

Gallipoli, 1915

Churchill's Greatest Gamble



GAME BOOK



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100.0 Introduction

Gallipoli, 1915: Churchill's Greatest Gamble (*Gallipoli 1915* for short) is a grand tactical game covering the opening land battles in the Dardanelles Campaign of World War I.

100.1 Game Components

This game has the following components:

- *Gallipoli, 1915* Game Book (this book)
- *Rifle and Spade* Series Rules
- Unit Key, with a copy of the Map Key on the back
- Charts and Tables Booklet (x2)
- Gallipoli Extended Sequence of Play
- Setups and Reinforcements booklet
- Historical Anzac, Landing Display
- Historical Helles, Landing Display
- Free Landing Charts & Tables (some forms can also be downloaded)
- Game Turn Record Track
- Army Status Displays (4 sheets: Entente, Entente Historical Landing & Entente Emergency Flying Column, Ottoman, Ottoman Emergency Flying Column)
- Unit Holding Boxes (Entente, Ottoman, Us/Them)
- Counter Sleds for holding unit counters off-map (6 unique)
- Counter Sheets (6 unique, two-sided sheets)
- Map (2 unique sections that make one larger map)
- d10 dice (green, red, white, black, gray – 5 total)
- The Planning Maps booklet (Anzac, Helles, and Kemal's Counterattack historical orders, plus un-marked maps) is a PDF document that can be found at www.gmtgames.com/p-505-gallipoli-1915-churchills-greatest-gamble.aspx. Other reproducible forms will also be included in this document, or nearby on that web page. Permission is granted to download and print from these documents for personal play use only.

Other materials used but not included: one opaque cup for each player's Command Chits, additional cups as needed for Naval Gunfire chits, pen and paper for notes.

100.1.1 For this Game Book, all references to tables numbered 10x.x.x will be found in the Setups and Reinforcements booklet unless stated otherwise. For all subsequent sections of this Game Book, numbers in parentheses are rules cross-references, as is done in *Rifle and Spade*.

100.2 Players

The game has two Players: the Ottoman Player and the Entente Player (including British, French, Australian, New Zealand, Indian, British colonial, and French colonial forces). Players may divide their commands to allow for team play. For team play, players may elect to divide their forces by geographic proximity and to employ a second set of opaque cups for each set of forces.

100.2.1 Before playing a scenario, both players must agree which of the optional rules to include. Because they add complexity, first-time players are encouraged not to use any optional rules.

100.3 Scenario Selection

This game contains six historical scenarios, a Free Landing Scenario, and numerous optional rules that can be applied to the scenarios. Play-

ers are encouraged to begin with the historical scenarios so that they understand what is possible (and what is not!) before creating their own plans in the Free Landing Scenario.

Begin with Clearing Sedd el Bahr (102.1) to learn the basics of Fire, Movement, Hiding, Morale and Assault. The remaining Introductory Scenarios (102.0) provide additional practice that serve as introductions to the Orders system, and therefore are good choices for the second scenario. Alternatively, players could skip straight to Anzac. The Helles scenario can be played as part of the Peninsula scenario. The Free Landing Scenario is likely to end in a massive Entente defeat unless the Entente player has played the earlier scenarios. As it uses the most rules, it is best to be played last. However, players enjoy it the most because it provides the greatest freedom of choice for both sides. The Free Landing Scenario is really the heart of the game.

A. Historical Introductory Scenarios

Introductory Scenarios only require Sections 101 and 102. Section 101 also applies to the Historical Advanced Scenarios and the Alternate (Free Landing) Scenario.

101.0 Rules Common to All Scenarios

The following rules apply to all scenarios.

101.1 Terrain

The specific effects of the various types of terrain are shown in the Terrain Effects Chart (14.1.3). Terrain types specific to this game are introduced below.

101.1.1 The contour interval is 50m. Each hex is 400m between flat sides.

101.1.2 Whole-Hex Terrain

Open Terrain

Grassland. On the Gallipoli Peninsula flat land was used for grazing and small-scale agriculture.

All-Sea. This is a hex that contains the wine-dark sea, but no partial land and no shoals. At-sea reinforcements arrive from, and ships notionally fire from, All-Sea hexes, although there are no actual ship counters.

Shoals. These are All-Sea hexes that are impassable to at-sea reinforcements. Naval gunfire cannot be traced from Shoals.

Close Terrain

Scrub is a general term that refers to Folded Scrub and Steep Scrub. Scrub is Down-Slope Blocking terrain. See Section 5.2.

Folded Scrub. These hexes have numerous small folds in the ground filled with scrub that provides cover against low-angle fire, with occasional patches of level ground. One artillery unit can unlimber in a Folded Scrub hex (compare to Steep Scrub).

Steep Scrub. A Steep Scrub hex has no flat ground—offering few positions for artillery. Only *one step* of non-mountain artillery can unlimber in a Steep Scrub hex, otherwise Steep Scrub is exactly the same as Folded Scrub.

Town. The small towns and villages included some stone buildings up to two stories in height. Sedd el Bahr included a semi-ruined castle. Towns are Blocking Terrain. All the towns had been evacuated before the campaign.

Trees. Trees are purely decorative because the only type of tree was a scraggly pine that grew to at most 4m. The “forests” were sparse; hence their effect on fire was immaterial. They add nothing to the height of the hex because the contour interval is 50m.

101.1.3 Hexside Terrain

Beach. While often referred to as hexes, Beaches functionally behave as hexside terrain to the adjacent all-sea hexes. Historical and potential landing beaches are marked on the map. A contiguous collection of Beach hexsides is treated as one named Beach. Each Beach hex also has a maximum Beach Capacity (103.1.1). Units moving along contiguous Beach hexsides treat them as Track (5.1.3) hexes.

Cliff with Beach. A few Beach hexes near Cape Helles (Gully, Bakery, X and Y Beaches) contain both a Beach and a Cliff. Both hexside terrain features take effect—the Cliff blocks LOS in the same fashion as any other Cliff and units can land/embarc at the Beach, but the Cliff increases the landing/embarcation MP cost. Wheeled artillery cannot land/embarc at such beaches. See the Terrain Effects Chart (14.1.3) for more details.

*Y Beach, the Scottish Borderer cried,
While panting up the steep hillside,
Y Beach!*

*To call this thing a beach is stiff,
It's nothing but a bloody cliff,
Why beach!*

~ Major John “Jack” Churchill

101.1.4 Limits on Sea Movement

Entente naval units can move freely within the Aegean Sea (i.e., west of the Peninsula), but not east of hex-column 14.xx in the Narrows (De Tott's Battery). The Entente cannot land on any beach east of S Beach, nor perform Naval Gunfire from hexes within the Narrows.

101.2 Victory and Duration

Each scenario has its own Victory Conditions. Victory is judged on two separate axes—historical and player. Historical victory represents what the armies were trying to achieve, whereas player victory measures how well the player has played in the game.

101.2.1 Victory is judged at the end of the game. The game can end early by mutual agreement—the establishment of stable fortified lines and the exhaustion of units makes mutual agreement a more likely means of ending a scenario than in many games. Victory Conditions often use the following definitions:

1. **Good Order:** A Brigiment in Good Order is one in which has at least 75% of its original steps, and at least 75% of its maximum number of Officer Points.
2. **Perimeter:** For the purposes of Victory Conditions, a Perimeter is a sequence of friendly units all within Messaging Range (9.3) of each other.
3. **Viable Beach:** This is a Beach hex occupied by a deployed Beach Depot (103.10) that would not be in Imminent Threat in daytime. A Viable Beach can be subjected to artillery fire.

At Anzac, the beach parties built walls out of shipping crates, behind which they could hide from the slow shells from high-angle howitzers.

101.3 Set Up

The setup schedule for each scenario lists the forces available. Units that begin on the map are placed according to the scenario setup, the remaining units are placed aside and arrive as reinforcements.

101.3.1 Game Turn Record Track

This track covers the potential time period from 8 pm, 24th April to midnight, 28th April, 1915.

101.3.2 For scenarios the specific setup positions for units and reinforcements will be found on the respective scenario Setup Tables, Reinforcements, and Landing Displays. See the Setups and Reinforcements booklet, Historical Anzac, Landing Display, Historical Helles, Landing Display, and the Free Landing Charts & Tables booklet.

101.3.3 Unless noted otherwise, the Ottoman player sets up first.

101.4 Unusual Ottoman Units

101.4.1 Ottoman Depot Units. The Ottoman player has emergency depot units in Maidos and Boghali. These units cannot move (14). If forced to retreat they are destroyed and cannot be rebuilt. *Maidos and Boghali were the headquarters and logistical hubs of the 9th and 19th Divisions respectively. In addition, several Corps depot ammunition units were based in Maidos, all of whom would have defended themselves in an emergency.*

101.4.2 Attached Jandarmerie. In the historical scenarios the 77th Regiment has swapped its 2nd Battalion for the Brusa Battalion of Jandarmerie. This regiment is not treated as a Flying Column, instead the Officer Points total has been reduced slightly. For the Free Landing Scenario see Section 106.3. *This was a planned and deliberate exchange of units, not the rushed organization modeled by Flying Columns.*

101.4.3 Coastal Defense (CD) Units. The Ottoman player has numerous coastal defense artillery units, mostly emplaced in Gun Pits or Forts. These can engage units At Sea and be released for land combat. For further details see Section 103.13.

101.5 Map Area

Some scenarios use a defined subsection of the map while others use the entire map. North is the top of the map.

101.5.1 Any unit leaving a scenario map area via ground movement cannot return.

101.5.2 Entente reinforcements that are not ashore, other than units performing off-map Diversions (106.10), are regarded to be at sea.

101.6 Limits on Fieldwork Construction

Given hindsight, players will always entrench as fast as they can. Historically that didn't happen for several reasons:

1. It was not safe to dig in daylight.
2. All troops were exhausted and preferred to sleep at night, rather than dig trenches.
3. The Entente were on the attack and thought that entrenching in their current positions was a waste of time.
4. Ottoman Army doctrine was to move and attack at night, not dig fortifications. In the 1st Battle of Krithia (28th April, Day 4) they still only had rifle pits.
5. Neither side had any spare barbed wire on the Peninsula during the first few days.

101.6.1 Rifle Pits can be constructed in every scenario.

101.6.2 Fire Trenches and Barbed Wire cannot be constructed.

101.6.3 The Ottoman player cannot construct Shallow Trenches.

101.6.4 The Entente player can construct a limited number of Shallow trenches. At the beginning of the Engineering Phase during the 8pm-midnight turn each night, count the number of Entente Rifle Pits. Only 1/3 (round up) of these pits can be converted to Shallow Trenches during the next 10 Game Turns (24 hours) inclusive.

101.7 Ottoman On-Map Reinforcements

In the Historical Scenarios, the regiments of the 19th Division start in General Reserve to support the 9th Division. Units of the 9th Division, whose regiments were in Cordon Defense, were released earlier when their defense zones came under attack. Unreleased units are treated as On-Map Reinforcements (15.1.2).

101.7.1 Until it is released, an individual unit cannot activate. Until it is released, a regiment in General Reserve (11.15) cannot Change Orders (11.3).

101.7.2 In Introductory (102) and Historical Landing (104) Scenarios, individual units and entire regiments are released according to the Reinforcement Schedule for that scenario.

101.7.3 In the Free Landing Scenario (106), Ottoman units and regiments are released as per Section 106.4.

101.7.4 In addition to Cases 101.7.2 and 101.7.3, an individual unit is released when it is placed under Imminent Threat (5.3):

- If the unit's parent regiment started the scenario in Cordon Defense (11.12) (regardless of the current order at this time) then the unit may be activated under the regiment's current order.
- If the unit's parent regiment started the scenario in General Reserve (11.15) then it may be activated under the parent regiment's current order. The parent regiment, including all units and Independent Units (9.7) attached to that regiment, is also released; see Case 101.7.5 below. The regiment also Fails its Orders (11.15.10) and it will enter Disorganized Defense (11.13) during the next Orders Continuation Segment.
- If the unit is a Coastal Defense (CD) Artillery (103.13) unit then apply Section 103.13.7.

101.7.5 Independent Units (9.7) (mostly field artillery) might be listed in the Setups or Reinforcement schedules on the same line as a regiment in General Reserve. These units start attached to that regiment. If the regiment itself is released prematurely under Case 101.7.4 above, then these Independent units are also released and can be activated by any regiment of 19th Division. **Exception:** CD units still use Case 101.7.4.

101.8 Intelligence

As an exception to the usual rules for Inspecting Stacks (3.8), the Entente player can examine every unit in every stack before play begins. *The British had a spy on the Turkish General Staff; plus the RNAS had been overflying the Peninsula for a month, so they knew where everything was!*

101.9 Limits on Low-Angle Observed Fire

Only Ottoman CD artillery (101.4.3) may employ low-angle observed fire (17.7.6). All high-angle artillery can conduct observed fire.

On Gallipoli it took about a month before the field guns were sufficiently organized to employ this practice.

101.10 Notes on Markers

101.10.1 Generic Objective Markers. Both players have such markers, which may be used as extra Objective markers or to further obscure formation Objective marker placements.

101.11 Early Errata

Here are some updates after some items went to print.

101.11.1 Map. The correct spelling of hex 8.2 is "Sedd el Bahr". The Barbed Wire in hex 30.49 faces the Beach hexside.

101.11.2 Charts and Tables Booklet, Table 14.1.3. The Foot/Hoof column should read just Foot. In the Hiding line delete "FW" from the Categories column; use Case 3.7.10 and the Within Fieldwork line for additional stacking limits while Hiding in Fieldworks.

101.11.3 Army Status Display Sheet #3 incorrectly uses "Div" on the Officer Points Full and Half-Maximum value lines. These formations are regiments, not divisions.

101.11.4 On Ottoman Counter Sled #1 the use of "Bogali" is a typo; it should read as "Boghali".

101.11.5 All uses of "Brusa" are a typo. They should read as "Bursa". Brusa was retained in the procedural portions of the rules because counters using that term have already been printed.

101.11.6 More transliterations have been identified. The second term after a comma is the abbreviated form. Either use means the other.

Older or British Use	Alternate
Cham Tepe	Çam Tepe, ÇT
Soganli, Sog	Soğanli, Soğ

101.11.7 Gallipoli Extended Sequence of Play card. Modifications to Brigment Activations: change "2.3.2" to "2.2.2".

102.0 Introductory Scenarios

These scenarios use fewer rules, just a portion of the map and armies, or are of short duration. They are designed to introduce players to the system. None of these scenarios evaluate Supply (20).

102.1 Clearing Sedd el Bahr

This scenario shows the clearing of Sedd el Bahr by the British 86th Brigade on the morning of 26th April.

This is a tiny solitaire scenario to teach fire, movement, and assault. It is an Entente solitaire scenario because the Ottoman player has very few decisions.

102.1.1 Clearing Sedd el Bahr, Ottoman Set Up Table

102.1.2 Clearing Sedd el Bahr, Entente Set Up Table

102.1.3 Map Area: East and South of Hill 138; specifically, East of Column 4.xx inclusive, and South of hexes 4.3 and 5.3 inclusive.

102.1.4 Duration: This scenario lasts five game turns, from Game Turn 12 (6am-8am, 26th April) through Game Turn 16 (2pm-4pm, 26th April) inclusive.

102.1.5 Forces: The location of every unit on both sides is defined in the set up tables, so players can set up in either order, or simultaneously. Neither side has reinforcements.

102.1.6 Naval Gunfire: The Entente player has naval gunfire on Turn 5, Commanded Fire from a Pre-Dreadnought with Mark X 12" guns. This is an 8 point Artillery Fire (17.7) from any All-Sea hex (limited

by Case 101.1.4) that has LOS against any target hex. *Historically they fired at Sedd el Bahr on Turn 5 but the range was far too long, i.e., they rolled a 9.*

102.1.7 This scenario uses simplified rules. Do not use the *Rifle and Spade* rules for Formations and Command (9), Officer Points (10), Orders (11), Engineering (13), and Rally (16.5). Only British units can move and Assault freely, except that all units of the Worcester Battalion cannot move east of Fort Nr. 1. Each side can rally one stack per turn and perform Commanded Fire as they like.

102.1.8 Historical Victory is evaluated as follows:

Entente Victory. Capture all of the following features: Fort Nr. 1, The Old Fort, Sedd el Bahr, Hill 141. The Hampshire Battalion must have at least 2 steps remaining.

Draw: Capture the four features listed above.

Ottoman Minor Victory: Hold Fort Nr. 1.

Ottoman Medium Victory: Hold Hill 141 and Sedd el Bahr.

Ottoman Massive Victory: Hold all four features defined in the Entente victory

Anything else is a draw.

102.1.9 Player Victory is defined relative to the historical result (Entente Victory).

102.2 Kemal's Counterattack

Mustafa Kemal, whose journey to earning the honorific 'Atatürk' began on this day, was determined to counterattack before the Anzacs could land all their strength. This scenario begins as he launches his first attack with the arriving 57th Regiment, supported by the existing 27th Regiment. The 1st Australian Division is ashore, but is completely disorganized. Kemal's goal was to drive the Anzacs back to the beaches in the northern part of the line, and then do the same in the south when the 72nd and 77th Regiments arrived. The Anzacs were just trying to hang on.

This is a short but intense scenario for two players that also serves to introduce players to the command rules. It can also be used as an alternate start for the full historical scenario at Anzac. Kemal attempted to drive the Anzacs into the sea, completely destroying the 57th Regiment in the process. Don't play for a draw; it is not what he did!

102.2.1 Kemal's Counterattack, Ottoman Set Up Table

102.2.2 Kemal's Counterattack, Entente Set Up Table

102.2.3 Reinforcements arrive as per Historical Anzac, Reinforcements Schedule (104.3.3). Unlike the Historical Advanced Scenarios (B), this scenario uses simplified amphibious reinforcements: simply place the reinforcing Entente unit on hex 31.55 or 31.56.

102.2.4 Kemal's Counterattack, Entente Planning Map

102.2.5 Map Area: As marked on the map—north of hex-row xx.40 (inclusive) and west of hex-column 51.yy (inclusive). Half-hexes on the north and south map edges are in play.

102.2.6 Duration: The game lasts six game turns, from Turn 5 (noon-2pm, 25th April) through Turn 10 (midnight-4am, 26th April) inclusive.

102.2.7 Special Command Rules: There is no Command Phase on the first turn of the scenario (Turn 5). The Ottoman player defines his Orders before play begins, the Anzac player's Orders are defined in the setup schedule.

102.2.8 Ottoman Orders: The Ottoman player sets Orders for each Regiment before the game begins. Remember to include Objectives (11.4) and Routes of March (11.4.9). The 57th Regiment must start with an Attack (11.8) order. The 27th Regiment starts with either Attack or Defense (11.11) orders. The 72nd Regiment starts with either Attack or General Reserve (11.15) orders. When released on Turn 6, the 77th Regiment starts in General Reserve; this regiment and the associated artillery units are the only Ottoman reinforcements.

102.2.9 Entente Orders: Anzac reinforcements arrive using Case 102.2.3. Newly arriving Brigiments may arrive with Attack, Defense, or General Reserve orders designated on the turn of arrival.

102.2.10 Naval Gunfire: There is no Naval Gunfire (103). *Historically the Anzac player drew No Fire all day. Diddums.*

102.2.11 This scenario uses the full command and related rules (*Rifle and Spade* Sections 9-11). See the Ottoman and Entente Set Up rules above for specifics.

102.2.12 Historical Victory is evaluated as follows:

Entente Major Historical Victory: Capture all three hexes of Chunnuk Bair. *Although the Anzacs do have the NZ Brigade, capturing Chunnuk Bair is definitely in the "visionary" category.*

Entente Minor Historical Victory: Hold their current positions. *The beachhead will be less precarious than it was historically.*

Ottoman Medium Historical Victory: Hold all three hexes of Chunnuk Bair, capture Battleship Hill and Baby 700, and either capture or be in Us/Them in either The Nek or The Chessboard. *The historical result: the Anzac beachhead hanged on by a thread. Quinn's Post was particularly vulnerable.*

Ottoman Crushing Historical Victory: Hold or capture all hexes at elevation 3 or above (i.e., all of the 400 Plateau, Russel's Top, and the ridge from Baby 700 to Chunnuk Bair and Koja Chemen Tepe). *The Anzacs will probably be forced to surrender because the Royal Navy did not believe that they could evacuate them under fire.*

Ottoman Millennial Historical Victory: No Entente units remain on the map. *Very difficult due to the scenario's length.*

102.2.13 Player Victory is defined relative to the historical result (Ottoman Medium Historical Victory). That result is a draw for the players; the goal of both players is to better that result.

102.2.14 Alternate Use of this Scenario. The setup and start time of this scenario can be used as an alternate start for the Anzac (104.3) scenario; see Case 104.3.13.

102.3 First Battle of Krithia

On the fourth day, Major General Hunter-Weston was determined to take Achi Baba, which was the first day's objective. The French had arrived to reinforce the exhausted men of the 29th Division. The result was a poorly organized frontal attack against partially entrenched troops, in other words a disaster. However, the Ottomans were stretched very thinly...any mistake on their part would have opened the way to the forts.

This scenario is included because it is a named battle. Unlike the maneuverings associated with the landings, it is an example of an unimaginative frontal assault against an entrenched enemy. However, the Ottoman player has to be careful.

102.3.1 1st Battle of Krithia, Ottoman Set Up Table**102.3.2 1st Battle of Krithia, Entente Set Up Table**

102.3.3 Map Area: South of xx.18 hex row inclusive.

102.3.4 Duration: This scenario lasts seven game turns, from Turn 33 (8am-10am, 28th April) through Turn 38 (10pm-midnight, 28th April) inclusive.

