### Phase 1: AD 1500-1815

Attack dice power = up to 6 each.

Africa has many powerful kingdoms that would be difficult to conquer and European countries are uninterested in African colonies at this time. The power of the Ottoman Empire (north coast of Africa) and Ethiopia make those areas unavailable for European acquisition. You are the first to explore the coast of Africa. You have little interest in Africa itself because your major interest is trade with Asia. Therefore, you are looking for port locations which will facilitate your ships traveling around Africa to Asia. **Your goals for this phase: establish ports on the west coast of Africa to facilitate slave trade.**

- Moving and staying inland (beyond coastal settlements) will require you to out-roll the 20-sided “disease” dice every turn, in addition to the native defense.

### Phase 2: AD 1815-1875

Attacking armies = up to 12 for first army, 6 for second, 6 for third.

Africa continues to have many powerful kingdoms but European countries only need to control the coastline and river mouths to have trade access to the natural resources of the interior. The Ottoman Empire (north coast between ports) and Ethiopia continue to be unavailable for European acquisition.

You are experiencing the Industrial Revolution so you are now more interested in Africa for its natural resources and as a place to establish settlements. You are becoming more interested in trade with Africans so you expand your influence around your ports.. Since you want to avoid diplomatic tension or war in Europe, you will not take territory too close to that of another European country. **Your goals for this phase: expand your foothold on the west coast of Africa, secure natural resources, allow for settlement and protect trade routes.**

- Moving and staying inland (beyond coastal footholds and river mouths) will require you to out-roll the 20-sided “disease” dice every turn, in addition to the native defense.

### Phase 3: AD 1875-1900

Attacking armies = up to 20 for first army, 12 for second, 6 for third.

Technological advancement facilitated overseas expansionism. Industrialization brought about rapid advancements in transportation and communication, especially in the forms of steam navigation, railways, and telegraphs. Medical advances also were important, especially medicines for tropical diseases. The development of quinine, an effective treatment for malaria, enabled vast expanses of the tropics to be accessed by Europeans. No restrictions on available territory. Colonial claims must have a port or coast to start from or be extensions of territories already controlled. **Your goals for this phase: expand your holdings inland from your coastal ports and settlements, secure additional natural resources, and compete with your other European neighbors for control of territory.**

# The Scramble for Africa

## DEFENDER

### Gameplay and Rules

- Each attacker's turn consists of three phases: (1) troop placement, (2) attack, and (3) movement.
- As a defender, your role is to attempt to block European expansion into Africa. Unless otherwise noted, assume each territory has 3 defending armies. Certain areas will have enhanced defenses with additional armies.
- Attackers may attack with a maximum of 3 armies at once. You may defend with up to 2, rolling the red defense dice. In the first two phases, you also roll the 20-sided "disease" dice each time you are attacked. If the "disease" dice rolls higher than the attacking army(ies), they are defeated before having to face your forces.
- As a defender, you cannot move your armies around – although your pieces are one color, they represent many different tribal kingdoms with their own historical boundaries.
- Attacking armies will grow in strength with each phase, as indicated.

### Phase 1: AD 1500-1815

Attack dice power = up to 6 each.

Africa has many powerful kingdoms that would be difficult to conquer and European countries are uninterested in African colonies at this time. The power of the Ottoman Empire (north coast of Africa) and Ethiopia make those areas unavailable for European acquisition. **Your goals for this phase: attempt to repel European attempts to set up coastal ports.**

- European attempts to move and stay further inland (beyond coastal settlements) will require them to out-roll the 20-sided "disease" dice every turn, in addition to the native defense.

### Phase 2: AD 1815-1875

Attacking armies = up to 12 for first army, 6 for second, 6 for third.

Africa continues to have many powerful kingdoms but European countries only need to control the coastline and river mouths to have trade access to the natural resources of the interior. The Ottoman Empire (north coast between ports) and Ethiopia continue to be unavailable for European acquisition.

Europeans are experiencing the Industrial Revolution so they are now more interested in Africa for its natural resources and as a place to establish settlements. Since they want to avoid diplomatic tension or war in Europe, they will not take territory too close to that of another European country. **Your goals for this phase: continue to try and repel European attempts to increase their coastal holdings.**

- European attempts to move and stay further inland (beyond coastal settlements and river mouths) will require them to out-roll the 20-sided "disease" dice every turn, in addition to the native defense.

### Phase 3: AD 1875-1900

Attacking armies = up to 20 for first army, 12 for second, 6 for third.

Technological advancement facilitated overseas expansionism. Industrialization brought about rapid advancements in transportation and communication, especially in the forms of steam navigation, railways, and telegraphs. Medical advances also were important, especially medicines for tropical diseases. The development of quinine, an effective treatment for malaria, enabled vast expanses of the tropics to be accessed by Europeans. No restrictions on available territory. Colonial claims must have a port or coast to start from or be extensions of territories already controlled. **Your goals for this phase: attempt to stop the European "Scramble for Africa" as they seek to push inland and carve up the continent.**

- European advances in medicine, transportation, and logistics have minimized the impact of disease. The disease dice is no longer usable during defensive play.