102.3.5 Ottoman Forces: All front-line Ottoman infantry units (20th Regiment, 26th Regiment plus attachments) are in Rifle Pits, not Hiding. There are no Ottoman reinforcements.

102.3.6 Entente Forces: The only Entente artillery units that can move are B RHA, Y RHA, 460 H, Argyllshire, and Ross & Crm batteries. *Historically the Entente had landed the guns but very few horses on the first few days. There are no Entente reinforcements.*

102.3.7 Setup Order. The Ottoman player sets up his non-artillery units, then the Entente player sets up all units, and finally the Ottoman player sets up his artillery.

102.3.8 Naval Gunfire. This scenario uses a simplified form of Naval Gunfire (103.14). On Turn 33, the Entente player has Commanded Fire from a Pre-Dreadnought with Mark X 12" guns. This is an 8 point Artillery Fire (17.7) from any All-Sea hex (limited by Case 101.1.4) that has LOS against any target hex. At the beginning of subsequent daylight turns roll a die. On a roll of '1' repeat this fire at any valid target; on a '2' the same fire is available that turn but only as an Opportunity Fire shot with the same LOS requirements. *Historically the Royal Navy shot up the 19th and 15th Regiments as they marched to the front.*

102.3.9 Use the full Command rules, Sections 9-11. The Ottoman starting Orders are on their setup table (102.3.1). The Entente setup table (102.3.2) lists the starting Orders; prior to the game the Entente player sets the Objectives and Routes of March.

102.3.10 The Ottoman 15th and 25th Regiments use the (Class) II/1 bn row on the Ottoman Emergency Flying Column Army Status Display.

102.3.11 Historical Victory is evaluated as follows:

Entente Major Victory: Capture a line from hex 15.24 to Yazı Tepe (hex 19.22), then directly south to 19.15, then hex 18.15 to hex 18.10, then hex 17.9 to hex 17.6. *The jaggies are due to the difference between Grid and Magnetic North—don't mind the difference, just go forward and take those damned positions!*

Entente Minor Victory: The Entente capture at least five Ottoman Rifle Pits.

Draw: The Entente capture fewer than five Ottoman Rifle Pits.

Ottoman Major Victory: The Entente capture no Rifle Pits.

102.3.12 Player Victory is defined relative to the historical result (Ottoman Major Victory). The Entente player wins a moral victory if he actually enjoyed the scenario.

B. Historical Advanced Scenarios

These scenarios are more complex because they require significant rules for the actual landings. Section 101 also applies.

103.0 Amphibious Operations

This section contains all the amphibious rules needed to play the Historical Landing Scenarios (104). In addition to using this section, the Free Landing Scenario (106) also has rules that explain how to plan and execute a landing at any beach.

103.1 General

An **Amphibious Assault** (103.4) is the landing of a Brigiment onto one or more enemy-controlled Beach hexes, i.e., a Beach hex that was not last passed through by a friendly unit. Subsequent landings on a captured Beach hex are **Amphibious Reinforcements** (103.5).

103.1.1 Beach Capacity: The ability of the player to Land (103.3) or Embark (103.9) units from a single Beach hex is limited by the Beach Capacity to handle boats. Every Beach hex has a capacity, which is measured in steps. The capacity is the total number of steps that can land in that hex per turn (both Waves of an Amphibious Assault count against this capacity). The capacity is printed on the map next to the name of the beach. If there is no printed number, then the capacity is 6 steps. Capacities are upper limits on what may cross a Beach hex; ship transport and traffic may prevent these values from being achieved. See Sections 103.4-103.6.

For example, every Beach hex north of Gaba Tepe has a capacity of 6, whereas Y Beach has a capacity of 5. Beach capacity is primarily the width of the beach—a tow required a certain number of yards of beach space.

103.2 Amphibious Sequence of Play

Amphibious Operations add additional steps to the Sequence of Play (2), particularly when an Amphibious Assault (103.4) is conducted against a hostile beach. These modifications are used for both the Historical Landing Scenarios (104) and the Free Landing Scenario (106). Items from the series rules Sequence of Play that are not stated below remain the same as in *Rifle and Spade* Section 2; aside from these new steps conduct the Sequence of Play as a normal turn.

103.2.1 Gallipoli Extended Sequence of Play

See this separate two-sided card, which combines the series Sequence of Play (2) with the Sequence of Play Changes below.

103.2.2 Changes to the Sequence of Play (2), Reinforcement Phase. New steps apply depending upon the turn when an Amphibious Assault happens.

1. **Reinforcement Phase** (both players in parallel)
 - (a) Place Off-Map reinforcements and release On-Map reinforcements (15). *No change from series rules.*
 - (b) Turn prior to Amphibious Assault (103.4): Announce arrival of Landing Force (106.7.3) at beach.
 - (c) Turns during and after an Amphibious Assault (103.4): Pull Naval Gunfire chit (skip on twilight/night turns). See Section 103.14.
 - (d) Turns after an Amphibious Assault: (At-Sea) Amphibious Reinforcements (103.5) Segment

i. Rowing Subsegment

- A. Place all At-Sea reinforcements one hex offshore from their landing beach.

ii. Naval Fire Subsegment

- A. Roll for CD fire (103.13), by non-landing player.

103.2.3 Changes to the Sequence of Play (2), Command Phase, Change Orders Segment. The Free Landing Scenario (106) adds another possible procedure:

3. Command Phase (both players in parallel)

(e) Change Orders Segment

- ii. Other Brigiments may attempt to change their orders. See Section 11.3. **Exception:** Orders cannot be changed during a midnight-4am turn. **For Free Landing Scenario:** Apply Alarums and Excursions (106.6).

103.2.4 On the turn of an Amphibious Assault (103.4) insert the following phase just after the Sequence of Play (2) Phase 3, Command Phase: See the Gallipoli Extended Sequence of Play (103.2.1) for the details of this phase.

4. Amphibious Assault Phase (Player conducting Amphibious Assault; see Section 103.4).

This is a new phase prior to the Activations Phase of the series rules; subsequent series rules phases are renumbered by +1. Note that this phase has two Waves, each including a Naval Segment followed by an Amphibious Activations Segment when Landing (103.3) happens. Each active assaulting Brigiment is under the first turn of an Initial Attack order (11.9.4); there is no pre-Assault morale check (103.3.4) and Tactical Surprise (103.4.6) is possible. Brigiments activate as chosen.

Free Landing Scenario (106) only: Track losses to CD fire (103.13.2) and fire taken while landing (103.3.5) for Landing Delays (103.6).

103.2.5 Changes to the Sequence of Play (2), Activations Phase, Brigiment Activation Segment. Pre-Landing Naval Bombardment (103.14.13) might happen.

5. Activations Phase (Both players: repeat until all Brigiments have been activated)

(c) Brigiment Activation Segment (Active Player)

- ii. Commanded Fire Subsegment (Active Player)
 - A. Pre-landing naval bombardment (if any, as specified in Historical Landing Scenario (104), or in Free Landing Scenario using Case 106.7.16).
 - B. Each unit that did not start or continue an Engineering action in the Engineering Subsegment may participate in one Commanded Fire. See Section 17.3. *No change from series rules.*

103.2.6 Changes to the Sequence of Play (2), End of Turn Phase. Naval Gunfire (103.14) chits are cleaned up.

6. End of Turn Phase (Both players simultaneously)

- (a) Remove Activity Count markers used to track artillery fires (17.7.8). *No change from series rules.*
- (b) Return naval gunfire chits to the pool (103.14.10).
- (c) Advance the Game Turn marker to the next game turn. *No change from series rules.*

103.2.7 Exception to Series Rules Case 2.2.2: During a turn that a Brigiment conducts an Amphibious Assault, it may be activated more than once. The Brigiment may be activated during the First Wave Amphibious Activations Subsegment, the Second Wave Amphibious Activations Subsegment, or (in the unlikely event that it already has units ashore) during the Brigiment Activation Segment. It may be activated during one of these (sub-)segments only if it has a unit that is eligible to take an Action (12) during that (sub-)segment. Nevertheless no individual unit may be activated, i.e., take an Action, more than once per Turn.

103.2.8 For Historical Scenarios (104) the effects of pre-landing naval bombardment and scatter have already been written into the scenarios; that is why the pre-landing naval bombardment is scripted and the scatter steps are skipped.

103.3 Landing

Units are implicitly landed from row boats typically towed near the beach by steam pinnaces. There are no actual row-boat counters or sea movement rules. Boats can only land or embark ground units in beach hexes. The Historical Landing Scenarios (104) completely define the time and place of the landing of units, although contact with the enemy can impose Landing Delays (103.6). In the Free Landing Scenario (106), the Entente player draws up plans that similarly define the time and place of all landings. This section contains landing rules that are common to both Amphibious Assault (103.4) and Amphibious Reinforcements (103.5). See also Embarkation (103.9).

103.3.1 At Sea. During a Rowing Subsegment (103.2) units arriving by sea are placed in All-Sea hexes next to their destination Beach hexes until their subsequent Brigiment activation; point the top of the units to face the Beach hex on which they will land. During an Amphibious Assault (103.4) the infantry units will be companies; when landing as reinforcements (103.5) the infantry units can be larger, typically half-battalions. Artillery units land Limbered.

103.3.2 If any coastal defense (CD) artillery units are within range of the sea hex, then CD fire (103.13) happens after the units have been placed in their sea hexes (and scattered, if any).

103.3.3 Landing Procedure. During the movement portion of the subsequent Brigiment activation (either during the Landing Brigiment Activation Subsegment of an Amphibious Assault Phase, or the Brigiment Activation Segment of the Activations Phase), each unit lands on its Beach. Landing a unit other than artillery on the Beach costs 1 MP plus the MP cost of the beach hex itself (typically a total of 2 MPs). Landing artillery or cavalry takes the entire MA and is a Long Action (12.2). Landing is an Opportunity Fire Trigger (17.4.4), but Cases 17.4.12 and 103.4.6 might apply.

103.3.4 Movement to Assault while Landing. This can happen during an Amphibious Assault (103.4): after a unit lands (103.3.3) in an enemy occupied Beach hex place an Assault marker (or join an existing Assault). The landing is a variant of Movement to Assault (14.4). Units do not roll a pre-assault Morale Check (11.9.4). Resolve the assault during the next Assault Step (103.2).

103.3.5 When Landing Ends. Until the landing procedure ends, the landing unit is At Sea and it will not receive any favorable DRM from the terrain or fieldworks in the Beach hex. In an Assault hex the landing procedure ends only after resolving the Assault, otherwise landing ends after spending the landing movement cost (103.3.3) and the effects of any resulting Opportunity Fire (including morale results)

have been incurred. Losses At Sea count as casualties that might cause Landing Delays; see Section 103.6.7.

An opposed landing on a beach exposes the boats and crews to ground combat, potentially delaying follow-on reinforcements.

103.4 Amphibious Assault

An Amphibious Assault is an Amphibious Operation directed at an enemy-controlled beach, typically at the start of a scenario. An Amphibious Assault only lasts for one turn—subsequent landings on the same beach are Amphibious Reinforcements (103.5). Only Brigiments with Initial Attack (11.9) orders can perform an Amphibious Assault. See the *Gallipoli* Extended Sequence of Play (103.2.1) for the steps.

103.4.1 An Amphibious Assault is divided into two Waves. All units of the First Wave arrive offshore, possibly scatter, take CD fire, land, perform ground movement, and resolve Assaults before the Second Wave repeats this process. Units in the Second Wave have only four MPs, rather than the usual six. See Section 103.2.

103.4.2 Rifle units land (103.3) as individual companies. In the Second Wave an MG or HQ unit can accompany a company.

103.4.3 Units in the Second Wave may voluntarily abort landing (**Exception:** 103.7.4), in which case they may delay subsequent reinforcements, see Landing Delays (103.6). *If the First Wave has been wiped out it might be wise to wait until someone else captures the beach from the landward side. This is what happened historically at V Beach.*

103.4.4 During an Amphibious Assault, a Landing Delay in the First Wave affects units arriving in the Second Wave. A Landing Delay in the Second Wave affects the reinforcements of the next game turn. See Section 103.6.

At Cape Helles, most of the 4/Worc, and 2/Hants should have landed as part of wave 2 in Turn 2. However, many boats were lost in the firestorm at V and W, and they were delayed until Turn 3.

103.4.5 Pinnacle MG Fire. The First Wave has 0.5 points of MG fire per company (that survived CD fire). This fire occurs during the Pinnacle MG Step (103.2) in the Beach hex that the landing units are about to enter.

The steam pinnaces that towed the row boats had Maxim guns, one of which severely wounded the commander of the Ottoman 8th platoon on Plugge's Plateau.

103.4.6 Tactical Surprise. Tactical Surprise (11.7) can only happen for the First Wave on *morning* twilight or night turns. Tactical Surprise means that there is no Opportunity Fire (17.4) when units of the First Wave enter their beach hex. Therefore when a unit lands in a hex with enemy troops, there is no Opportunity Fire as they Move to Assault (103.3.4). Opportunity Fire applies normally in every hex they enter after the landing hex. The Second Wave receives Opportunity Fire normally, although the light will limit the observation range. In Historical Landing Scenarios (104) the scenario description states whether Tactical Surprise has been achieved. In the Free Landing Scenario (106), unless there has been a nearby Pre-Landing Naval Bombardment (106.7.6), each Landing Force (106.7.3) will roll for Tactical Surprise (106.8.3).

103.4.7 Contested Beach Subsegments. During the Contested Beach Subsegment that happens just before landing a Wave (103.2.1), count the battalions that are about to land on beaches that are covered by infantry fire (including MG fire from range 2). Using this count, apply the Contested Beach section of the Officer Point Costs Table (10.2.1) to determine the number of additional Officer Points lost by the Brigi-

ment. If a particular battalion is counted in the First Wave do not add it to the count for the Second Wave.

103.5 Amphibious Reinforcements

Amphibious Reinforcements are the Landing (103.3) of units onto a friendly controlled Beach. The Beach hex landed on must have been last occupied by a friendly unit. Amphibious reinforcements can land on a captured Beach hex on all turns after an Amphibious Assault (103.4), or on a Beach hex that has been captured from the landward side without an Amphibious Assault.

103.5.1 The Amphibious Reinforcement Sequence (see Section 103.2.2) is followed for any turn with Amphibious Reinforcements. Amphibious Reinforcements are placed off-shore in the Reinforcement Phase, and then activate (move) later as a part of the normal, landward activation of their Brigiment. There are no Waves, nor is there a separate Amphibious Assault phase.

103.5.2 Rifle units that are Amphibious Reinforcements land as half-battalions.

103.5.3 Amphibious Reinforcements are subject to CD fire. See Section 103.3.2.

103.5.4 Amphibious Reinforcements can be voluntarily delayed. See Section 103.11.

103.5.5 Amphibious reinforcements can be voluntarily redirected to another Beach hex within the same named historical landing beach. The sub-beaches of W are one landing beach, as V-Beach and V-Camber are of another. The *SS River Clyde* (103.7) cannot redirect its units. The Free Landing Scenario uses Case 106.7.9. Redirecting a now-postponed reinforcement imposes a Landing Delay on the new Beach hex (103.6.3).

103.5.6 Artillery and cavalry units can only land as Amphibious Reinforcements.

103.5.7 For Historical Landing Scenarios (104), Entente Amphibious Reinforcements arrive using the historical reinforcement schedule for that scenario.

103.5.8 For the Free Landing Scenario (106), Entente Amphibious Reinforcements are brought in from the available units at sea but subject to constraints; see Section (106.9) for the detailed rule.

103.5.9 Ottoman Reinforcements arriving at ports are not treated as amphibious reinforcements. See Section 103.12.

103.6 Landing Delays

Landing Delays are interruptions of the amphibious landing schedule due to unforeseen events. They can happen because of casualties to landing units, scattered units from an Amphibious Assault wave, voluntary delays, or the unscheduled embarking of units.

103.6.1 In the Historical Landing Scenarios (104) only voluntary delays (103.4.3), embarkations (103.6.11), and redirections (103.6.12) cause Landing Delays. In the Free Landing Scenario (106) there are additional causes of delays (103.6.7-103.6.9). *The additional delays were built into the historical reinforcement schedules.*

103.6.2 Landing Delays only affect one Beach hex, not an entire landing beach (103.5.5).

103.6.3 Visualize the stream of landing units as a queue. In all cases a Landing Delay is a replacement use of the Beach Capacity (103.1.1) of a Beach hex on the next turn (or on the current turn for a unit of the First Wave under Case 103.4.4). In cases where the Landing Delay was

caused by a unit postponing its landing, this replacement use will be to land that unit. In the Free Landing Scenario (106) only, this replacement use could be to land a unit that missed all beaches due to scatter and is returning (106.8.10). For Landing Delays due to CD Fire, Opportunity Fire, or embarkation the delay simply subtracts Beach Capacity on the next turn, without a unit landing. Every time a Landing Delay happens, one unit's worth of landing units (2 infantry steps or 1 step of artillery) is counted against the Beach Capacity for the next turn. Used up Beach Capacity might postpone the scheduled landing of a unit: that unit then becomes a new Landing Delay. Include carried MG and HQ units with any postponed unit. Carry the remaining Landing Delays into the subsequent turn and repeat the process of comparing Landing Delays to Beach Capacity and the reinforcement schedule. By chain reaction this can create a queue of tied up Beach Capacity and delayed landing units until a later turn when there is sufficient Beach Capacity to reduce the queue.

Example: On Turn 1, on a Beach hex with Beach Capacity of 3, an infantry Landing Delay (2 steps) occurs. Turns 2 and 3 each have one infantry unit's worth of reinforcements (2 steps) scheduled to land on that hex; Turn 4 has no units scheduled to land there. The Landing Delay is counted on Turn 2 (if a unit is associated with the delay, it lands) and the Turn 2 and 3 reinforcements are each postponed one turn. The queue would be cleared at the end of Turn 4.

103.6.4 Delay one MG reinforcement for every 2 rifle steps delayed. MG units never count toward delaying other units.

103.6.5 Artillery unit delays are treated separately from infantry unit delays. Only an artillery unit delay can delay an artillery unit reinforcement for that beach. *The two types of units used different boats. Artillery landed using horse floats; infantry came ashore in row boats.*

103.6.6 HQ units are never counted as delaying other units or as being delayed by other Landing Delays.

103.6.7 In the Free Landing Scenario (106), every second infantry step loss taken by at sea units landing on, or embarking from, a particular Beach causes an infantry delay of one step on that beach. Losses that incur delays are: losses due to CD fire (103.13), losses to Opportunity Fire (17.4) when the unit lands in the Beach hex, losses to Opportunity Fire when a unit Embarks (103.9), losses due to any Assault from landing in the Beach hex. See Section 103.3.5.

103.6.8 In the Free Landing Scenario (106), scattered units that completely miss their Landing Beach (106.7.9) are delayed and land as Amphibious Reinforcements (103.5); see Section 106.8.9. These scattered units that completely missed a landing beach hex have their steps counted as "step losses" towards Landing Delays (not real losses) in Case 103.6.7 above. *These scattered losses cause delays because the boats and beach space are not available when they should be.*

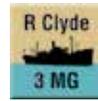
103.6.9 In the Free Landing Scenario (106), for every single artillery step loss taken by an at sea artillery unit (landing or embarking from the particular beach) an artillery unit delay is incurred.

103.6.10 Routed steps count as step losses for the purposes of Landing Delays.

103.6.11 Every infantry or artillery step that is Embarked (103.9) causes a unit delay of the corresponding type on that beach.

103.6.12 Every infantry or artillery unit that is redirected to a landing beach other than its designated beach (103.5.5) imposes a corresponding unit delay on the new beach.

103.7 SS River Clyde



The SS *River Clyde* was a converted collier. Sally ports were cut in either side of the hull, connected to gangways running forward to the bow. On grounding, ramps were then to drop onto tethered lighters (reminiscent of a Roman corvus), forming a bridge to the shore. The goal was to land rapidly approximately two battalions of infantry on a small length of beach in a very short time. Eleven machine guns belonging to 3rd Armoured Car Squadron (3 ACS) of the Royal Naval Air Service (RNAS) were emplaced on the forecastle behind sandbag sangars.

Unfortunately, the narrow gangways lined the departing troops up like ducks in a fairground shooting gallery. Several companies were completely wiped out before the British gave up and waited until night fall. The few troops who made it to the beach sheltered behind a small dirt cliff, protected by the fire of the 3rd ACS.

103.7.1 The *River Clyde* only counts as 2 steps for Beach Capacity (103.1.1) no matter how many troops on board her land (or attempt to land and die) in a turn. It is its own "beach" for the purpose of Landing Delays (103.6).

103.7.2 When the *River Clyde* lands it is actually in the Beach hex; it is not grounded in an off-shore hex. Therefore in the historical scenarios it is in V Beach (hex 6.2).

103.7.3 Each company exits the *River Clyde* individually. It is treated as Landing (103.3); i.e., it costs one MP. **Note:** The Density DRM (17.2.2) triples the number of steps for Opportunity Fire, therefore a company counts as three steps, not one.

103.7.4 SS *River Clyde* must land in its assigned Wave. All units inside *River Clyde* must exit until a company has been destroyed at the moment of landing (103.3.5) by Opportunity Fire, after which landing is optional. This supersedes Cases 103.4.3 and 103.11.1.

103.7.5 Units inside the *River Clyde* cannot Fire or Assault until they land.

103.7.6 Units inside the *River Clyde* are a separate stack that does not count against the stacking limits in that hex.

103.7.7 Until they exit, troops inside the *River Clyde* are completely immune to Ottoman fire, including CD fire (103.13). Therefore they cannot take losses and will never check morale. The Ottoman player cannot Assault the *River Clyde*. The *River Clyde* cannot be damaged in any way.

The Ottoman coastal defense batteries at Kum Kale shelled the SS River Clyde all day, but caused no casualties. The hull was not penetrated because the batteries were howitzers; had it been penetrated she was grounded anyway. In fact she was re-floated in 1919 and resumed her career as a merchant ship!

103.7.8 SS *River Clyde* includes an integral MG unit—the 3rd Armoured Car Squadron (3 ACS). Both ship and unit are represented by the R Clyde counter; 3 ACS cannot detach from the ship and perform a Landing (103.3). 3 ACS has 6 MG fire points but, due to their broadside arrangement, only half could fire at the same target. When tracing LOS it is in the 50 meter contour level, i.e., the lowest land level. Whether the *River Clyde* lands during the First Wave or during the Second Wave of an Amphibious Assault, 3 ACS can fire two shots of 3 fire points at the landing hex in the Naval Fire Subsegment for that wave; treat this as Pinnacle MG Fire (103.4.5). 3 ACS can perform the only form of Pinnacle MG Fire that is allowed during the Second Wave. Once *River Clyde* lands, 3 ACS may use Opportunity or Commanded Fire

but may only fire up to 2 shots of 3 MG fire points through different hexsides of the landing hex; 3 ACS can only shoot 3 fire points (before modifications) into the *River Clyde's* hex. These MGs cannot be damaged. The 3 ACS unit is a separate stack to the units actually on its Beach and to the other units inside the *River Clyde*; they do not interact. 3 ACS does not count against stacking limits.

The 3rd Armoured Car Squadron was part of 3 Squadron, Royal Naval Air Service. These were private cars (including a Rolls Royce) belonging to pilots in the squadron. For the landing they removed their Vickers guns and emplaced them behind sandbags on the forecastle. Their suppressive fire prevented the Ottomans from overrunning the few Fusiliers who actually made it to shore at V Beach.

103.7.9 The Entente player can choose to use or not use the *River Clyde* in the Free Landing Scenario (106). It can carry 7 steps of rifles and 2 MG units for Landing, in addition to 3 ACS (103.7.8).

103.7.10 If the *River Clyde* achieves Tactical Surprise in the Free Landing Scenario (106.8.3) then only the first company to land has Tactical Surprise.

103.8 Limited Entente Artillery Transport

Each turn only 1/3 (round up) of the ashore Entente non-mountain gun units can move using Limbered movement. The other units can only move by Prolonging (14.3.7) or Dragging (14.3.8) the guns. **Exception:** Mountain gun units always have their transport.

The Entente deliberately landed very few horses for their batteries on the first few days. Most batteries were simply dragged off the beaches. The horses of the ammunition columns were not landed immediately. The mountain batteries used mules and were easier to land.

103.9 Embarkation

Units under a Regroup (11.14) order can leave a Beach hex and go to sea: this is known as Embarkation. The Regroup Point Objective must be the notional location of the transport ships offshore; this is an additional Objective type to that in Case 11.14.2. When activated as a part of their Brigiment, embarking units go through the reverse of the Landing (103.3.3) procedure. The units move into or start their Movement Subsegment on the Beach hex, embark on the boats, and endure CD Fire (103.13). See Section (103.6.11). It costs 2 MPs to embark; this is an Opportunity Fire trigger (17.4.4). Embarking artillery takes the entire MA and is a Long Action (12.2). Ignore any Confused or Rout results—the troops always reach the ships.

103.9.1 Units that embark cannot re-land for 10 turns (24 hours).

103.9.2 Every infantry or artillery step that embarks causes a Landing Delay of the corresponding type (103.6.11).

103.10 Entente Supply Units & Beach Depots



Entente beach supply units (ASC, AASC, Zion Mule Corps, and RMAT) arrive as Amphibious Reinforcements (103.5). When deployed they serve as Beach Depots (103.10.2). A Beach

Depot is used to determine if the Entente possesses a Viable Beach (101.2.1 Point 3) for supply and victory purposes.

103.10.1 A supply unit is an Independent Unit (9.7) that is one infantry step with a morale of 60.

103.10.2 Deploying as a Beach Depot. A supply unit spends 1 MP on a Beach hex, stops, and flips to its Deployed side. A Beach hex can contain only one Beach Depot. So long as the depot remains in

a Viable Beach hex, it serves as a supply source (20.1.1). A Beach hex with RMAT as the depot supplies only French units; Beach hexes with other depots supply only non-French units. See Section 104.2.

103.10.3 Supply units cannot Fire or Move to Assault. If defending in an Assault flip the unit away from its Deployed side.

103.10.4 A destroyed supply unit can return as a reinforcement two turns later. Remove one step from the closest rifle unit on the turn that it arrives.

Historically any losses would have been replaced by selected “volunteers” from the nearest rifle unit. The beach party at Anzac largely consisted of the first batch of replacements. At Helles the beach party was initially sailors from the Anson Battalion, later it was the professional Army Service Corps.

103.11 Order Requirements and Amphibious Operations

Units at sea are not subject to the Make Progress Requirement (11.8.3), the Occupy Defenses Requirement (11.11.5), or the March Requirement (11.15.6) of their respective Order. However, Brigiment units ashore are subject to these Order requirements. Furthermore, the activity of Landing (103.3) ashore, or Embarking (103.9) back to sea, counts as movement toward fulfilling one of these requirements.

103.11.1 Amphibious Assault Requirement. All units in the First Wave of an Amphibious Assault (103.4), which uses the Initial Attack (11.9) order, are required to land on the Beach hex that they are approaching. Units on *SS River Clyde* are a possible exception (103.7.4).

103.11.2 Units at sea cannot be given a March (11.16) order but units ashore can be given the order; the units at sea will wait for a new Order.

103.12 Ottoman Seaborne Reinforcements

In the landing scenarios, Ottoman reinforcements appear at the ports at Kilya Liman or Maidos, according to the scenario reinforcement schedule. Simply place them on the correct port.

103.12.1 If either port is enemy occupied then the reinforcements scheduled for that port appear at the other port, delayed by two game turns. If both ports are occupied, then the reinforcements appear 6 turns later at hex 60.50.

103.13 Coastal Defense (CD) Artillery

Only CD artillery can fire at targets at sea; this is known as “CD fire.” Firing at sea uses a different and much simpler fire mechanism than ordinary artillery fire. Until released (103.13.7), CD artillery may only perform CD fire.

103.13.1 CD artillery are marked with a diamond unit symbol. They belong either to the Chanakkale Fortified Area Command (CFAC), or to 9th Division. The CFAC Coastal Defense batteries belong either to the 4th or 8th Heavy Artillery Regiments. The Eski battery near S Beach and the three batteries of 1st Battalion just south of Achi Baba belong to the 8th, all other CFAC units belong to the 4th. The coastal defense artillery at Gaba Tepe are also restricted by these rules, even though they were officially part of the 27th Regiment (9th Division).

103.13.2 CD artillery perform CD fire during the Naval Fire Subsegment at all units in range that are about to land; see Amphibious Sequence of Play (103.2). Ignore the regular Fire Resolution (17.2) procedure. Instead for each step landing there is a 10% chance that it will be destroyed. Roll only once regardless of how many CD guns bear against the target, although halve the percentage chance if only

three or fewer CD steps are within range. If a landing unit takes a hit and fails the resulting Morale Check then when it lands it will halt in the beach hex, Confused (16.1.2). Do not roll a Morale Check for embarked (103.9) units.

103.13.3 CD fire does not accumulate Artillery Fired (3.3.1) counts under Case 17.7.8.

103.13.4 Units conducting CD fire can perform Observed Fire (17.7.6) using spotting from any unit within Messaging Range (9.3). Remember that all Gun Pits, Forts and Fire Trenches have telephones. The Observed Fire DRM (17.7.1) is ignored for CD fire.

103.13.5 CD artillery cannot fire outside of their own hex if they are under an Assault or an Us/Them marker. *This is an important tactic at Gaba Tepe—close investment will silence the coast defense guns.*

103.13.6 CD fire never affects the SS *River Clyde* or the units on board her; see Case 103.7.6.

103.13.7 Release to Land Combat. Only CD units that are released can fire on land units or, if able to, move. A CD unit is either released by the Reinforcement Schedule (Historical scenarios), or if it is under Imminent Threat (5.3). CD units are released as entire batteries. If a battery is divided into sections (e.g., Eski) then the entire battery is released if at least one of its sections is under Imminent Threat. A released CD artillery unit is an Independent Unit (9.7) attached to III Corps. It can fire at land targets normally, but also retains its special ability to perform CD fire. If any unit of a Heavy Artillery Regiment is under Imminent Threat (5.3) then the *entire* regiment is released on the turn after the unit is released. **Exceptions:** Nordenfelt MG units (they have an MG symbol overlain on the CD diamond) and pom-pom (PP) guns are treated as ordinary MG and field artillery units respectively. They are Independent units always free to fire at land targets, even if marked with a Coastal Defense symbol. See also Case 103.13.8.

103.13.8 The Free Landing Scenario (106) has additional rules for releasing CD units; see Section 106.4.8.

103.13.9 Most of the CD units lack transport. Each night the Ottoman player can move one battery of Artillery Lacking Transport (14.3.10). The move is assumed to be horse drawn (or mule for mountain artillery), spends MPs normally but ignores limbering and unlimbering costs. The units moved must not start adjacent to an Entente unit, nor can they move within two hexes of an Entente unit. The move may take place on either or both night game turns (i.e., 8pm to dawn). The battery can begin as dispersed in section and subsections (e.g., the Eski Battery near S Beach), but must consolidate into a single battery counter.

103.14 Naval Gunfire



Both sides expected naval gunfire to be decisive, but in practice it was rare and ineffective. A lack of

doctrine, low-performance spotter aircraft (the engines in the float planes struggled to lift the weight of the floats) and primitive communications all contributed to their ineffectiveness. However, the Ottomans were very wary of naval gunfire at this stage of the campaign.

103.14.1 Every daylight turn during the Reinforcement Phase the Entente player draws one Naval Gunfire chit from the Anzac pool if playing the Anzac scenario (104.3). If playing the Helles scenario (104.4) then draw one from the Helles pool. If playing the Peninsula scenario (104.5) then draw from both pools. Keep the chits secret,

and place them face down on the map where the Ottoman player can see them. For Naval Gunfire in the Free Landing Scenario see also Section 106.11. The four possible chits are:

- No Fire (most common)
- Commanded Fire (Comm Fire)
- Counter-Battery Fire (Counter Battery)
- Opportunity Fire (Opp Fire)

103.14.2 Naval Gunfire Selection Table

See the Charts and Tables Booklet.

103.14.3 Naval Gunfire is traced from All-Sea hexes, but not Shoals. See Section 101.1.2 Although there are no actual ship counters; trace LOS from these hexes.

103.14.4 No Fire Chit. This landing zone (Anzac, Helles) has no Naval Gunfire this turn. *Do not let the Ottoman player know this!*

103.14.5 Commanded Fire Chit. The chit is revealed and fire is executed in any Entente commanded fire segment. The Entente player rolls on the Naval Gunfire Selection Table (103.14.2) to discover which type of ship is firing. This (notional) ship can now make an artillery attack against any Ottoman stack that has Open or Partial LOS from an All-Sea hex. *Cliffs adjacent to the sea can block LOS.*

103.14.6 Counter-Battery Fire Chit. The chit is revealed and the Entente player immediately selects one hex which must be at least three hexes from a friendly unit. Place the Counter Battery marker in this hex. All Ottoman artillery units *in or adjacent to* that hex cannot fire this turn. Ships do not need LOS to the target. Do not roll on the Naval Gunfire Selection Table, because the exact ship is irrelevant. If any of the artillery units in the Counter-Battery Zone generates an Opportunity Fire trigger (17.4.4), then they are subject to Opportunity Fire (17.4) (in which case roll on Naval Gunfire Selection Table (103.14.2) to discover which ship is firing). Infantry are unaffected by Counter-Battery fire. If an Entente unit moves within three hexes of the zone at any time then the Counter-Battery effect is canceled and the Counter-Battery marker is removed. **Optional Rule:** The Entente player then rolls three d10. If the result is 000 destroy one step from the battery. The Ottoman player is allowed to complain if the Entente player rolls 000.

During the nine months of the campaign the Entente fired a huge number of shells at the Ottoman guns at Palatmutluk, Gaba Tepe, and Achi Baba but never hit anything. Likewise the Ottoman guns near Kum Kale tried to hit the British 60 pdrs at Cape Helles, but never did. Effective long-range counter-battery fire was beyond the ability of any army in 1915. However, the Ottoman guns did shut down when spotting planes were overhead, which is what this rule simulates. HMS Manica at Anzac had an observation balloon; the Royal Navy had an active squadron of five floatplane observation aircraft.

103.14.7 Opportunity Fire Chit. This chit is revealed and the fire is executed whenever an Ottoman stack causes an Opportunity Fire trigger (17.4.4) in a hex that has Open or Partial LOS from an All-Sea hex. The Entente player reveals the chit and rolls on the Naval Gunfire Selection Table (103.14.2) to discover which type of ship is firing. That ship now makes an Opportunity Fire attack against the stack.

103.14.8 The All-Sea hex chosen for tracing LOS for a Commanded Fire Chit (103.14.5) or an Opportunity Fire Chit (103.14.7) may not be a Shoal hex or in the zone prohibited to naval movement; see Limits on Sea Movement (101.1.4).

103.14.9 Replacing Fire Chits. If the drawn Naval Gunfire chit was one of the three fire options then, when it is revealed, it is immediately

replaced according to the following procedure: 1) draw a new chit and, after drawing that chit, 2) return the previously revealed chit to the cup. A lucky Entente player could fire several times in one turn, but a No Fire Chit is never used, and so blocks further draws.

103.14.10 End of Turn Phase. Return all chits to the pool.

103.14.11 During the first Reinforcement Phases on 26th April and also on the 27th April, remove four No Fire chits from the Anzac pool, and four No Fire chits from the Helles pool. *They got better at it. Battleship Hill is so named because an Ottoman attack was broken up by the fire from British battleships on 26th April.*

103.14.12 Road Interdiction. Ottoman units cannot use Column or Limbered movement on roads or tracks south of the Serafim Farm (37.32) hex row 37.xx but may continue to use such movement in the same hexes at the non-road/non-track terrain MP costs. Units under a March (11.16) order can and must still follow the road hexes (using cross country movement), but must also use the slower MAs found on the Column or Limbered column of the Movement Allowances Table (14.1.1). For the Free Landing Scenario use Case 106.11.2.

Historically the Royal Navy ships off Cape Helles effectively interdicted the roads leading to Cape Helles, delaying the arrival of the 5th and 7th Divisions. The Ottomans directed the units to follow convoluted paths to avoid the fire. Rather than introduce complex rules, it is simpler to recreate historical march rates by banning high-speed column on roads, which was the historical effect. There was no effective interdiction in the Anzac sector.

103.14.13 Pre-Landing Naval Bombardment is a separate function from Naval Gunfire. For the Free Landing Scenario see Case 106.7.16; for the Historical Landing scenarios see Cases 104.3.11 and 104.4.11.

103.15 Illuminated Zones



Beginning with the 8pm-midnight turn on 25th April, the Entente player can illuminate a limited number of hexes using destroyer searchlights. The Anzac and Cape Helles beaches each have two destroyers. In the Free Landing Scenario, each Landing Force (106.7.3) has two destroyers. Each destroyer can illuminate three contiguous hexes. Each of the three hexes must be within six hexes of an All-Sea hex (103.14.3) that has Open (not Partial) LOS to all three hexes, and within five hexes of an HQ belonging to that Landing Force. The LOS cannot pass through a friendly unit.

103.15.1 The Entente player identifies the illuminated hexes during their Command Phase of the first night turn of a particular game day and places Searchlight markers on those hexes.

103.15.2 Observation Range and firing in Searchlight hexes is as per daylight turns, although the morale and command effects of night still apply. Notice that units in the zone can be spotted by units that they themselves cannot see—an exception to Case 5.2.6. In addition, one destroyer and one pre-dreadnought battleship can perform Opportunity Fire against each Opportunity Fire Trigger (17.4.4) in these hexes; use the Naval Gunfire Selection Table (103.14.2) to find the fire values. For the pre-dreadnought roll, continue rolling until a pre-dreadnought is selected. The destroyers have their own line on the table.

The Ottomans never tried to cross the searchlight zones.

104.0 Historical Landing Scenarios

These three scenarios use historical forces, locations and plans. The landings at Anzac and Cape Helles are independent, so the two landings can be played as separate scenarios, or combined into the single Peninsula Scenario.

The one-map scenarios divide the Ottoman reinforcements between Anzac and Cape Helles as they were historically—meaning that on the first day almost all Ottoman reinforcements go to Anzac. The Peninsula scenario combines Anzac and Cape Helles to use the entire map, offering the Ottomans the means to change the reinforcements for each landing zone.

Historical Victory on the Peninsula will be difficult for the Entente player to achieve using the historical landings unless using the more extreme Historical Options (105).

104.1 Ottoman Supply Sources

Ottoman Supply Sources (20.1) are the port at Kilya Liman (hex 50.47), the port at Maidos (hex 50.42), and road hexes leading off of the north and northeast edges of the map.

Ottoman supplies arrived primarily by coastal lighters at Kilya Liman, Maidos, and other small ports further north. The road from Constantinople was used for moving troops.

104.2 Entente Supply Sources

Entente Supply Sources (20.1) are Viable Beaches (101.2.1 Point 3).

104.2.1 Entente reinforcements not yet landed are In Supply.

104.3 Anzac

The Anzacs' assigned task was to guard the flank of the Cape Helles (104.4) landings by seizing the high ground of Koja Chemen Tepe on the first day, followed by Mal Tepe on the second day. The Ottoman plan was to use the coastal pickets as a tripwire, enabling a rapid counter-attack by 19th Division before the invaders were established.

This is the most interesting of the one-map scenarios because it is a fairly balanced meeting engagement. It is best for two players.

104.3.1 Historical Anzac, Ottoman Set Up Table

104.3.2 Historical Anzac, Landing Display

See the separate Landing Sled 1.

104.3.3 Historical Anzac, Reinforcements Schedule

104.3.4 Historical Anzac, Planning Map

See the Planning Maps booklet.

104.3.5 Map Area. North of hex-row xx.40 (inclusive) and west of hex-column 51.yy (inclusive). Half-hexes on the north and south map edges are in play.

104.3.6 Supply. Roads leaving the eastern and northern map edges are Ottoman supply sources. The Entente uses Section 104.2.

104.3.7 Duration. The game begins on Turn 1 (4-6am, 25th April) and ends with Turn 39 (8pm-midnight, 28th April).

104.3.8 Ottoman Set Up. The Ottoman player sets up first, using Table 104.3.1. The 27th Regiment is under a Cordon Defense (11.12) order; three companies of 2/27 battalion are broken down into pickets.

The units of the other Brigiments enter the scenario as On-Map Reinforcements (15.1.2) or as Off-Map Reinforcements (15.1.1), as per the Anzac Reinforcements Schedule (104.3.3). The reinforcing Brigiments are under General Reserve (11.15) orders prior to their release.

104.3.9 Entente Set Up. The Entente player sets up 3rd Australian Brigade on the Anzac Landing Display (104.3.2) as specified; it is under an Initial Attack (11.9) order to be executed as part of an Amphibious Assault (103.4). The remaining units are placed on the counter sleds of their commanding Brigiments. The remaining Brigiments arrive as Amphibious Reinforcements (103.5) as stated on the Anzac Reinforcements Schedule (104.3.3). The reinforcements land in either hex 31.55 or 31.56, Entente player's choice. If both hexes are occupied by Ottoman units then the reinforcements do not arrive. The orders for all Brigiments are shown on the Anzac Planning Map (104.3.4), i.e., Initial Attack for 2nd and 3rd Australian Brigiments, General Reserve for all others. Reinforcements in General Reserve can begin rolling to change orders on the turn that they arrive as reinforcements.

104.3.10 The First Wave has Tactical Surprise (11.9.4).

104.3.11 Pre-Landing Naval Bombardment. There is no pre-landing naval bombardment. *The goal was to achieve tactical surprise.*

104.3.12 Naval Gunfire. Place the Anzac Naval Gunfire (104.13) chits into a cup or otherwise suitable opaque container. Illuminated Zones (103.15) are available at night.

104.3.13 Alternate Start with Kemal's Counterattack. As an option, players may start the scenario later using the scenario start time (Turn 5, noon-2pm, 25th April) and setup from the Kemal's Counterattack (102.2) scenario. The Amphibious Assault happened earlier. Anzac reinforcements arrive as Amphibious Reinforcements (103.5) as stated on the Historical Anzac, Reinforcements Schedule (104.3.3).

104.3.14 Historical Victory is evaluated as follows:

Anzac Major Historical Victory: The Entente player must fulfill all five of the following conditions. The game ends immediately if these conditions are met. (*Good Luck!*):

1. Occupy a Perimeter (101.2.1 Point 2) from the Aegean Sea to Koja Chemen Tepe, then Mal Tepe, and then any point on the Eastern coast.
2. Keep all Ottoman reinforcements that land at Kilya Liman north of that line.
3. Capture Gaba Tepe.
4. Control all hexes at elevation 300m and above (i.e., Chunnuk Bair, Hill Q, and Koja Chemen Tepe)
5. Have a Viable Beach (101.2.1 Point 3) somewhere between Gaba Tepe and Ari Burnu (31.56) inclusive.

Anzac Minor Historical Victory: No Ottoman units can exist on or within a line running from Gaba Tepe, along Gun Ridge to Chunnuk Bair, on to Koja Chemen Tepe, and then a straight line back to Fisherman's Hut. The enclosed area must include a Viable Beach. The Anzac player must have at least two Brigiments in Good Order (Case 101.2.1 Point 1). *The assumption is that these two Brigiments have a good chance of "pressing on to victory," or at least threatening to do so. The high ground would offer excellent observation and artillery spotting, effectively interdicting the land and sea communications to Midos and Helles during daytime.*

Ottoman Medium Historical Victory: The Entente player has not met the above territorial requirements, but does have a Viable Beach.

Ottoman Crushing Historical Victory: The Entente player does not have a Viable Beach, irrespective of any territorial holdings.

Ottoman Millennial Historical Victory: No Entente units remain on the Peninsula. *Mustafa Kemal lost about 30% of his force on 27th April trying to achieve just this, but he did not take even a single hex!*

104.3.14 Player Victory is evaluated as follows:

Anzac Major Player Victory. No Ottoman units remaining on or within a line running from Gaba Tepe, along Gun Ridge to Chunnuk Bair, on to Koja Chemen Tepe, and then a straight line back to Fisherman's Hut. The enclosed area must include a Viable Beach (101.2.1 Point 3). *This was the first day's objective in the historical plan: the player is given three days to achieve it.*

Anzac Minor Player Victory. No Ottoman units remaining on or within Second Ridge, i.e., a line running from the Aegean shore to Pine Ridge, The 400 Plateau, Steele's, Quinn's, Mortar Ridge, Baby 700, Battleship Hill, Chunnuk Bair, Fisherman's Huts. The region must include a Viable Beach. *This would have been less precarious than the historical Anzac beachhead.*

Ottoman Minor Player Victory. The Entente player has a Viable Beach but does not meet any of the above territorial requirements.

Ottoman Major Player Victory. No Entente Viable Beach, irrespective of any territorial holdings.

Ottoman Massive Player Victory. No Entente units remain on the Peninsula.

104.4 Cape Helles

The main landing force was the 29th Division, recently formed by collecting various regular battalions that had been on garrison duty across the British Empire. The 29th was to land at the toe of the peninsula and then advance in a line across the Peninsula. The objective of the first day was Achi Baba, on the second day they were to push on and capture the forts near Kilit Bahir. The Entente chose to land at Cape Helles because the land sloped upwards gently from the beaches, allowing for easy passage of the supply carts. Meanwhile the Anzacs would interdict any reinforcements arriving from the north.

The scenario duration is set to three days, with a sudden death victory if the Entente actually exits the scenario north map edge with a Brigiment in Good Order (Case 101.2.1 Point 1). Most games will end early by mutual agreement when the front lines stabilize.

Cape Helles is a difficult scenario for the Ottoman player because he receives no reinforcements on the first day and is therefore stretched extremely thinly. Ottoman players will feel that they are perpetually on the edge of disaster—because they are! The Ottoman side in this scenario is suitable for players who enjoy playing a desperate defense.

Helles is also difficult for the Entente, because the casualties on landing are horrific. British players need to ignore these setbacks and work with the successes that they get.

In any case, everyone should play the first game turn of landing at V and W before they play the Free Landing Scenario—it is important to understand what it means to land on a beach with barbed wire and flanking fire from trenches.

104.4.1 Historical Helles, Ottoman Set Up Table

104.4.2 Historical Helles, Landing Display

See the separate Landing Sled 2.

104.4.3 Historical Helles, Reinforcements Schedule

104.4.4 Historical Helles, Planning Map

See the Planning Maps booklet.

104.4.5 Map Area. South of hex-row xx.20 (inclusive).

104.4.6 Supply. Roads leaving northern map edge are Ottoman supply sources. The Entente uses Section 104.2.

104.4.7 Duration. The game begins on Turn 1 (4-6am, 25th April) and ends with Turn 39 (8pm-midnight, 25th April).

104.4.8 Ottoman Set Up. The Ottoman player sets up first, as per the Historical Helles, Ottoman Set Up Table (104.4.1). The 26th Regiment starts with a Cordon Defense (11.12) order; some companies are broken down into pickets. Reinforcements arrive as per the Historical Helles, Reinforcement Schedule (104.4.3).

104.4.9 Entente Set Up. The 29th Division is divided into Deliberate Flying Columns (9.5.1), one for each Beach. Units of the 29th Division have their beach marked on their counter. Use the Entente Historical Landing Status Display plus the sets of Beach Flying Column markers. Use the Beach Flying Column markers until the Flying Columns reform into Brigades as per Case 9.5.6. Set up the relevant units (29th Division plus Plymouth Battalion) on the Helles Landing Display (104.4.2). These Brigiments and Flying Columns will perform an Amphibious Assault (103.4) under Initial Attack (11.9) orders; see the Helles Planning Map (104.4.4) for the historical orders. The remaining units arrive as Amphibious Reinforcements (103.5) as stated on the Historical Helles, Reinforcements Schedule (104.4.3). Reinforcing Brigiments start under Attack (11.8) or General Reserve (11.15) orders as desired by the owning player.

104.4.10 There is no Tactical Surprise (11.9.4) due to the Pre-landing Naval Bombardment (104.4.11). Scatter has already been factored into the Helles Landing Display (104.4.2).

104.4.11 Pre-landing Naval Bombardment. During Turn 2 the Ottoman defenders at X Beach are Confused and the CFAC batteries between S Beach and Achi Baba cannot perform CD fire. *This was the only result of the entire bombardment by seven pre-dreadnoughts and the Queen Elizabeth with her 15" guns!*

104.4.12 Naval Gunfire. Place the Helles Naval Gunfire chits (104.13) into a cup or otherwise suitable opaque container. Illuminated Zones (103.15) are available at night. *The sea Cliffs can prevent fire and illumination.*

104.4.13 Entente reinforcements that are scheduled to land on Turn 3 or later at V or W Beach can choose to land one turn later on the other beach. See also Landing Delays (103.6). *Historically 1/Essex and 88 Bde HQ were planned to land at V Beach, but were redirected to W Beach due to the disaster at V Beach.*

104.4.14 Historical Victory is evaluated as follows:

Entente Major Victory. The Entente exits two Brigades in Good Order (101.2.1 Point 1) off the north map edge and has a Viable Beach (101.2.1 Point 3). The game ends immediately when this happens. *The scenario assumes that two Brigades will capture the forts.*

Entente Minor Victory. No Ottoman units remaining south of a line running across the peninsula passing through the Wireless station (hex 34.15), Achi Baba, and Beach F. The Entente must have a Viable Beach, and have at least two Brigades in Good Order. *The assumption is that the Entente are within striking range of Kilit*

Bahir, and possess a force still capable of attacking.

Draw. The Entente has a line from Kereviz to Gully, including a Viable Beach. No Ottoman units remain south of this line.

Ottoman Minor Victory. The Entente has a line from Morto Bay (hex 10.05) to X Beach, with a Viable Beach. No Ottoman units remain south of this line.

Ottoman Major Victory. The Entente has a Viable Beach but does not meet any of the above territorial requirements.

Ottoman Massive Victory. No Entente units remain on the Peninsula.

104.4.15 Player Victory is evaluated the same as Historical Victory (104.4.14).

104.5 Peninsula

The goal of the Entente was to destroy all coastal defenses on the European (western) side of The Narrows. The forts on the Asian side of The Narrows were to be destroyed later using battleships firing over the Peninsula from the Aegean, guided by spotters on the western side of The Narrows. The Ottoman goal was to repel all invaders, failing that to keep their forts intact.

Notice that the Ottoman plan was not exactly the opposite of the Entente plan—Liman von Sanders et al. wanted to drive the attackers back into the sea, not merely defend the Kilit Bahir plateau. Hence the Ottoman player cannot win by merely containing the invasion, because it was not what his real-life counterpart was ordered to do.

This scenario combines the Anzac (104.3) and Cape Helles (104.4) scenarios with the rest of the map. Supply (20) uses Sections 104.1 and 104.2.

This scenario is best played as two teams of two players each. To speed up play, two separate Command cups can be used—one for the Anzac area, and one for Helles. The Ottoman players will need to agree on how to allocate the reserves between the two fronts.

104.5.1 Historical Mid-Peninsula Ottoman Set Up Table

104.5.2 CFAC Set Up Table

104.5.3 Historical Combined Ottoman Reinforcements Schedule

104.5.4 Map Area. The entire map is in play.

104.5.5 Duration: The game begins on game turn 1 (4-6am, 25th April) and ends with game turn 39 (8pm-midnight 28th April).

104.5.6 Ottoman Units: All.

104.5.7 Entente Units: All units except 29th Indian Brigade.

104.5.8 Ottoman Set Up. The Ottoman player sets up first, using all four of the following tables:

- Historical Anzac, Ottoman Set Up Table (104.3.1),
- Historical Helles, Ottoman Set Up Table (104.4.1),
- Historical Mid-Peninsula Ottoman Set Up Table (104.5.1),
- CFAC Set Up Table (104.5.2).

The 26th and 27th Regiments are under Cordon Defense (11.12) orders; some companies are broken down into pickets. Reinforcements arrive as per Historical Combined Ottoman Reinforcement Schedule (104.5.3).

104.5.9 Entente Set Up. Entente starting units and reinforcements are set up using the Entente set up rules from the Anzac (104.3.9) and Cape Helles (104.4.9) scenarios.

104.5.10 Place the Anzac and Helles Naval Gunfire chits (103.14) into two separate cups.

104.5.11 The First Wave of the Amphibious Assault at Anzac has Tactical Surprise (11.9.4).

104.5.12 Pre-landing Naval Bombardment. See Anzac and Helles Scenarios.

104.5.13 Historical Victory is defined as follows:

Entente Massive Victory. The Entente occupies every printed coast defense Fort and Gun Pit between Baykuş (hex 43.20) and Kilit Bahir (hex 55.31). The Entente must have at least two Viable Beaches (101.2.1 Point 3).

Entente Major Victory. Entente units occupy or have a Open or Partial LOS to 10 of the 12 printed coast defense Forts and Gun Pits between Baykuş (hex 43.20) and Kilit Bahir (hex 55.31). All Entente units that are tracing LOS to the respective Forts/Gun Pits must be within Messaging Range (9.3) of their Brigiment HQ and that HQ that can trace a Supply Line (20.1) to a Viable Beach. The Entente must possess at least two Viable Beaches. *Although the Entente have not captured the guns, they will be able to place observers to direct fire from battleships in the Aegean that will gradually demolish the coast defense positions.*

Entente Minor Victory. Establish a Perimeter (101.2.1 Point 2) from the west to east coast north of Kakma Dagħ (hex 46.44). In addition the Entente has either captured, or has under Imminent Threat, both locations of Kilya Liman (hex 50.47) and the port of Maidos (hex 40.52). The Entente has two Viable Beaches. *The Entente has not captured the guns, but they have sealed off the forts from all reinforcements.*

Draw. The Entente has two Viable Beaches and occupies sufficient land area to avoid an Ottoman Victory below.

Ottoman Minor Victory. The Entente occupy less than 150 hexes, and all enclosed areas include a Viable Beach.

Ottoman Major Victory. The Entente occupy less than 75 Entente hexes or the Entente has no Viable Beach.

Ottoman Millennial Victory. No Entente units remain on the Peninsula.

104.5.14 Player Victory is evaluated by taking the player victory conditions from the Anzac (108.1.14) and the Cape Helles (108.2.15) scenarios and applying an integer weight to each. A Draw is 0. An Entente Minor Victory is +1; an Ottoman Minor Victory is a -1. An Entente Major Victory is a +2; an Ottoman Major Victory is a -2. An Ottoman Massive Victory is a -3. Add weights for the player Victory Conditions on Anzac and Helles, divide by two, rounding any fraction in the numerical direction of the result at Helles. The resulting integer value corresponds to the level of player victory for the Peninsula scenario as a whole. For the Entente player in the Peninsula scenario, player victory is more possible than historical victory.

For example, on Anzac the Ottoman player scored a Minor Victory (-1) and at Cape Helles the Entente Player scored a Major Victory (+2). The average of these values is +0.5 but since the Helles result is greater than this value, we round +0.5 up to +1, an Entente Minor Victory. Had the results been Anzac (+2) and Cape Helles (-1) then, since the Cape Helles value is less than the average, of +0.5, round the average down to 0, a Draw. Weight is given to the Cape Helles conditions because the Anzac landing was a supporting operation.

105.0 Historical Options

The Historical Options are events that could reasonably have occurred on or after 25th April. Most options give a handicap to one side, meaning that they can shift that side's player victory level one step in their favor. Historical Options do not affect *historical* victory conditions, only *player* victory conditions. Some handicaps affect only the victory conditions of one scenario. For the Peninsula Scenario Player Victory (104.5.14) conditions, a handicap value that only applies to one of the landings is applied before averaging the individual scenario results. Multiple Historical Options combine into one net shift.

105.1 Anzacs Land on Target

Historically the naval officers commanding the tows lost their way in the pitch dark, headed well to the north of the intended track, crossed each other's paths, and bunched up. This option assumes that they land on the intended beach with the intended spacing. This was not a likely event.

The British attempted another night landing at Suvla Bay on 6th August, and some of those tows also missed their target by more than a kilometer. Landing on target is also not necessarily a good thing—the Ottomans were expecting a landing at Z Beach and had set up their artillery and barbed wire accordingly.

105.1.1 Use the historical beaches on the Anzac Landing Display, i.e., Z-1, Z-2, Z-3 rather than Beaches A, B, C, D. The allocation of companies to waves is retained.

105.1.2 The Australian 2nd Brigade lands in the following hexes:

5th Battalion: Z-4 (hex 31.52)

6th Battalion: Z-6 (hex 31.54)

7th Battalion: Z-7 (hex 31.55)

8th Battalion: Z-5 (hex 31.53)

All other Anzac units land at any hex (Entente player's choice) between the northern extreme of 2nd Brigade (Z-7) and the southern extreme of 3rd Brigade (Z-3).

105.1.3 Scenario and Handicap. Anzac scenario. No handicap.

105.2 Machine Guns on Anzac Beaches

The Anzacs were convinced that the four Maxim guns of the 27th Regiment were present at the landing, emplaced as single guns from the foothills of the 400 plateau up to the Fisherman's Huts. The Ottoman Official Histories state very clearly that they were with the regimental reserve. Modern analysis by the Australian Army supports the Ottoman histories, as does this game. This option places the MGs on the beaches.

105.2.1 The two MG platoon units can be stacked with any picket(s) of the 27th Regiment. As an exception to Case 11.14.15, they may voluntarily rout when the 27th Regiment wants to change orders. If they rout voluntarily then they cannot be recovered.

105.2.2 Scenario and Handicap. Anzac scenario. The Entente player receives one handicap level.

105.3 No Pause at Anzac

The Ottoman battleship *Turgut Reis* fired over the Peninsula at the transports off Anzac Cove from 11am until 4pm. The transports retreated, and unloading stopped. Eventually the presence of the Australian submarine *AE2* and counter-fire from HMS *Triumph*, guided

by RNAS seaplane spotters, caused the *Turgut Reis* to cease firing and move away. This optional rule assumes either the *Turgut Reis* did not fire, its fire was ineffectual, or was sunk by *AE2* or *HMS Triumph*.

105.3.1 Bring forward all ANZAC reinforcements on 25th April for Turns 7 through 9 inclusive by two game turns. For example, the entire Canterbury Battalion lands during the Noon 2pm turn.

105.3.2 Scenario and Handicap. Anzac scenario. The Ottoman player receives one handicap level.

105.4 Smooth Unloading at Anzac

The unloading schedule of the 1st and 2nd Brigades and the artillery of the Australian Division was upset by the limited number of steam pinnaces, the cramped conditions at Anzac Cove, the loss of boats due to fire, the fire from the *Turgut Reis*, over-optimistic planning, lack of rehearsals, and the lack of adequate ambulance boats. This option assumes that the unloading went closer to plan.

The actual plan expected that all the artillery could be landed during Turn 3, which was simply impossible given the number of lighters, beach space, and fatigue parties needed to drag the guns off the lighters. This option assumes that the Entente has impressed more steam pinnaces, but has not completely solved the artillery unloading problem.

105.4.1 This option requires also taking options Anzacs Land on Target (105.1) and No Pause at Anzac (105.3).

105.4.2 Do not use the standard Anzac reinforcement schedule. Use the following schedule:

Turn 1 – Use the historical schedule.

Turn 2 – 2nd Brigade lands as Amphibious Reinforcements (103.5) on Z-4, Z-5, and Z-6. 1st Brigade lands as Amphibious Reinforcements on Z-1, Z-2, and Z-3. If any beach is occupied by an Ottoman unit then the entire Brigade lands as an Amphibious Assault.

Turn 3 – NZ & A Division and 26 Jacob's Battery

Turn 4 – 21 Kohat Battery

Turn 5 & beyond – Anzac player's choice of one battery per daylight turn.

105.4.3 Scenario and Handicap. Anzac scenario. The Ottoman player receives one handicap level plus the handicaps of the options taken in Case 105.4.1.

105.5 Poor Maps

The Entente maps contained a number of errors. In Anzac legend these errors are central to the failure of the landing. This option allows players to judge for themselves.

105.5.1 On Game Turn 1, Anzac units landing at B-1 and B-2 cannot use Shrapnel Gully (hex 32.55), but must instead climb Plugge's Plateau (hex 32.56) and spend one extra MP when they enter that hex (due to confusion).

105.5.2 On Game Turns 3 and 4, the Auckland Battalion must land at Anzac Cove and then move from Anzac Cove to Walker's Ridge (hex 33.57) and back again. If this move would require an Assault then the requirement is dropped.

105.5.3 At Helles, the V and W Flying Columns do not receive the DRM for a Completed Order (11.1.10) if they occupy Hill 138 or Gözcübaba Tepe.

105.5.4 Scenario and Handicap, Anzac and Cape Helles scenarios: No handicap.

Some Australians have blamed map errors for the failure of the landing. The failure was caused by launching an amphibious invasion at 1:1 odds against a well-trained, entrenched enemy occupying rough terrain.

The main effect at Anzac was that the commanders thought that Plugge's Plateau was part of Russell's Top, and therefore the easiest way to climb was to go up Plugge's and along Russell's Top. In reality they are connected by a crumbly knife-edge that is literally only one boot-width wide.

Historically the Aucklanders marched north from Anzac Cove to Walker's Ridge. When they reached Walker's Ridge they were told (incorrectly) that the ridge was impassable, so they went all the way back to Anzac Cove, and up and over Plugge's into Shrapnel Gully. Bean believes this was a significant problem on the day.

At Helles, the maps only showed one hill for both Hill 138/Ay Tepe (hex 4.3) and Gözcübaba Tepe (hex 5.2). That led to confusion—the hill was reported captured twice, once for each hilltop.

105.6 Disaster at Fisherman's Hut

Historically, "A" Company of 7th Battalion attempted to land at Fisherman's Hut and were annihilated by rifle fire while still in their boat. The 7th Battalion is not broken down into companies. That is the company labeled "A," not "a company."

105.6.1 The unit "L 7 Bn" arrives with one step loss. *There are no company counters for 2nd Brigade, so the losses are taken from the left half-battalion.*

105.6.2 Scenario and Handicap. Anzac scenario. No handicap.

105.7 Poor Command at Anzac

Historically the 1st Australian Division was poorly commanded on the first day. Sinclair-MacLagan, the commander of the Covering Force (3rd Brigade), did not believe that the operation was possible. Accordingly, he dug in at the seaward edge of The 400 Plateau at about 0745. He instructed McCay (2nd Brigade) to go south, breaking the whole plan. When Bridges (commander, 1st Australian Division) came ashore, he did not change these deployments. Bridges used the 1st Brigade to reinforce the front one company at a time. The effect was that the original plan was abandoned within two hours of the landing, and the Brigades became hopelessly intermingled (see the Anzac set up for Kemal's Counterattack, Case 102.2.2).

Although historical, this game places these decisions in the purview of the player. This rule is a "stupidity rule" that forces a more historical result.

105.7.1 The 3rd Australian Brigade automatically switches to Defense Orders during the first Command Phase that it has a unit east of column 33.xx inclusive. **Exception:** If it is already in Disorganized Defense then it remains in Disorganized Defense.

105.7.2 During the Command Phase of Game Turn 2, the 2nd Australian Brigade automatically changes its attack Objective to a line on Gun Ridge from Kemal Yeri to Anderson Knoll.

105.7.3 The 1st Australian Brigade must break down into companies when they land, and cannot reform into half-battalions until the 8pm turn, or until they Regroup. The companies must move independently and cannot move as stacks.

105.7.4 Scenario and Handicap. Anzac scenario. The Entente player receives two handicaps in their favor

105.8 No Delay at S Beach

Due to the number of rivers emptying into the Black Sea, a perpetual 4 knot current flows out through The Narrows. The tide rises and falls on a dense salty layer below the relatively fresh upper layer. The British landing plan did not take this into account, and hence the tows for S Beach were delayed as they struggled to make headway against the current. This option assumes that the British planners allowed for the current and landed on time.

105.8.1 The landing at S Beach occurs in Wave 1.

105.8.2 Scenario and Handicap: Cape Helles scenario. No handicap.

105.9 SS River Clyde Lands on Time

SS *River Clyde* was scheduled to arrive with the first boat tows. In the confusion of the historical landings it was delayed.

105.9.1 SS *River Clyde* arrives in Wave 1, not Wave 2.

105.9.2 Scenario and Handicap. Cape Helles scenario. No handicap.

105.10 Effective Naval Gunfire

Every daylight turn the Entente player can fire all their ships. They have the following ships to fire each turn:

HMS Queen Elizabeth

Two pre-dreadnoughts, 4x12" Mk X

Seven pre-dreadnoughts, 4x12" Mk VIII

Two pre-dreadnoughts, 2x10" Mk VI

Two armored cruisers

One light cruiser

Six destroyers

Effective naval gunfire could have had a decisive effect on the course of the campaign. Both sides expected that to be the case.

105.10.1 The ships can be in any an all-sea hex (103.14.3). They do not need LOS to the hex (*RNAS seaplanes and kite balloons are spotting for them*).

105.10.2 If playing either the Anzac or Cape Helles scenarios, divide these forces in half across each line item above; for ship classes with odd numbers roll a die each turn to determine if the scenario being played has the odd ship.

105.10.3 Do not draw Naval Gunfire chits (103.14).

105.10.4 Scenario and Handicap. Any scenario. The Ottoman player receives three handicaps.

105.11 Liman von Sanders Reacts Quickly

Liman von Sanders (in command of 5th Army) was convinced that the real landing would occur at Bulair, the narrowest part of the peninsula, several days march north of the actual landings. It took 24 hours for him to change his mind. The 5th and 7th Divisions remained at Bulair for the critical first 24 hours. This option assumes he makes up his mind quickly.

105.11.1 Bring forward 7th Division reinforcements by 9 game turns, and all 5th Division reinforcements by 6 game turns.

105.11.2 Add 21st Regiment (of 7th Division) at 6am on the 28th, and 14th Regiment (of 5th Division) at noon on the 28th. Both regiments land at Maidos.

105.11.3 Scenario and Handicap. Any scenario. The Entente player receives one handicap.

105.12 29th Indian Brigade

Preliminary plans were made to attach the 29th Indian Brigade to the NZ&A Division. The attachment was not made and the 29th Indian Brigade landed at Helles in May.

105.12.1 The 29th Indian Brigade is added to the NZ&A Division, which becomes the Imperial Division (*although this is a fictitious name, the name "NZ, A & I Division" is too cumbersome*). Use the row for the Australian Division on the Army Status Display. In the Historical Anzac scenario the Brigade has General Reserve orders.

105.12.2 Scenario and Handicap. Anzac scenario. The Ottoman player receives half a handicap.

The Brigade landed at Helles in May. Soon thereafter the Muslim units were withdrawn and replaced by non-Muslim Indians. The Gurkhas scored one of the few successes at Helles when they stormed Gurkha Bluff, just north of Gully Beach. This option allows the 29th to land in April, because every game is better with Gurkhas.

105.13 7th Division on Southern Peninsula

The Ottomans had several divisions deployed in Thrace. This option assumes that one of them is redeployed to Bulair, freeing the 7th Division for deployment in the Southern Peninsula.

105.13.1 The Ottoman player can set up the 7th Division as a Corps reserve anywhere on the map.

105.13.2 In any scenario, it releases one regiment per turn starting with the 8am turn, subject to Alarums and Excursions (106.6), even in the Historical Scenarios (104).

105.13.3 Scenario and Handicap. Any scenario. The Entente player receives two handicaps.

105.14 The French Land Early

The French 1° Division had four Regiments. 6 RMC landed at Kum Kale as a diversion. The other three were sitting on Lemnos and could have landed on the first day. This option assumes that the Entente found additional pinnaces and row boats.

105.14.1 The French 1° Division arrives as reinforcements at the Cape Helles area starting at 2 pm on the first day of the landings. Starting on that turn, two battalions and one artillery step per turn arrive as Amphibious Reinforcements (103.5) per turn on captured Beach hexes at W, V, S Beaches or Morto Bay. Choose the Beach hexes on the first turn of reinforcements. The regiments arrive in the following order: 175°, 1° Afrique, 4° RMC, 6° RMC.

105.14.2 Scenario and Handicap. Cape Helles. The Ottoman player receives two handicaps.

C. Alternate Scenario

106.0 Free Landing Scenario

The Free Landing Scenario allows Entente players to create their own landing plan and Ottoman players to create their own defensive plan. This scenario requires planning and is best attempted after playing at least one historical scenario. Optionally, by mutual agreement the Ottoman player may use the historical Ottoman set up, thereby allow-

ing the Entente player to experiment against the historical Ottoman deployment. Forms, charts and tables are found in the separate Free Landing Charts and Tables booklet. This scenario uses all of the rules of Sections 101 and 103, except as superseded in this section (106). In addition, Historical Options (105) may be used by mutual agreement but will require adaptation, either by using the historical Ottoman deployment or by adapting the option itself.

By turning the competing plans into an interactive puzzle, this scenario has considerable replay value. This scenario is the heart of the game.

106.1 Structure

The basic aspects of the scenario are as follows:

106.1.1 Landing Force Planning Forms

The Entente player uses these forms to determine the Landing Plan (106.7). The master forms are in the Free Landing Charts and Tables. One form will be required for each Landing Force (106.7.3). Permission is granted to reproduce these forms for game play purposes. See the Landing Plan (106.7) rule for the details.

106.1.2 Pre-Landing Bombardment Table

See the Free Landing Charts and Tables booklet.

106.1.3 Ottoman Off-Map Reinforcement Schedule

See the Free Landing Charts and Tables booklet.

106.1.4 Map Area.

The entire map is in play.

106.1.5 Duration. The game begins on game turn 1 (4-6am, 25th April) and ends with game turn 39 (8pm-midnight 28th April). Amphibious Assaults (103.4) can be scheduled for any turn under the Landing Plan (106.7) rule.

106.1.6 Entente Units. All units except 29th Indian Brigade.

106.1.7 Ottoman Units. All of CFAC, 9th Division, 19th Division, and Brusa Jandarmerie. The Brusa Jandarmerie may start attached to any regiment at no cost in Officer Points.

106.1.8 Ottoman Set Up. The Ottoman player sets up first according to the Ottoman Free Deployment (106.2) rules. The Ottoman Off-Map Reinforcement Schedule (106.1.3) is modified by Diversions (106.10).

106.1.9 Optional Ottoman Historical Deployment. Use the Ottoman setup from the Peninsula historical scenario (104.5.8) but still use the Ottoman Off-Map Reinforcement Schedule (106.1.3).

106.1.10 Entente Setup. After the Ottoman player has set up, the Entente player is then allowed to inspect all Ottoman units and positions on the map, prior to creating a Landing Plan (106.7).

106.2 Ottoman Free Deployment

Only the 9th and 19th Divisions begin on map. The 5th and 7th Divisions are off-map near Bulair; the 3rd and 11th are in Asia.

106.2.1 The telephones, trenches and wire marked on the map do not exist, except for the Tepes listed in Section 106.2.7. Instead, a Shallow Trench exists in every hex occupied by a picket (use Shallow Trench markers), and the Ottoman player receives six Fire Trench markers (any shape) and one Barbed Wire marker to place as he sees fit. Telephone markers represent telephone communications features (5.1.4); each regiment in General Reserve (11.15) may have a telephone marker stacked with its Regimental HQ. Telephone markers do not move, do not count against stacking, and cannot be destroyed.

106.2.2 Each regiment in General Reserve (11.15) may set up a track connecting its setup zone to the closest printed road or track on the map; this track should be noted on a separate sheet of paper but is known to all players.

106.2.3 Coastal Defense units deploy as historically. CFAC units are found on Table 104.5.2 and the CFAC listings on Table 104.4.1. CD units historically attached to the 9th Division deploy using the Set Up Tables (in parentheses): GT 87/24, GT Nord, Pala 150 (104.3.1); Ert Nord, Ikiz Nord, Pom Pom (104.4.1); and ÇT Nord, ÇT 150 (104.5.1). Attachment to a division has no game effect (106.4.8).

106.2.4 Artillery can either be deployed in two-hexside Gun Pits, or On Top. Artillery cannot begin Limbered.

106.2.5 Infantry and cavalry cannot begin in Column.

106.2.6 Cordon Defenses. Regiments may use Cordon Defense (11.12) and break down into companies and pickets. The counter set assumes that these will be the 26th and 27th Regiments. Each battalion has four companies, each company four pickets. *For example, if a battalion breaks down three companies and leaves one company intact, then it will have 12 pickets and 1 company.*

106.2.7 Every Tepe on the western shoreline must be occupied by a picket or company. The Tepes automatically have a Fire Trench, including its standard Barbed Wire and Telephone. The Tepes are Gaba Tepe (hex 29.47), Cham Tepe (hex 25.38), Kum Tepe (hex 21.33), the unnamed Tepe near Yazy Tepe (hex 17.23), Hill 138/Ay Tepe (hex 4.3) and Gözcübaba Tepe (hex 5.2), and Hill 141/Eskikale Tepe (hex 7.2). *CFAC and Fifth Army insisted that the coast be watched. Tepe is Turkish for hill, tepeler is the plural.*

106.2.8 At least every six hexes there must be a picket or company within two hexes of the coastline. This sets a lower limit on the number of companies that must be broken down into pickets. At least one company in each battalion must be left intact.

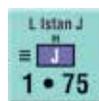
106.2.9 Regiments not in Cordon Defense. On-map regiments not in Cordon Defense are in General Reserve (11.15) at their Objective, which is their base camp. No units in General Reserve may be within 6 hexes of the coast unless that location has no LOS from any sea hex. If at least three regiments are in General Reserve, then three regiments in General Reserve should be from the same division.

Notice there is no requirement to have a whole division in reserve—the scenario assumes that von Sanders has given Enver Pasha a free hand. The player can put everything in pickets on the beaches, or have very few pickets and a big reserve. However, the naval bombardments in the preceding month had forced the Ottomans to hide their reserves out of sight of the sea. Pay attention to the unit release rules.

106.3 Jandarmerie

The Ottoman Jandarmerie were a heavy police force that was raised to stamp out banditry. They trained to operate in small independent units, usually broken down into pickets as coast watchers. They concentrated into battalions during mobilization. Named for the localities which they policed, Jandarmerie units are attached to an Ottoman regiment or are unassigned.

106.3.1 Attachment to a Regiment. After the scenario starts, a Jandarmerie battalion stacked with a regimental HQ can attach to that regiment during a Formation Adjustment Segment (2.0 Step 3(b)). Spend two Officer Points from that regiment. Once attached, it is treated as a battalion of that regiment. It can detach (become unassigned) during



any Formation Adjustment Segment, returning the Officer Points. 77th Regiment starts with Brusa Jandarmerie attached; its Officer Points have been adjusted accordingly. *The Istanbul Jandarmerie Battalion guarded the coast north from S Beach. The Bursa Battalion (correct spelling; see Case 101.11.5) guarded Suvla Bay, but was temporarily attached to 77th Regiment, presumably for military training.*

106.3.2 Unassigned Jandarmerie Battalion. Each unit of the battalion activates as an Independent Unit (9.7) that must 1) remain in its current hex or 2) move directly to a regimental HQ and attach to that regiment. It must Retreat (19) if fired upon or assaulted. It may conduct Opportunity Fire (17.4), but not Commanded Fire (17.3) or Movement to Assault (14.4).

106.4 Ottoman Unit Releases

Ottoman regiments will either be on Cordon Defense (11.12) or in General Reserve (11.15). A regiment that is released must roll to Change Orders as per Section 11.3, and note also Alarums and Excursions (106.6). All CD units release using Case 106.4.8.

106.4.1 A regiment in General Reserve will release either due to landings, or due to orders failure as per Case 11.15.10.

106.4.2 If the Entente lands at a beach, then release all Ottoman units in the same hex, adjacent hexes, or that have LOS (5.2.5) to a landing unit. All other units belonging to the same battalion as any of the pickets also are released. *For example, this is equivalent to the situation in the Historical Anzac Scenario, whereby all the units of the 2/27 Battalion are released on Game Turn 1.*

106.4.3 On the turn following the landing, all regiments with units adjacent to a landing hex, or having LOS, to a landing unit are released. *For example, this is equivalent to the situation in the Historical Anzac Scenario, whereby all the remaining units of the 27th Regiment are released on Game Turn 2.*

106.4.4 All other Regiments are released two turns after a landing on the main map. Case 106.4.5 below applies.

This equivalent to the historical situation at Helles whereby the 25th Regiment is released two turns after the landing, i.e., Turn 4. The 25th Regiment belongs to the 9th Division, which is not part of the Corps reserve.

106.4.5 Regiments in General Reserve are subject to the delays imposed by Alarums and Excursions (106.6) when they are released; regiments in Cordon Defense are not so affected.

106.4.6 Divisional artillery units release in proportion to the total number of regiments available to that division. Round fractions up in favor of the first regiments to release but select the artillery units closest to any unit of the newly released regiment. These units are subject to the Alarums and Excursions (106.6) delays on their associated regiments.

106.4.7 Divisional cavalry units release with the first release of a regiment of the same division. These units are subject to the Alarums and Excursions (106.6) delay on their associated regiment.

106.4.8 CD units of the 8th Heavy Artillery Regiment (specifically the 1st Battalion near Achi Baba and Eski battery near S Beach), and the CD units historically attached to the 9th Division (106.2.3) are released on the third turn after a landing on the map, or if in Imminent Threat; off-map Diversions (106.10) and Alarums and Excursions (106.6) don't affect this timing. CD units of the 4th Heavy Artillery Regiment (all other CD units) release using Case 103.13.7.

106.5 Ottoman Off-Map Reinforcements

The Ottoman Off-Map Reinforcement Schedule (106.1.3) shows the effects if the Entente player decides against conducting one or more of the historical Diversions (106.10): Bulair, Kum Kale, Besika Bay.

106.5.1 The Reinforcements column assumes that the Entente player will conduct all three Diversions. A few units are listed as arriving regardless of whether any Diversion happens or not; their schedule never changes.

106.5.2 A Reinforcements line item affected by a Diversion will have a column that has a colored cell entry. If the Diversion for that column does not happen, then this Reinforcement line item would see its arrival advanced to the game turn row with the corresponding color cell in the same column. The text inside each color cell cross-references to the turn number of the corresponding color cell.

106.5.3 If a particular Diversion is not conducted by the Entente player then additional reinforcements, from beyond the historical scenario timeline, appear under each Diversion with the term "Add:".

106.6 Alarums and Excursions

When a released regiment successfully rolls to Change Orders (11.3) from General Reserve, roll a d10 and divide the number by three (round down). The Regiment accepts the order but cannot move for that number of turns. **Note:** this rule does not apply to failing a General Reserve order; Case 11.15.10 applies instead.

106.6.1 Subtract one from the delay die roll for every Diversion that does not occur; see Section 106.10.

On 25th April, the 77th Regiment was sent from its camp at Mal Tepe all the way south of Gaba Tepe, chasing an erroneous report of a British landing. There was not even a British demonstration on that beach. Some sources say that the 72nd also received bad orders and lost several hours as a result. Rather than include complicated rules for sending units all over the map, the game rules simply include a delay to account for these "side trips."

106.7 Landing Plan

Before the beginning of the scenario the Entente player must assign all units to Landing Forces (106.7.7). A Brigiment of each Landing Force will be a Covering Force (106.7.11) and conduct an Amphibious Assault (103.4).

The Brigiments in the counter set that are broken down into companies were chosen to match the historical landings. All Brigiments were capable of Amphibious Assault, there was nothing special about those particular formations. The real limit was the number of steam pinnaces available to tow the row boats. At this time of the campaign, Entente naval forces had sufficient steam pinnaces and their "tows" to land 6 Brigiments by Amphibious Assault that could be followed-up by reinforcing landings. Historically two 4-battalion brigades conducted assaults on the main map, two 3-battalion regiments assaulted in off-map Diversions, and another brigade threatened an assault at another location off-map.

106.7.1 Brigiment Capable of Amphibious Assault. These Brigiments include company counters (3rd Australian Brigade, 86th Brigade and various other parts of the 29th Division, 6 RMC, 3rd RMLI Brigade). Diversions (106.10) don't require these.

106.7.2 A maximum of 6 Brigiments from one or more Landing Forces, no more than one Brigiment per division or French square brigade (9.1.4), may be assigned to conduct on-map Amphibious As-

saults (103.4) or off-map Diversions (106.10). This capacity cannot be transferred or reused.

106.7.3 Landing Force. A Landing Force is a force with at least a Division (9.1.2) or French Square Brigade (9.1.4), assigned to a set of beach hexes for an Amphibious Assault (103.4) or to a Diversion (106.10). Except for a Diversion, it must include at least one Brigiment Capable of Amphibious Assault (106.7.1). A division can be split across Landing Beaches (106.7.8, 106.7.9) but avoid situations that would use Flying Columns (9.5) beyond those already prescribed for Cape Helles.

Historically the forces landed in the separate Anzac and Cape Helles scenarios were Landing Forces. French brigades could operate independently as if they were small divisions. Players are encouraged to not follow the 29th Division in creating Flying Columns; doing so is confusing.

106.7.4 Covering Force. The units of a Landing Force scheduled to land using Amphibious Assault (103.4).

106.7.5 Main Body. The units of a Landing Force scheduled to arrive later as Amphibious Reinforcements (103.5).

106.7.6 Using the **Landing Force Planning Forms** (106.1.1) the Entente player specifies the following for each Landing Force:

- The ground forces in the Landing Forces (106.7.7).
- The game turn on which the Amphibious Assault begins (Diversions do not have a Game Turn).
- The assignments of Brigiments to the Covering Force (Section 106.7.11; including the exact units in First and Second Waves and their exact Beach hexes) and the Main Body (106.7.15).
- The number of Artillery Lighters (106.7.10).

106.7.7 Landing Force Target. The target of a Landing Force is either a set of on-map Landing Beaches (106.7.9) that do not overlap with the Landing Beaches of any other Landing Force, or an off-map Diversion (106.10). Only a Diversion can have a Landing Force Target outside the Limits on Sea Movement (101.1.4)

106.7.8 If a Brigiment is split across multiple beaches, then all units assigned to a single beach form one Flying Column (9.5), as happened historically with the 29th at Cape Helles. The only way to form these flying columns is to use the Deliberate Flying Columns (9.5.1) from the Cape Helles (104.4) scenario; if they cannot be used exactly then Flying Columns cannot be used in the Landing Plan. *Again, players are encouraged not to use Flying Columns.*

106.7.9 Landing Beach. A Landing Beach is a set of up to three adjacent Beach hexes. For example, both hexes of Kum Kale are a Landing Beach, as is W (all three hexes), and Z-1, Z-2, Z-3. The long beach running north from Gaba Tepe is not one single “beach;” it is many Landing Beaches. For twilight and night landings, units on this beach may be scattered; see Section 106.8.8. Note the difference between a Landing Beach (up to three hexes) and a Beach hex (one hex).

106.7.10 Artillery Lighters. Artillery may land only by using artillery lighters. The Entente has only three artillery lighters to allocate among the Landing Forces. At least one lighter must be allocated to the Kum Kale Diversion (106.10), if it is performed. Each lighter can carry one step of field artillery or one battery of mountain artillery per turn. **Reminder:** Limited Entente Artillery Transport (103.8) applies to the Free Landing scenario.

106.7.11 Covering Force. This portion of the Landing Force lands using Amphibious Assault (103.4). The Covering Force is divided into two Waves as described in the sequence of play modifications for

Amphibious Operations Amphibious Sequence of Play (103.2). The First Wave cannot contain more than 1/2 of the covering force rifle units. It may contain MGs but not HQs. The Second Wave contains all other units, including all HQs. The two Waves are treated differently for Opportunity Fire at night or twilight (see Section 106.8.3) and for benefiting from Pinnacle MG fire (103.4.5). Units delayed after these two waves will arrive as Amphibious Reinforcements (103.5), ahead of units of the Main Body (106.7.15). See Entente Reinforcements (106.9).

106.7.12 Beach Objectives. Brigiments with units of the Covering Force on board ships start with Initial Attack (11.9) orders. Each Initial Attack order must specify a set of Landing Beach (106.7.9) hexes as a Battalion Objective (11.4.6) for each In-Line battalion. As a part of the Initial Attack order, this objective may be either an Intermediate Objective along the route of march or the final Objective for the battalion. In-Support battalions can land on a captured Beach hex; these battalions can be scheduled to land in the Second Wave or later.

106.7.13 The SS *River Clyde* (103.7) may be part of only one Covering Force. *It was deliberately grounded.*

106.7.14 Artillery units and supply units cannot be part of the Covering Force.

106.7.15 Main Body. This includes all Brigiments of the Landing Force that are not part of the Covering Force. The Brigiments begin at sea with either Initial Attack (11.9) or General Reserve (11.15) orders. All ships are assumed to have wireless and therefore are within Messaging Range. Brigiments at sea with Initial Attack orders must designate land Objectives that fulfill the requirement of an Initial Attack. Brigiments at sea with General Reserve orders may designate their Objective as either “at sea” (i.e., the ships the units are presently aboard) or a land Objective consistent with the requirements of the General Reserve order. Units of the Main Body may land on any captured Beach hex on any turn after the Covering Force landed. All units of the Main Body land using Amphibious Reinforcements (103.5). See Entente Reinforcements (106.9).

106.7.16 Pre-Landing Naval Bombardment. The Entente player can choose to perform a Pre-Landing Naval Bombardment during the Commanded Fire Phase on the turn prior to an Amphibious Assault; see Section 101.1.4. Bombardment can only occur during daylight turns. No landings can take place on a beach in the same turn as a bombardment. Up to 6 hexes can be bombarded. The chosen hexes must either be a Beach hex, adjacent to a Beach hex, or contain a CD artillery unit. Use the Pre-Landing Bombardment Table (106.1.2) in the Free Landing Charts and Tables booklet. Pre-Landing Bombardment can negate Tactical Surprise (106.8.3).

106.7.17 Transfers Between Landing Forces. Units and artillery lighters can transfer between Landing Forces on Night turns. Units must be at sea to transfer. The notional ships have sufficient movement points to cover the entire map, therefore units and lighters can move between any two Landing Forces during the night turns.

This transfer allows the Diversions to return and land as reinforcements on the captured beaches, as happened historically.

106.8 Twilight and Night Landings

Landing in darkness was difficult—the landings frequently scattered, even during the later August landings. However, there is a greater chance to achieve surprise and artillery cannot fire.

106.8.1 Scatter Table

See the Free Landing Charts and Tables.

106.8.2 Landing Sled for Twilight and Night Landings

See the Free Landing Charts and Tables.

106.8.3 Free Landing Tactical Surprise. The First Wave of any night or morning twilight Amphibious Assault (103.4) has a chance to achieve Tactical Surprise (103.4.6). For each Landing Force (106.7.3) performing an Amphibious Assault against a set of Landing Beaches (106.7.9) a result of 80 or less on percentile dice achieves surprise.

Exception: Tactical Surprise can never occur for landings in Morto Bay or at S Beach, or if a Pre-Landing Naval Bombardment (106.7.16) occurred within 20 hexes of any part of the Landing Beach.

To reach Morto Bay or S Beach the boats would have needed to sneak past the observation posts, searchlights, and guard ships.

106.8.4 For the effects of Tactical Surprise with the SS *River Clyde* see Case 103.7.10.

106.8.5 Scatter. Each Wave of an Amphibious Assault (103.4) scatters during that wave's corresponding (Surprise and) Scatter Subsegment (103.2). For player convenience, a special Landing Sled (106.8.2) is provided to track scattering units.

106.8.6 Scatter for the First Wave. For each Landing Beach (106.7.9) identify the center Beach Objective (106.7.12). If there are three Beach hexes then it is the middle hex; if there are only two Beach hexes on the landing beach then the Entente player may select either one. If there is only one hex then that hex is the center Beach Objective.

1. Choose one company assigned to this (Intermediate) Objective (or the SS *River Clyde*, if it assigned to this Objective) to serve as the Central Tow. Using the Scatter Table (106.8.1) for the Central Tow roll one die for the scatter direction; use the best approximation of north or south direction. Roll a second die for the scatter distance.
2. Use a Central Tow counter to mark this revised center Beach Objective. Move all units assigned to this Objective to the All-Sea hex pointing at the Central Tow marker. See (106.8.10).
3. Move each of the other companies for that Landing Beach (the companies with different Beach hex objectives but the same Landing Beach) to maintain the same planned relative All-Sea hex position with the now probably scattered Central Tow. Treat the SS *River Clyde* as a single company. From these adjusted locations, using the Scatter Table (106.8.1) for each company roll one die for the scatter direction relative to the Central Tow (along the coastline either towards or away from the Central Tow). Then roll a die for the distance to move the company in that direction. See (106.8.10).

106.8.7 Scatter for the Second Wave. Move each of the Second Wave stacks along the coast to maintain the same planned relative position with the final location of the First Wave Central Tow. Now roll on the Scatter Table (106.8.1) for each landing company (plus co-stacked MG or HQ units)—one die for scatter direction and another die for scatter distance. See (106.8.10). *The second wave at Anzac Cove was even more widely dispersed than the first wave.*



106.8.8 After both waves have landed use Beach Boundary markers to show boundaries of the actual Landing Beach(es). Amphibious Reinforcements (103.5) can land on captured Beach hexes in this zone (106.9.2).

106.8.9 If all units of the First Wave scatter to non-Beach hexes, then the Second Wave does not land and the Amphibious Assault is repeated during the following game turn. All scatter distance rolls

have a -4 DRM on the second turn. Tactical Surprise cannot occur on the following turn, nor is there a Pre-Landing Naval Bombardment.

There were two night landings (Anzac and Suvla), and in both cases at least one brigade missed their target by more than a kilometer. However, they planned to land on long beaches, therefore neither brigade "bounced" by scattering onto a sea cliff.

The historical result at Anzac was that the central hex (10th Battalion) moved north 5 hexes—the rolls were a 3 for direction and 7 for distance. 9th Battalion rolled a 4 for direction (i.e., towards 10th Battalion) and 8 (rounded down to 2) for distance, so they ended up one hex north of 10th Battalion. 11th Battalion rolled a 5 for direction and a 2 for distance (rounds down to zero), so they landed in the same hex as 9th Battalion.

106.8.10 Unless Case 106.8.9 applies, units that scatter to non-Beach hexes do not land. They return to their transports and land as Amphibious Reinforcements (103.5) on the following turn. These units have priority to land and will contribute toward a Landing Delay (103.6.8) of units originally scheduled to land that turn.

106.8.11 Scatter and Inland Routes of March. Units that scattered to a different Beach hex will have their Routes of March (11.15.10) altered to pass through the actual Beach hex and then follow the most direct path toward their Objective. If a unit lands at night on a hex other than its original Beach hex (Intermediate) Objective it will have only half of its MA until it has either reached its final Objective or the next full daylight turn, whichever happens first. Use Counting markers to distinguish the scattered and non-scattered units.

106.8.12 Dawn Officer Points Bonus during Night Landings. There are no bonus Officer Points (10.1.7) on the 6am turn immediately following a night landing. Dawn of the second day is treated as the "first dawn." *Without this rule the confusion caused by a night landing would immediately be erased.*

106.8.13 Scatter and Recombining Companies. Units landing during night or twilight cannot recombine into larger units until the first daylight turn.

106.9 Entente Reinforcements

Entente units start at sea with no reinforcement schedule.

106.9.1 Reinforcement Pool. This is all Entente land units at sea, not away on Diversions (106.10). Units assigned to Diversions (106.10) are added to the Reinforcement Pool when the Diversion ends (106.10.5).

106.9.2 Reinforcement Rate. The number of steps from the Reinforcement Pool that can land is set by the Beach Capacity (103.1.1) of the friendly controlled Beach hexes (control—either currently occupied by Entente units, or if empty it is not adjacent to an Ottoman unit and was last occupied by an Entente unit).

106.9.3 HQ and MG units may land with any other landing step at no extra cost in capacity.

106.9.4 Artillery steps count as steps against the Beach Capacity and must use Artillery Lighter (106.7.10) capacity.

106.9.5 Dawn Officer Points Bonus. As stated in the historical and Ottoman reinforcement schedules, Entente Brigiments that have landed ashore on the main map (whether subsequently re-embarked or not) do receive OPs bonuses on the first and later dawns that are 24 or more hours (10+ turns) after they have arrived ashore: 1st dawn – 1.5 OPs per battalion; 2nd dawn – 1.0 OPs per battalion; 3rd dawn – 0.5 OPs

per battalion. As per Case 106.8.12, there is no dawn bonus for the first dawn immediately following a night landing.

106.9.6 Turgut Reis Interferes. All beaches north of Kum Tepe could be reached by the *Turgut Reis*. Starting at least 4 turns after the first time that a Covering Force (106.7.11) lands in this zone, and no earlier than the first daylight turn, Entente reinforcements may not land in this zone for up to two consecutive game turns. Either or both game turns can be canceled by any turn of twilight or darkness. Utilizing optional rule No Pause at Anzac (105.3) will cancel this rule. *The timing of the amphibious operation could prevent the Turgut Reis from interfering at all, but there are other risks to consider.*

106.10 Diversions

Diversions include naval demonstrations and diversionary landings. Diversions happen off-map but use naval assets and ground forces. In game terms their effect is to delay the release and arrival of Ottoman reinforcements (106.5, 106.6).

106.10.1 Diversion Force Return Table

106.10.2 A Diversion must include a Landing Force. Each Diversion counts as one Amphibious Assault against the limits of Case 106.7.2.

106.10.3 Diversions may take place at Bulair, Kum Kale, and Besika Bay. If any of the Diversions do not occur, then the Ottoman player receives some historical off-map reinforcements sooner and possibly some additional reinforcements, as per the Ottoman Off-Map Reinforcement Schedule (106.1.3). See Section 106.5.

106.10.4 If a historical Diversion does not occur then the reserve release roll in Section 106.6 is modified in favor of an earlier Ottoman release; see Section 106.6.1.

106.10.5 Units assigned to Diversions return to the main map Reinforcement Pool as per the Diversion Force Return Table (106.10.1).

The Bulair operation was a diversion: the battleships bombarded the shore and the troops rowed around in the ships' boats. The original plan was to land at least one battalion. At nightfall the British decided that they had succeeded in attracting the attention of the Turks, so the planned landing was canceled to avoid heavy casualties. In the end a single officer swam a mile to the shore—Lieutenant Freyburg. He lit flares and otherwise attempted to imitate an entire battalion of Royal Marines, before swimming back another mile through open water at night to a waiting boat. Lt. Freyburg went on to win a VC, become Lt General Freyburg, and commanded the New Zealand Expeditionary Force in WWII. And no, he does not have a separate counter in this game.

The French diversion at Kum Kale was very successful: they landed the 6 Régiment Mixte Coloniale and a battery of 75's, reached all objectives, and captured hundreds of prisoners. They withdrew as ordered on 26th April.

The Besika Bay operation was a technically a demonstration: a bombardment by a small squadron of warships and transports masked the fact that there was never any intention to land. This demonstration is treated as a diversion for game purposes.

106.11 Free Landing Naval Gunfire

Draw one Naval Gunfire chit (103.14) each daylight turn for each Landing Force (106.7.2) on the main map. If the Landing Force includes units from the 29th Division or Royal Navy Division then draw from the Helles pool, otherwise draw from the Anzac pool. *The Anzacs had fewer regular officers and more communication problems. The French 1° Division had regular officers, but most of the ships were British.*

106.11.1 If there are more than two Landing Forces assigned to the main map then assign each force to either the Anzac or Helles pool (subject to the constraints above) as evenly as possible, then use a die to determine which Landing Force assigned to that pool will be drawing chits this turn.

106.11.2 Road Interdiction (103.14.11) will apply on any road or track that is within 15 hexes of any Landing Beach (106.7.9) that is covered from the Helles pool.

106.12 Victory

Use the historical victory conditions for the Peninsula scenario (104.5.13). Given the nature of the Free Landing Scenario, the Entente has a better chance of achieving some degree of historical victory. Player victory conditions are the historical victory conditions.

D. Commentary, Notes, and Credits

107.0 Designer's Notes

107.1 The Game System

This game began because I wanted a game that would play like the history in the Australian Official History—a swirling, confused and desperate battle, waged by small groups over exposed ridges and tiny gullies. It was a battle of missed opportunities because “word did not get back in time” and so the needed reserves never arrived. I also wanted a game that had options to allow an ultimate Entente or Ottoman victory. These two desires required command rules and a large-scale map. The challenge was how to design a game between two corps-sized forces where the placement of a company would matter, but with a map that could be comfortably set up at a convention. The end result is a game that models the technology and tactics of the mobile stage at the opening of WWI.

The scale of 400 meters per hex was chosen for several reasons. First, it is sufficiently fine to show all the ridges around Anzac Cove, but small enough to allow the entire peninsula to be shown on two maps. Second, it fits well with actual unit frontages. Third, it is the effective range for rifle fire, therefore speeding up play by removing most ranged opportunity fire.

The scenarios chosen are for the early battles where decisive results were achievable. For that reason the attack depicted in the film of the same name is not included!

The fire and movement rules were simplified as much as possible so as to make room for more elaborate command rules. This is deliberately not a game where the players need to differentiate between different models of machine guns or bolt action rifles. I jokingly once said that I wanted a game where the players beg for another field telephone exchange, because their orders and reports will travel more smoothly.

The relative fire values are the WWI rule of thumb—one MG is equal to 100 riflemen. Most importantly, a five-man MG team occupies far less frontage than the equivalent 100 riflemen. A hex 400 meters wide can allow at best 400 rifles to fire through the hex side, whereas it could allow dozens of MGs. Hence MGs have no stacking value. Quinn's Post (hex 34.56) was protected by only one company (200 men), supported by 5 MGs firing from other ridges within that hex. MG units always take the last hit because historically the rifle infantry

would be used to replace the MG crew. Occasionally an MG would be hit and knocked out of action, but usually this happened when the whole formation had been overrun (for example, the Royal Fusiliers at Nimy during the Battle of Mons). Rifle units and machine gun (MG) units are separated because that is the way they operated. MGs in the Ottoman army were grouped at the regimental level, and operated like light artillery pieces. In British doctrine they were organic to the battalions, but in practice they were also collected centrally at the brigade level.

The voluntary nature of hiding is deliberate, it forces players to choose between an aggressive “forward-slope” defense or a passive “reverse slope” defense. This was a real decision that the local commanders had to make. The Anzacs were trained in the British tradition of holding the line, and took most of their casualties by lying out all afternoon in the shrapnel. Involuntary suppression is modeled by the Confused state. We experimented with involuntary hiding in several play tests but it was a less interesting game and did not more accurately match the histories.

Cavalry are included only because they were tactically important on the first day at Anzac Cove—the 9th Division’s cavalry were the first reinforcements to arrive and occupied the crucial cross roads on Gun Ridge. Although they were called “cavalry” they were trained and operated as mounted infantry. When entering combat the whole unit would dismount, in groups of four. One man would hold the four horses, while the other three went forward to fight as rifle infantry (to be technically correct, they employed a slightly shorter carbine). The usual role of cavalry was scouting and patrolling, not fighting on the battlefield. Originally I intended to remove them at dawn on the second day, but cavalry did participate in attacks at Anzac on the second and third day.

I wanted a game that had more realistic artillery values, that would show why the armies had light field pieces firing shrapnel. Thousands of 18 pdrs fired for a week at the Somme and had no effect, so why did all the armies have so many guns of that type? The answer is that shrapnel from an 18 pdr or 75 is deadly against troops in the open, but useless once they have dug in. The armies had prepared for a war of maneuver, not trench warfare. For trench warfare you need howitzers, which are not what you want in an open fight. I went back to first principles, looking at beaten zones, shell weights and rates of fire.

The fire tables were calibrated in two ways. Fortunately the official histories have good casualty figures. Individual assaults and fire fights for which casualty figures are available were simulated using spreadsheets until the fire values and DRMs all settled to the historical results. After calibration at the individual level the losses for entire play test games were compared against actual losses for historical battles. The final results are good—if both players choose the historical strategies then the loss rates (after regroup) are within 25% of historical rates, and the front lines within a few hexes.

A fast opportunity fire process was another important design goal. Games that have opportunity fire in every hex are slow to play; games that require the firer to choose when to shoot without knowing the final route can be agonizingly slow. The speed-of-play issue was eliminated by setting the scale at “one hex is effective rifle range.” The analysis-paralysis issue was solved by allowing artillery to fire only once, at any point along the line of movement, after the unit has moved.

The fire table embodies another design goal—no more shuffling units between stacks to achieve perfect column breaks. Every fire factor will have an effect, there is no need to achieve (say) a magical 8 points in

order to get into the “next column.” The same is true of the DRMs. The fractional numbers allow a smooth change in the chance of a hit, which means that every DRM has an effect.

The assault table was designed to replace the slow “three rounds of fire” that many tactical games use for assault. The table is a simulation of multiple rounds of firing carried to the point where the first side takes a hit. Players will soon learn that high odds are needed to win an assault. This is actually modeling a series of waves—the armies of the day planned that the first wave would mostly become casualties but that the “weight” of the subsequent lines would carry the day. I doubt that those in the first wave enjoyed being bullet collectors.

Realistic line of sight rules are an absolute necessity at Anzac and in the mid-peninsula. The ground is incredibly broken: whole companies were able to hide in the steep gullies and folds on the opposite sides of a ridge, within a few yards of each other. The historical position of the lines was dictated by the artillery sightlines from Gun Ridge. A simple wedding cake model does not work; but slope and point-of-contention calculations are tedious. The current system attempts to pre-calculate the points of contentions through the use of ridge and steep slope (military crest) hex sides. Units can hide in the jumbled gullies below the ridge, just as they did historically.

The development of the Us/Them rule was the breakthrough that allowed the scale to be set at 400m. The dual-hex occupation made it possible to show the close-in fighting without needing a ballroom-breaking scale of 100 meters per hex.

The movement rates were chosen to reproduce historical rates, allowing time taken to consult maps, re-form skirmish lines, locate lost colonels etc. Expected movement rates can be found in service manuals from that period. Setting the rules for column movement took some work—the rate had to match that which a column-of-four could achieve, but the cost to enter and leave needed to discourage using it ahistorically close to the front line. Commanders did not use column if there was a chance of contact because the troops would be a densely packed target and could not fire effectively.

The orders types were developed to match the situations described in the history books. We deliberately chose to add rules to define exactly what was possible on a dispersed battlefield with few telephones and no radio. We wanted players to be only able to do things that were historically possible, and therefore learn how the armies of that period operated. In particular we did not want an ambiguous rule set—that teaches nothing and can lead to arguments, hence the length of this section of rules.

Most of the orders types are self-explanatory, but the reasoning behind a few is subtle. Disorganized Defense is the end-point for orders failure because it is a good model of what actually happened. The small units lost track of the big picture and assumed that the few yards of the battlefield that they could see held the key to the whole battle. They would defend tenaciously but would not maneuver. Brigades and regiments in this state did not spontaneously retreat. Individual platoons, companies, and occasionally whole battalions did rout, but regiments and brigades only ever moved due to explicit orders. We tried several different failure rules for Disorganized Defense, but play testing showed that any negative feedback loop here quickly caused the formation to implode. In daylight, the only sure way out of Disorganized Defense is relief by fresh troops—if you can find some!

The different DRMs for switching between the different orders types emphasizes the need for reserves, and the difficulty of controlling an

attack once it has gone past the original front line (with its telephone lines and established routes for runners). The player who has the last brigiment in General Reserve is often the player who wins. The March order is not as good a basis for changing orders as General Reserve because the troops are spread out in a line miles long—tracking down the officers is difficult.

The concept of officer points arose after reading how the loss of officers in all the armies caused them to stop maneuvering well before rank and file casualties became serious. Officers necessarily were exposed as they moved around performing their duties. British junior officers in particular were expected to perform conspicuous acts of bravery, and therefore died especially quickly. The Ottoman officers were not expected to expose themselves so dangerously, but the NCOs and privates were usually illiterate. Loss of officers in the Ottoman army often meant that all orders and reports had to be passed verbally, a slow and error-prone method.

Night proved problematic during play test. Night prevents artillery from shooting, so the Entente player is tempted to land at night. Historically the Entente did exactly that in August. However, every night attack (by both sides) was a fiasco. In August, the flanking march by the Australians ended up miles off course. The repulse of the night attack by the Ottomans against the British beachhead at Helles was dismissed by the British as “nervous troops shooting at bushes” (which shows how few Ottomans actually managed to find the British lines). Therefore the time scale halves the movement rates, attacks rapidly run out of officer points, new orders cannot be issued, and landing units that scatter are effectively useless until the sun rises. Night landings are perhaps still too easy.

Although accuracy and analysis were never going to be sacrificed, it was also important that the game provide an absorbing playing experience. What makes an interesting game is the decisions that it offers to the players. The decisions in *Gallipoli 1915* are:

Big Picture:

- Initial plan—Where is the main effort? Where are the feints?
- When and where to commit reserves?
- When to pull back and regroup?

Medium scale:

- Where to place artillery?
- Where to place the exact lines of defense and advance?

Small scale:

- Assault timing and odds.
- Should I pull back? Withdrawal in daylight is very difficult, but can I wait until night?
- When to hide: do I give up local fire dominance in order to stay alive?

107.2 Player's Notes

Most importantly, start with the small scenarios. There are a number of new concepts to learn: if you jump right into the free landing scenario you will be overloaded. The system runs quite smoothly once you get the hang of it, but you do need to learn it.

Play aggressively. The leaders of these nations expected victories and were not shy about removing generals who did not show sufficient aggression. Field Marshal Haig in particular expected to see long casualty lists as proof of his subordinates resolve. The game is much

more fun if you try for a victory and only give up when it is truly beyond your grasp. Churchill did not send the MEF just to sit on the beaches, and Constantinople was not going to rest until the invaders were gone. Play accordingly.

The key to this game is to manage your officer points. At the high level try to keep a formation in reserve so that you can exploit an opening, or reinforce an unexpected weakness. At the detailed level establish fire dominance in the critical sectors, try to avoid needless officer point losses, avoid taking step losses, and do not assault needlessly. The historical scenarios will teach you how long a formation can attack or defend before it starts to fall apart.

For the Ottomans, reserves are key. The Entente will throw a series of brigades at you. As long as you have a spare regiment to block every brigade then you will win. That is easier if the front line is short, i.e., if you have him bottled up in a small area. But the Entente has more brigades, so sometimes you will need to sacrifice one regiment against three. Many people have heard Kemal Atatürk's famous “Ordered to Die” command to the 57th Regiment, but the full version is more instructive: “*Men, I am not ordering you to attack. I am ordering you to die. In the time that it takes us to die, other forces and commanders can come and take our place.*” Sometimes someone is going to die. The same advice applies when attacking. One formation can be used to pin another while the real attack goes in.

If the Entente can pull a brigade back to regroup and then attack again with it they will probably win. They can't regroup if their position lacks depth because they are pinned on the waterline—yet another reason for the Ottoman player to attack early and keep them contained.

Artillery is deadly in the open. The Ottoman player has a lot more artillery. They should try to keep it that way. Use infantry to defend the guns.

Rifle and MG fire is useful for reducing an enemy, but if you really want a position you will have to assault it. Assault requires high odds and it will consume officer points.

As the day wears on, and formations begin to wear out, it will be tempting to hide. But be careful—a weak line that is hiding has lost its opportunity fire and can be easily penetrated. Hard decisions.

The Entente player will probably be over confident in his first free-landing game. The challenge is to create a plan that adheres to concentration of force without giving away the game on Turn 1. The Ottoman player has sufficient forces to block the landing if he can concentrate on it early. The Ottoman player's challenge is to discern what the Entente plan really is, and not be distracted by the enemy's secondary missions.

107.3 Place Names, Turkish Pronunciation

The place names used in the game are those that are most likely to be familiar to an English speaker. Each location with a “name” usually has multiple names, any of which would be valid, see Table 1. Turkish pronunciation is briefly described in Table 2.

Greek names are included because many ethnic Greeks lived on the peninsula before it was evacuated by the Ottoman government prior to the campaign. The “campaign name” is the name that troops gave to it during the battle. These were usually simple descriptions, e.g., “White Farm”, “Pink Farm,” *Bombasirtı* (Bomb Ridge), *Le Haricot* (Haricot Bean). Presumably the Algerians and Moroccan troops who suffered so badly when attempting to capture *Le Haricot* had names in their own languages for this feature.

Prior to Atatürk's reforms of 1928, Turkish was written using the Arabic script. Modern Turkish is based on the Latin script. These are pronounced as in English, except as follows:

107.3.1 Table 1, Pronunciations of Turkish Letters

Turkish Letter	Approximate English Equivalent
a	ah as in <i>father</i>
c	j as in <i>joy</i>
ç	ch as in <i>chunder</i>
e	e as in <i>red</i>
ğ	Too complicated to describe. Pretend you didn't see it.
ı	The tiny vowel you use when you don't actually pronounce it, such as the <i>e</i> in <i>open</i>
j	zh, as the s in <i>measure</i>
o	o as in <i>more</i>
ö	Similar to the German umlaut, like the <i>u</i> in <i>urn</i>
ş	sh as in <i>shut</i>
u	oo a in <i>zoo</i> . Therefore <i>Burnu</i> is pronounced <i>Boo-r-n-oo</i>
ü	Similar to German <i>ü</i> , as the <i>ew</i> in <i>new</i>
y	y as in <i>yacht</i>

107.3.2 Table 2, Examples of Possible Place Names

See below.

107.4 The Strategic Situation

In November 1914 the Ottoman Empire formally entered the Great War on the side of Germany and Austria. By 1915 the front in France had reached stalemate. Officially the British and French were keen to send supplies and reinforcements to their Russian allies, who had suffered a severe defeat at the Battle of Tannenberg. However, their real long-term plan was to divide up the Ottoman Empire, which was why the Ottomans had joined the Central Powers (they could see it coming).

Winston Churchill, First Sea Lord, was the most enthusiastic proponent of the Dardanelles plan. However, Britain had few forces. The original regular army with ten divisions had been chewed up in France. There were only three more regular divisions, formed by coalescing the individual battalions returning from overseas service. France had priority, so two divisions were sent to France, only the 29th went to the Dardanelles. The French followed the British lead.

For their part the Ottomans immediately followed their existing mobilization plans, which placed several divisions on the Gallipoli Peninsula. However, the defenses were far from solid—in February 1915 a company of British Marines landed on V Beach and destroyed

Number One Fort. By April the defense had progressed to the point that an entire brigade failed to take that beach.

The goal of the Entente was to destroy all coastal defense guns on both sides of The Narrows. There were two types of coastal defense artillery—the fixed fortifications, chiefly on the Kilit Bahir plateau; and the mobile howitzers of the 8th Heavy Artillery Regiment. The mobile howitzers were located on the ridges and in the steep valleys on the eastward side—Tenger Dere, Komuz Dere and Soganli Dere. The Entente's goal was to be achieved by occupying the entire peninsula south of Mal Tepe. Occupation would naturally destroy the fixed forts and drive out the mobile howitzers. In addition it would provide observation points for the navy, so that their battleships could fire from the Aegean, over the peninsula, and hit the forts on the eastern side of the Dardanelles.

107.5 Notes on the Historical Plans

Both the 29th Division and Anzacs had two-day plans. Day one was to land and establish a viable perimeter, day two was an advance to their operational goals (Kilit Bahir and Mal Tepe respectively). Following that the 29th were to take Kilit Bahir and the forts, while the Anzacs sealed off the Peninsula. For both landings, one brigade (the Covering Force) was allocated the task of the landing and securing a small beachhead. The remaining brigades (the Main Body) were to land in good order on the secured beach, pass through and press on to the day's objective. The Anzac landing was concentrated in one area; the Helles landing was more widely dispersed due to the small size of each beach.

All the troops, artillery, animals and supplies were landed from ships' boats and lighters. The boats and lighters were strung together into "tows." Each tow typically contained six rowboats or one or two lighters, towed by a steam-driven boat such as a pinnace, minesweeper or trawler. The pinnaces dropped their tows when the water shallowed, leaving the troops to row themselves to shore, as was done in Nelson's day. The boats themselves were quite large, many capable of carrying 80 men.

The Covering Force at Anzac (3rd Australian Brigade) was towed behind battleships. The tows were released several kilometers from shore, and then towed by steam pinnaces for the last two hours. The second wave were embarked on destroyers, and transferred to the destroyer's boats after the first wave landed. They were then towed by the pinnaces returning from the first wave. The Main Body of the Anzac troops disembarked from their transports into the ships boats, and were then towed to rowing distance. The total number of steam pinnaces was always a limiting factor—it was simply too far to row,

Table 2, Examples of Possible Place Names (107.3.2)

Modern Turkish Name	English Transliteration in 1915	Greek Name in Name	Meaning of Turkish Name	English Campaign Name	Historical Spot Height Name	Correct Spot Height
Conk Bayırı Tepe	Chunuk Bair		Conk Range Hill			
Kocaçimen Tepe	Koja Chemen Tepe				Hill 971	303 m (994 ft)
Kerte (obs. Kirte)	Krithia	Krithia				
Bombasırtı			Bomb (Grenade) ridge	Quinn's Post		
Sarı Bayır	Sari Bair Range		Yellow Slope			
Kanlı Sırt			Bloody Ridge	Lone Pine		
Alçı Tepe	Achi Baba		Gypsum Hill			

and also too dangerous to be moving at a rowing pace through the Coastal Defense Artillery's fire zone.

The pinnaces generally had a top speed of 10 knots, which equals 75 hexes per two-hour turn. They were towed at 5 knots, around 38 hexes per turn. Rowing is 3 knots, i.e., 25 hexes. Hence they can quickly reach the beaches within a game turn—no need for a special sea-movement phase. At Anzac, the first wave used muffled oars and landed in darkness, achieving complete tactical surprise—they were only spotted when they reached the beach, and were not fired on until they were out of the boats. The second wave was fired on while still off shore, although the only serious casualties were close to the shore at Fishermen's Huts. At Helles, the thirty minute bombardment during daylight had rather given the game away, so the Turks were ready and waiting. The night landing at Suvla in August also achieved tactical surprise, but confusion prevented any exploitation.

The limiting factor was not really the number of boats—although boat losses in the first wave at Helles caused delays for the second wave. The limiting factors were the number of pinnaces (faster passage to and from the beach), and the width of beach required to handle the boats. The landings at Helles were spread across multiple beaches due to the limited width of the beaches.

The French and Royal Navy divisions were to stage diversions and thereby pull strategic reserves away from the main landings. After the initial diversions they formed the reserve for the whole force.

The Ottoman plan was to defend the peninsula in its entirety, not just the forts. The coast was completely covered with platoon and section pickets from 26th and 27th Regiments of the 19th Division, linked by telephone to the divisional reserve (25th Regiment), and the corps reserve (9th Division). The initial pickets were to report the invasion and hold the line while waiting for reinforcements. The regimental reserve was to reinforce or counter-attack. The III Corps reserve was to counter-attack and drive the enemy back into the sea.

107.6 Notes on the Organization of the Diverse Armies

Some parts of the Order of Battle were easy to find, other parts took years to clarify.

The Ottoman army divisions follow a standard pattern and, with few exceptions, have been much easier to research than the kaleidoscopic British. I generally relied on the Charts in the Appendices of the Turkish official histories, although Mesut Uyar's book finally provided details on the artillery at Gaba Tepe.

The Ottomans had the 5th Army and the Chanakkale Fortified Area Command on the peninsula. The 5th Army was a regular field army, CFAC controlled the coastal defense guns facing The Narrows, plus some Jandarmerie units guarding that coast. 5th Army was commanded by Liman von Sanders, CFAC reported to Constantinople, and was tasked solely with defending against enemy naval units. The 5th Army controlled the coastal defense guns facing the Aegean. In practice the Aegean CD batteries operated independently of 9th Division, and only fired at ships or units unloading on the beach. These were attached to whichever division was lining the coast—at this time it is the 9th Division, earlier it had been the 19th Division. However, most of the guns were fixed in concrete.

The split command between CFAC and 5th Army was never a serious problem. It did slow down the usage of CD artillery on the first day—these guns at Helles were silent for six hours, presumably waiting for

the Entente fleet to steam up The Narrows. They only opened fire in the afternoon after control was passed to the 9th Division.

Ottoman infantry regiments had geographic recruiting areas. For example, the 27th Regiment recruited from the Gallipoli peninsula itself. The 77th recruited from modern-day Lebanon and Syria. The Ottoman Empire was really a Turkish empire. That, plus the language barrier between the Arab rank and file and the Turkish officers caused the "Arab" regiments to be less effective.

The most difficult part of the Ottoman order of battle was their artillery. The Ottoman army lost a great deal of field artillery in the Balkan Wars. Each artillery battalion was authorized to have three batteries, but in this campaign they universally only had two. Hence the battery numbering—1, 2, 4, 5, 7, 8; numbers 3, 6 and 9 are missing. The artillery battalions were purely for administration, the batteries operated independently, often being grouped into ad hoc "wings". The Ottomans did not have enough modern Quick Firing (QF) 75mm field guns, so some batteries were equipped with "87/24 mantelli" pieces. These were 87 mm, 24 caliber guns that had an external sheath (mantelli) heat-shrunk around the original barrel so that they could withstand the extra power of modern powders. However, they were not quick firing—they had no recoil mechanism and no spade on the trail. Hence their rate of fire and effectiveness was much lower. The pom-pom guns were the same as in the Boer War. These were of 25-37mm caliber, and to modern eyes they are aircraft cannon mounted on an artillery carriage. The 15cm heavy artillery pieces varied considerably. Some were modern QF pieces from Germany, some were breech-loading non-QF rifles that they had captured from the Bulgarians. At this scale the difference between different guns in the same class are not important.

The Turkish coastal defense artillery would try the patience of a museum storeroom manager. The main forts all had 21cm guns, but it appears that they bought them from Krupp on a subscription plan—each pair of guns arrived a year or two after the previous pair, and was a slightly improved model. Again this does not matter at this scale. The most chaotic part was the extra batteries that were brought in to stop the Entente fleet. These included 15cm howitzers captured from the Bulgarians, pom-pom guns, high-velocity naval cannon removed from ships, obsolete hand-cranked Nordenfelt machine guns also removed from old navy ships, a battery of 75mm Russian guns that not even their official history can describe, and my personal favorite, a battery of (British) Vickers 10-pdr mountain guns that they purchased from Chile. This is the same gun that equipped the Indian Mountain Gun batteries, which probably explains why the New Zealanders complained that the Indians were shelling them and could produce 10-pdr shrapnel fuses as evidence! Apart from the pom-poms, these units all reported to the Chanakkale Fortified Area Command.

The guns at Gaba Tepe were a particular puzzle, and they matter because they are right next to a historical beach. Many sources give them two 15cm howitzers, two 12cm guns, a pair of 87/24 Mantelli guns and a 25mm Nordenfelt. Uyar's book solves the puzzle, including the detail that one of the gun's was temporarily out of action due to a broken elevation lever. I chose to allow that gun to fire, figuring that the historical result was just bad dice rolling.

CFAC was organized as regiments, but operated as batteries. The 2nd, 3rd and 4th Heavy Artillery Regiments ran the permanent batteries in the stone forts along both sides of The Narrows. In the build up to the invasion, many ad-hoc batteries were formed and attached to the 4th Regiment, hence the battery numbers up to 17, including the wonderfully named "Extra Siege Battery." The 8th Regiment was armed with modern mobile howitzers, principally German 15cm howitzers.

Losses from the Balkan War (1912-13) are also apparent in the MG inventory—some regiments simply have no MGs. The Ottomans used the Hotchkiss, a slightly older design than the British Vickers. However the difference is not material at this scale.

The Jandarmerie regiments were a type of heavy rural police. They were originally forced on the Ottoman Empire in 1904 by an international commission of Britain, France and Italy in order to suppress banditry in Ottoman-occupied Macedonia. The system was expanded to cover most of the empire, with the regiments being named for the districts that they supervised. The members typically operated in small units against lightly-armed foes. On mobilization they were attached to army corps, typically two or three per corps. Some historical western equivalents are the North West Mounted Police (precursor to the Royal Canadian Mounted Police) and the New South Wales Mounted Police. The Jandarmerie wore a dark blue uniform which led to confusion. At Anzac, it might be the cause of one case of “French” troops being sighted by the Australians and not fired upon. In some British memoirs they place Turkish naval officers at Helles, although they probably were members of the Istanbul or Bursa Jandarmerie.

Western histories exaggerate the reach of the German military mission. Almost all Ottoman armies and corps were commanded by a Turkish officer, with some German officers assisting for staff work. There were occasional exceptions where armies or corps were commanded by Germans, the prime example being that Liman von Sanders commanded the 5th Army. Eventually a machine gun battalion was raised from the German-speaking crews of the *Goeben* and *Breslau*. However, this was technically an Ottoman unit because all the crew members had become Ottoman citizens when the *Goeben* and *Breslau* joined the Ottoman navy. There are even photos showing them filling out the citizenship forms!

The French order of battle was more difficult than it should have been because very few sources list the battalions within their regiments. Even their Official History does not go to that level of detail. I had to rely on websites maintained by enthusiastic amateurs for the Zouaves, Foreign Legion and “Senegalese” troops. In the end it did not matter because they all had the same arms and fought in the same fashion. However, without doing the research that wouldn’t have been known.

The French divisions had a square organization—they were composed of two brigades, each of two regiments. In practice the brigade appears to have only been used for administrative purposes—the division commanded the regiments directly.

The 175 Regiment was easy, which has the “standard” three battalions number 1, 2 and 3. However, all the African regiments all had non-uniform organization. A “*Regiment Marche d’X*” is an ad-hoc regiment formed “on the march” from whatever battalions are available. The *1st Regiment March d’Afrique* (abbreviation *RMA*) has all “white” troops. Zouaves are (white) French settlers who adopted the light infantry fighting style and dress of the Arabs and Berbers in Morocco and Algeria. The single battalion from the French Foreign Legion (*Légion Étrangère*) was formed by taking a selection of troops from the 1st and 2nd Battalions. Germans, Austrians, and Alsations were removed. That unit was hard to pin down because it was a composite. The Zouaves experimented with various numbering styles during the early part of the war. They used letters at one point, then switched to numbers, accidentally gave two regiments the same number, and then sent one of the Zouave regiments to Gallipoli with no number at all! This campaign takes place during their “numbered” period. The *Regiment Mixte de Coloniale* (*RMC*) had one “European” regiment (e.g., 6

Colonaise) and two “native” regiments. In the French army, all native regiments were named *Senegalese*, even if they did not come from Senegal. Hence the name *Senegalese du Maroc* for Moroccan troops. The native regiments had white officers. The French abbreviations are properly *RMA* and *RMC*, but I chose to label them *1 Afrique* and *2 Col* because they are easier to remember and give more information as to their composition.

The French artillery was a puzzle, because they sent the same numbered batteries from two different artillery regiments. At this stage they only had the famous ‘75’ and their 65mm mountain gun, but they quickly sent some 120mm heavy guns.

The best that can be said for the British order of battle is that it is mostly explained in easily obtained sources, except when it isn’t.

The 29th Division was composed of regular battalions, i.e., battalions of regulars who had served for many years. However, the division itself had only recently been formed. These battalions were on overseas service when war broke out, and were brought back to England. The 29th followed standard British organization, although it acted as a mini-Corps and had Corps-level artillery directly attached. Battalions were authorized to have four Vickers guns but they only had sufficient guns for two. The artillery was generally as authorized—all 18 pdrs, 4.5” howitzers, 60 pdrs. The Royal Horse Artillery batteries used 18 pdrs rather than their authorized 13 pdrs. The Highland Mountain Brigade was a territorial unit whose batteries had been split into two halves in preparation for doubling into two separate batteries. Hence the leading “1” in its name 1/14th Highland Battery. The same pattern shows in “service” battalions raised for the duration of the war, e.g., *1/5th Royal Scots*. That is the 1st half of the 5th Battalion of the Royal Scots Battalion, after the 5th Battalion was split into two parts for doubling.

British battalions had four companies, labeled A, B, C, and D; except for (most of) the Fusilier regiments, whose companies followed an older pattern: W, X, Y, and Z.

The Royal Navy Division was one of Churchill’s ideas. He took the recently formed Royal Marine Brigade and added two more brigades of sailors who were in base, awaiting ships. The brigades only had three battalions, rather than the usual four. The division had no artillery. They were equipped with older-style Charging-Loader Lee-Enfield rifles that fired a different cartridge from the standard Short Magazine Lee Enfield (SMLE) that the Army used. They were brave but lacked the training of an Army division. After heavy losses in the various battles of Krithia some battalions were amalgamated. The Order of Battle is correct for the landing, but had changed considerably by the Second Battle of Krithia.

The 1st Australian Division was raised entirely from volunteers in August of 1914. Australia had no standing army. It was raised according to the old British 12-company organization and was reorganized to the 4-company structure when it arrived in Egypt in November 1914. The division was equipped with standard British weapons, although it did not yet have its full complement of artillery. In particular it had no howitzers. Training was rigorous, but it still was not fully trained when the campaign started. Although the troops were very resourceful, independent and brave, the command structure fell apart on the first day. Their officer corps improved during the campaign, as evidenced by their success in storming a well-defended trench line at Lone Pine in August. By 1918 their officer corps improved, and the Australians, New Zealanders, and Canadians were the best in the British Army.

The four battalions of the New Zealand Brigade were formed by taking volunteers from the existing territorial regiments in New Zealand. A sequence of hard-fought wars against the Maoris had led to the establishment of regional militia regiments. Each regiment had many companies spread across its recruiting area. Each regiment sent their most complete company, which led to some rather odd company numbering. For example, the Wellington Battalion was composed of the 7th, 9th, 11th, and 17th Companies from the Wellington Regiment. The New Zealanders had even less artillery than the Australians, but at least they had howitzers. The New Zealand Brigade eventually expanded into the New Zealand Division.

The New Zealand and Australian Division only had two brigades, so for a time there were plans to attach the 29th Indian Brigade from the 7th Indian Division. This did not happen, although the 21st and 26th Mountain Artillery Batteries of the 7th Indian Division were attached to the ANZAC Corps. Eventually the entire 7th Indian Division (less its Muslim units) served on the peninsula.

ANZAC is the acronym for the Australian and New Zealand Army Corps. As a unit name it is written in all capitals, but as a general description for any Australian or New Zealand unit it is often written as a proper noun: Anzac. Even C. E. W. Bean approved of the latter form. Most writers (and this game) refer to “the ANZAC Corps,” rather than the technically correct “the ANZAC” because it reads more naturally.

The British had a number of very strange units. The Zion Mule Corps was a supply unit raised in Alexandria from Jewish refugees from Palestine. It served at Anzac and Helles, but was disbanded after the campaign due to a dispute about Army pensions. The Armoured Car Squadron of the Royal Naval Air Service was formed around a collection of personal cars owned by wealthy members of the 3rd Squadron of the Royal Naval Air Service. The RNAS in France had used these cars to guard their lines of communication. They had been overflying the peninsula (by aeroplane, not car) for more than a month. Eventually they landed their armored cars at Helles but they had no effect. During the landing they gathered 11 MGs and formed a redoubt on the bow of the SS *River Clyde*—their fire was the only thing that kept the remaining Fusiliers alive on the beach. However my favorite unit is the utterly useless Ceylon Planter’s Rifle Corps. This was a company-sized unit formed from the sons of (wealthy?) British tea planters in Ceylon. They guarded the headquarters at Anzac but never went into action. They only hard information I could find was their role in defending the headquarters, an image of their natty little mess jacket (dark-green with vertical gold stripes), and that they were described as “a fine bunch of fellows” by the headquarters that they were guarding. The unit was disbanded after the campaign and the members became officers in the British Indian Army.

107.7 Orders of Battle

Only units that are depicted in the game are listed, except that higher-level headquarters are included. For example, the engineering units (“field companies” in British usage) are not listed. The names are those that existed at the time of the landing, with one exception. Officially The Australian Division only changed its name to 1st Australian Division during the campaign, but sources always refer to it as 1st Australian Division. This naming also allows for later games that will include 2nd Australian Division.

All Ottoman regiments have three battalions numbered 1, 2, 3 unless otherwise noted. They are labeled as battalions of their parent regiment, for example: 1/57, 2/57, 3/57. For brevity the battalions are not listed unless the regiment deviates from the pattern.

Some Ottoman regiments lacked machine guns.

All Ottoman field artillery regiments had the same battery breakdown, for example:

- 7 FA : 7th Field Artillery Regiment
 - 1 Field/7 : 1st Field Battery
 - 2 Field/7 : 2nd Field Battery
 - 4 Field/7 : 4th Field Battery
 - 5 Field/7 : 5th Field Battery
 - 7 Mtn/7 : 7th Mountain Battery
 - 8 Mtn/7 : 8th Mountain Battery

The batteries are not shown unless they deviate from the pattern.

The Ottoman cavalry squadrons were attached from their parent cavalry regiments to the infantry divisions.

The Ottoman coastal defense batteries attached to the 9th Field Artillery Regiment have no battery names that I have been able to divine. They are therefore named for their locality.

Other abbreviations:

- AFA : Australian Field Artillery
- NZFA : New Zealand Field Artillery
- RFA : Royal Field Artillery
- RGA : Royal Garrison Artillery
- RHA : Royal Horse Artillery

The text to the *left* of the colon is the text shown on the counter.

107.7.1 Entente

MEF : Mediterranean Expeditionary Force

ANZAC : Australian and New Zealand Army Corps

Aust : 1st Australian Division

1A : 1st Australian Brigade (New South Wales)

1 Bn : 1st Battalion

2 Bn : 2nd Battalion

3 Bn : 3rd Battalion

4 Bn : 4th Battalion

2A : 2nd Australian Brigade (Victoria)

5 Bn : 5th Battalion

6 Bn : 6th Battalion

7 Bn : 7th Battalion

8 Bn : 8th Battalion

3A : 3rd Australian Brigade

9 Bn : 9th Battalion (Queensland)

10 Bn : 10th Battalion (South Australia)

11 Bn : 11th Battalion (Western Australia)

12 Bn : 12th Battalion (Tasmania, South Australia and Western Australia)

1AA : 1st Australian Artillery Brigade (New South Wales)

1 Bty : 1st Battery, AFA

2 Bty : 2nd Battery, AFA

3 Bty : 3rd Battery, AFA

2AA : 2nd Australian Artillery Brigade (Victoria)

4 Bty : 4th Battery, AFA

5 Bty : 5th Battery, AFA

6 Bty : 6th Battery, AFA

- 3AA : 3rd Australian Artillery Brigade
 7 Bty : 7th Battery, AFA (Queensland)
 8 Bty : 8th Battery, AFA (Western Australia)
 9 Bty : 9th Battery, AFA (Tasmania)
- NZ&A : New Zealand and Australian Division
 NZ : New Zealand Brigade
 Auck : Auckland Battalion
 Well : Wellington Battalion
 Cant : Canterbury Battalion
 Otago : Otago Battalion
- 4A : 4th Australian Brigade
 13 Bn : 13th Battalion (New South Wales)
 14 Bn : 14th Battalion (Victoria)
 15 Bn : 15th Battalion (Queensland and Tasmania)
 16 Bn : 16th Battalion (Western Australia and South Australia)
- 29 Ind : 29th Indian Brigade
 14 Sk : 14th King George's Own Ferozepore Sikhs
 1/6 Gkh : 1st Battalion, 6th Gurkha Rifles
 69 Pnjb : 69th Punjabi Rifles
 89 Pnjb : 89th Punjabi Rifles
- NZ Art : New Zealand Artillery Brigade
 No. 1 Bty : No. 1 Battery, NZFA
 No. 2 Bty : No. 2 Battery, NZFA
 No. 4 Bty : No. 4 (Howitzer) Battery, NZFA
- 7 IM : 7th Indian Mountain Artillery Brigade
 21 Kohat : 21st (Kohat) Battery
 26 Jacob's : 26th (Jacob's) Battery
- CPRC : Ceylon Planters' Rifle Corps
 AASC : Australian Army Service Corps
 Zion : Zion Mule Corps
- RND : Royal Navy Division
 1 RN : 1st (Royal Navy) Brigade
 Drake : Drake Battalion
 Nelson : Nelson Battalion
 Deal : Deal Battalion, RMLI
- 2 RN : 2nd (Royal Navy) Brigade
 Howe : Howe Battalion
 Hood : Hood Battalion
 Anson : Anson Battalion
- 3RMLI : 3rd (Royal Marine Landing Infantry) Brigade
 Chath : Chatham Battalion, RMLI
 Ports : Portsmouth Battalion, RMLI
 Plym : Plymouth Battalion, RMLI
- 29 : 29th Division
 86 : 86th Brigade
 2/RF : 2nd Bn, Royal Fusiliers
 1/LF : 1st Bn, Lancashire Fusiliers
 1/RMF : 1st Bn, Royal Munster Fusiliers
 1/RDF : 1st Bn, Royal Dublin Fusiliers
- 87 : 87th Brigade
 2/SWB : 2nd Bn, South Wales Borderers
 1/KOSB : 1st Bn, Kings Own Scottish Borderers
 1/RIF : 1st Bn, Royal Inniskilling Fusiliers
 1/Bord : 1st Bn, The Border Regiment
- 88 : 88th Brigade
 4/Worc : 4th Bn, The Worcester Regiment
 2/Hants : 2nd Bn, The Hampshire Regiment
 1/Essex : 1st Bn, The Essex Regiment
 1/5 RS : 1/5th Bn, Royal Scots
- XV : XV Brigade, RHA
 B RHA : B Battery, RHA
 L RHA : L Battery, RHA
 Y RHA : Y Battery, RHA
- XVII : XVII Brigade, RFA
 13 RFA : 13th Battery, RFA
 26 RFA : 26th Battery, RFA
 92 RFA : 92nd Battery, RFA
- CXLVII : CXLVII Brigade, RFA
 10 RFA : 10th Battery, RFA
 97 RFA : 97th Battery, RFA
 368 RFA : 368th Battery, RFA
- MEF artillery, attached to 29 Div
 460 H : 460th (Howitzer) Battery, RFA
 90 RGA : 90th Heavy Battery, RGA
 14 RGA : 14th Heavy Battery, RGA
 1/4H : 1/4 Highland Mountain Brigade, RGA
 Argyllshire : Argyllshire Battery
 Ross Crom : Ross & Cromarty Battery
- CEO : Corps Expéditionnaire d'Orient
 1° : 1° Division
 1° Metro : 1° Metropolitan Brigade
 175 : 175° Régiment d'Infanterie
 1/175 : 1° Bataillon
 2/175 : 2° Bataillon
 3/175 : 3° Bataillon
 1 RMA : 1° Régiment de Marche d'Afrique
 1&2 Étr : Bataillon Composite, 1er & 2e Régiment de Légion Étrangère
 -/3 RMZ : Bataillon non numérotée, 3e Régiment de Zouave
 C/4 RMZ : Bataillon C, 4e Régiment de Zouave
- 2° Col : 2° Brigade Coloniale
 4 RMC : 4° Régiment Mixte Coloniale
 4 Colon : 4° Bataillon Coloniale
 1 S Alg : 1° Bataillon Senegalese d'Algerie
 2 S Alg : 2° Bataillon Senegalese d'Algerie
 6 RMC : 6° Régiment Mixte Coloniale
 6 Colon : 6° Bataillon Coloniale
 3 SdM : 3° Bataillon Senegalese d'Maroc
 4 SdM : 4° Bataillon Senegalese d'Maroc

1 RC : 1° Régiment d'Artillerie Campagne
 31° : 31° Batterie
 32° : 32° Batterie
 33° : 33° Batterie

8 RC : 8° Régiment d'Artillerie Campagne
 31° : 31° Batterie
 32° : 32° Batterie
 33° : 33° Batterie

2 Mt : 2° Régiment d'Artillerie Montagne
 47° : 47° Batterie
 48° : 48° Batterie

107.7.2 Ottoman

5 Army : 5th Army

III : III Corps

9 : 9th Division
 25 : 25th Regiment
 26 : 26th Regiment
 2 : 2nd Battalion
 3 : 3rd Battalion
 4 : 4th Battalion
 27 : 27th Regiment

9 FA : 9th Field Artillery Regiment
 9 CD : Divisional Area Coastal Defence Artillery
 ÇT 150 : Çam Tepe Heavy Howitzer Battery
 ÇT Nord : Çam Tepe Nordenfelt
 Ert Nord : Ert Nordenfelt
 İkiz Nord : İkiz Nordenfelt
 GT 87 : Gaba Tepe 87/24 Coastal Defence Battery
 GT Nord : Gabe Tepe Nordenfelt
 Pala : Palamutluk Heavy Howitzer Battery
 Pom Pom : Mobile 37mm Pom Pom Battery

2 Sqdrn : 2nd Cavalry Squadron, 4th Cavalry Regiment

19 : 19th Division
 57 : 57th Regiment
 72 : 72nd Regiment
 77 : 77th Regiment
 39 FA : 39th Field Artillery Regiment
 5 Sqdrn : 5th Cavalry Squadron, 4th Cavalry Regiment

7 : 7th Division
 19 : 19th Regiment
 20 : 20th Regiment
 21 : 21st Regiment
 7 FA : 7th Field Artillery Regiment
 4 Sqdrn : 4th Cavalry Squadron, 4th Cavalry Regiment

Brusa : Bursa Battalion of Jandarma
 Istan : Istanbul Battalion of Jandarma

XV : XV Corps

3 : 3rd Division
 39 : 39th Regiment
 64 : 64th Regiment
 1 : 1st Battalion
 3 : 3rd Battalion

3 FA : 3rd Field Artillery Regiment
 1 : 1st Field Battery
 2 : 2nd Field Battery
 7 : 7th Mountain Battery
 8 : 8th Mountain Battery

11 : 11th Division
 33 : 33rd Regiment
 126 : 126th Regiment
 11 FA : 11th Field Artillery Regiment
 1 : 1st Field Battery
 2 : 2nd Field Battery
 7 : 7th Mountain Battery
 8 : 8th Mountain Battery

5 : 5th Division
 13 : 13th Regiment
 14 : 14th Regiment
 15 : 15th Regiment

CFAC : Çanakkale Fortified Area Command
 Beyoğlu : Beyoğlu Battalion of Jandarma
 8th Heavy Artillery Regiment

1/8Hvy : 1st Battalion
 1/1/8 : 1st Battery
 2/1/8 : 2nd Battery
 3/1/8 : 3rd Battery

Eski Bty : Eskiherlik Battery
 C&R Eski : Centre and Right Sections
 1L Eski : 1st Subsection, Left Section
 2L Eski : 2nd Subsection, Left Section

4th Heavy Artillery Regiment
 XS 4Hv : Extra Siege Battalion
 1/XS : 1st Battery
 2/XS : 2nd Battery
 3/XS : 3rd Battery

1/4Hv : 1st Battalion
 Yıldız : Yıldız Battery
 Yıld Mtr : Yıldız Mortar Battery
 Mecidiye : Mecidiye Battery
 Hanedeye : Hanedeye Battery
 Namazgah : Namazgah Battery
 Degirmen : Değirmen Battery

2/4 Hv : 2nd Battalion
 8th Bty : 8th Battery
 14th Bty : 14th Battery
 15th Bty : 15th Battery
 16th Bty : 16th Battery
 17th Bty : 17th Battery

Km Bn PP : Kum Burnu Pom Pom Battery
 Sog PP : Soğanlı Pom Pom Battery
 Soğ Nord : Soğanlı Nordenfelt
 Şili Mtn : Şili Mountain Battery
 Ohaçüs Bty : Ohaçüs Battery

107.8 Annotated Bibliography

Many of these books have been reprinted, in which case I list the original edition used as the source, plus the modern edition that is more readily available. Typically the modern editions are produced from photocopies of the original edition, omit any oversize maps, and replace color plates by black and white photocopies. I consulted many more books than are listed here, primarily regimental histories, but have only included those that were most useful or otherwise notable.

Official Manuals

1. *Infantry Training (4-company organization)*; General Staff, War Office 1914; reprinted by the Naval & Military Press edition, ISBN 9 781843 427056. This describes the British structure after the 1912 reorganization.
2. *Field Service Pocket Book*; General Staff, War Office 1916; Naval and Military Press edition, ISBN 9 781843 4342510 6. A very useful source with hard data on movement rates, digging rates, formations march column lengths etc.
3. *Handbook of the Turkish Army 1916*; Eighth Provisional Edition, February 1916, Intelligence Section, Cairo; Reprinted by The Imperial War Museum and The Battery Press, ISBN 0 89839 249 7. The best English source for a general overview of the Ottoman forces. However, the Turkish official histories have a more accurate order of battle for Gallipoli.

Official Histories

4. Aspinall-Oglander, *History of the Great War, Military Operations, Gallipoli, Volume I and Appendixes*, MacMillan and Company, 1929; reprinted by The Imperial War Museum and The Battery Press edition 1992, ISBN 0-89839-175-X. Generally less useful than the Australian histories because it is less detailed, but nonetheless if you only had one source for the British then this should be it. The Appendixes are essential—they contain the original orders issued to the invasion forces, the source for the historical scenarios.
5. Aspinall-Oglander, *History of the Great War, Military Operations, Gallipoli, Volume II*, original edition 1929, Battery Press edition 1992 ISBN 0-89839-175-X. Covers the later campaign.
6. C. E. W. Bean, *Official History of Australia in the War of 1914-18, Volume I, The Story of Anzac*, 2nd edition, Angus & Robertson, 1933, Australian War Memorial. Now available as a free PDF, see <http://www.awm.org>. Indispensable and incredibly detailed, Bean's series defines the Anzac legend in Australia.
7. C. E. W. Bean, *Official History of Australia in the War of 1914-18, Volume II, The Story of Anzac*, 9th edition, 1940. This covers the trench warfare period after the landing, but has many useful descriptions of small battles, useful for calibrating the fire table. The final scene of the film *Gallipoli* faithfully follows its description of the attack of the 14th Light Horse at The Nek.
8. Corbet, *History of the Great War, Naval Operations, Volume II, 2nd edition 1929*; reprinted by The Imperial War Museum and The Battery Press edition 1992, ISBN 0-89839257-X. A ripping yarn.

9. (French) Ministry of War, *Les Armées Françaises dans la Grande Guerre, Tome VIII, Volume 1: La campagne d'Orient, jusqu'à l'intervention de la Roumanie (février 1915 - août 1916)*, Imprimerie Nationale, Paris, 1922-1937. The relevant book from the French official histories. Available online at <http://gallica.bnf.fr>. Gallipoli occupies the first 120 pages. Unfortunately the Order of Battle does not go below the regimental level. For order of battle information I relied on websites for individual regimental types—Zouaves, Foreign Legion. These websites shift frequently and so are not listed. As always, use your own judgment when using Internet sources.
 10. Turkish General Staff History, *The Dardanelles (Çanakkale) Front Operations Volume V, Book 1 (Summary) and 2*, This is a translation of the 1978 edition from the Turkish General Staff, Ankara, Translated by Harvey Broadbent of The Gallipoli Centenary Research Project, Macquarie University. It includes translated copies of the organization diagrams and maps from the official history, although the reproduction is variable and you really need to have the official Turkish edition.
 11. Turkish General Staff, *Birinci Dünya Savaşı'nda Çanakkale Cephesi (Haziran 1914 – 25 Nisan 1915)*. The official Turkish account, indispensable because of the wonderful maps and tables of organization in the appendices. Everything is in Turkish, and a magnifying glass is often needed, but if you need to know how many 87/24 guns they had in the 9th Division then this is the book for you. It is surprisingly easy to buy second-hand copies over the Internet from Turkey.
 12. Turkish General Staff, *A Brief History of the Çanakkale Campaign in the First World War*, Turkish General Staff Printing House, Ankara, 2004. This contains many excerpts from the original Turkish histories, including many maps. For many years this was the only English source I had for the Ottomans, until the centenary in 2015 provoked a flurry of good translations. It has now been rendered obsolete by the translations from Macquarie University (see above). It not only provides critical details of Turkish defense, but encloses immolatingly advancing extensions to the Englishes's language.
 13. Fred Waite, *The New Zealanders at Gallipoli*, Whitcombe and Tombs Limited, 1919; available as a free download from <http://nzetc.victoria.ac.nz>. Not as detailed as Bean's door-stoppers.
 14. Western Front Association in association with The Imperial War Museum, *Mapping the Front, Gallipoli*, Western Front Association, <http://www.westernfrontassociation.com>. A DVD scan of the maps that were published as a separate packet with the British official histories, plus other maps and images from Gallipoli. The original maps are very difficult to find and have not been reprinted.
- ### General books on WWI Methods
15. H.A. Bethell, *Modern Artillery in the Field*, MacMillan and Co, 1911. Contains details of modern artillery usage that I could not find elsewhere. For example, how to shoot down a man-lifting kite. It always pays to keep up with the latest developments. Hint: Never use the word "Modern" in a title; it does not age well.
 16. Dale Clarke, *World War I Battlefield Artillery Tactics*, Osprey Publishing Elite 199, ISBN 978-1-78200-590-2. A thin volume but extremely useful in describing historical tactics and technology.

17. Paddy Griffith, *Battle Tactics of the Western Front*, The British Army's Art of Attack 1916-18, Yale University Press, 1994. ISBN 0-300-05910-8. Even though this is for a later period it necessarily explains how small unit tactics worked in the early war in order to describe the later innovations.
18. Paul Strong & Sanders Marble, *Artillery in The Great War*, Pen and Sword Military 2011, ISBN 978 1 84415 949 9. This covers the development of artillery during the whole war, critical to understanding the state of the art in 1914-15.

Other Books

19. C. E. W. Bean, *Gallipoli Mission*, Australian War Memorial, 1948; available as PDF download <https://www.awm.gov.au/collection/RCDIG1069803/>. Contains the most useful details on the furthest penetration on the first day at Anzac.
20. Edward J Erickson, *Gallipoli: The Ottoman Campaign*, Pen & Sword, 2010, ISBN 978-1-84415-967-3. Erickson is the most prolific author on the Ottomans in WWI in English. This book closely follows the Turkish official history, but is arguably more accessible. It includes a very interesting appendix on artillery ammunition expenditure which refutes Churchill's story that the Ottoman coastal defense forts were out of ammunition. Erickson is good, but he rates the Ottomans so highly that one wonders how the Entente managed to last even one day ashore.
21. Christopher Pugsley, *Gallipoli: The New Zealand Story*, Reed 1998, ISBN 0-7900-0585-9. Contains more useful detail than the official New Zealand history.
22. Chris Roberts, *The Landing at Anzac*, Australian Army Campaign Series #12, Army History Unit, Big Sky Publishing 2013, ISBN 978-1-922132-20-8. The best book on the first day of the landing, it explains what really was going on in the Australian command organization.
23. Mesut Uyar, *The Ottoman Defence against the Anzac Landing*. Australian Army Campaign Series #16, Army History Unit, Big Sky Publishing 2015, ISBN 978-1-92527501-8. The indispensable partner to Robert's volume. This explains the confusion in the Ottoman command, which forms the basis of the "Alarums and Excursions" rule. It also solves the puzzle of the exact inventory of the Ottoman artillery at Gaba Tepe.
24. Peter Williams, *The Battle of Anzac Ridge: An Anzac Victory*, Australian Military History Publications 2007, ISBN 1-876-439-95-5. The author argues that the afternoon battle at the landing was an Anzac victory because they engaged the entirety of the Ottoman reserves. That was not the goal in their written orders, so I feel he is trying to follow Wellington's advice: "This won't do, ...write me down a victory." However, it contains a useful analysis of the effect of the Ottoman field artillery.
25. David Fromkin, *A Peace to End All Peace: The Fall of the Ottoman Empire and the Creation of the Modern Middle East*, Henry Holt & Co 1989, ISBN 978-0-8050-8809-0. It explains why the Ottomans joined Germany and Austria-Hungary—they knew that the British and French wanted to carve them up, which is exactly what they did in 1919.
26. Stair Gillon, *The Story of the 29th Division*, Thomas Nelson and Sons, 1925; reprinted by The Naval and Military Press ISBN 1-84342-265-4. This book covers the whole war, so only the first few chapters are on Gallipoli. However it was the first source that alerted me to the non-standard company lettering of the Fusilier regiments.
27. Major John Graham Gillam DSO, *Gallipoli Diary*, George Allen & Unwin, 1918; reprinted by Lucknow Books, 2012, ISBN 978-1-7828-9080-5. Major Graham was a Quartermaster with the 29th Division. Interesting insight into logistics and day-to-day life. The book includes an amusing scene (for researchers) where he describes a meeting with Rev O'Creighton (see below).
28. R M Johnson, *29th Divisional Artillery, War Record and Honours Book 1915-1918*, Naval and Military Press, ISBN 1-843429-76-4. Order of Battle details and arrival times for British artillery. Very dry.
29. Rev. O Creighton, *With the Twenty-Ninth Division in Gallipoli*, Longmans, Green and Co 1916; reprinted by The Naval and Military Press, ISBN 1-845740-92-0. Being a chaplain the author was rarely exposed to fire, and therefore is one of the very few original officers to have survived the whole campaign. He met John Gillam (see above).
30. Edward Erickson, *A History of the Ottoman Army in the First World War*, Greenwood Press 2001, ISBN 0-31331516-7. Covers the whole war, not just the Dardanelles campaign

Less Useful

These are mentioned because they are commonly available or referenced, but are not actually useful.

31. General der Kavallerie Liman von Sanders, *Fünf Jahre Türkei*, August Scherl, Berlin 1920; reprinted in English as *Liman von Sanders, Five Years in Turkey*, by The Battery Press 2000, ISBN 0-89839-167-9. Sanders was the leader of the German Military Mission to the Ottoman Empire, and overall commander of the Ottoman forces on the Dardanelles peninsula. He wrote this book from memory while he was (improperly?) interned on Malta in 1919 on his way back to Germany. It is a bitter book, lacking in details. His memories frequently disagree with all other sources.
32. Alan Moorehead, *Gallipoli*, Harper & Brothers 1956. With "only" 300 pages, for many years this was the most popular account of the whole campaign. It is still easy to find, but the research has not stood the test of time. The Turkish archives are now available in English, and many of the details in this book do not match other sources.

Useful for "Color"

25. Cassar, *The French and the Dardanelles*, George Allen & Unwin, 1971. Concentrates on the political alliance between France and Great Britain, rather than details of the campaign. There is very little in English from the French point of view.
26. Mehmet Fasih, *Gallipoli 1915 Bloody Ridge (Lone Pine) Diary*, Denizler Kitabevi Kaptan Yayincilik 2003. An English translation of a diary kept by a Turkish officer at Anzac from October 1915 (i.e., 6 months after the landings). It provides a good insight into life in the Turkish trenches.

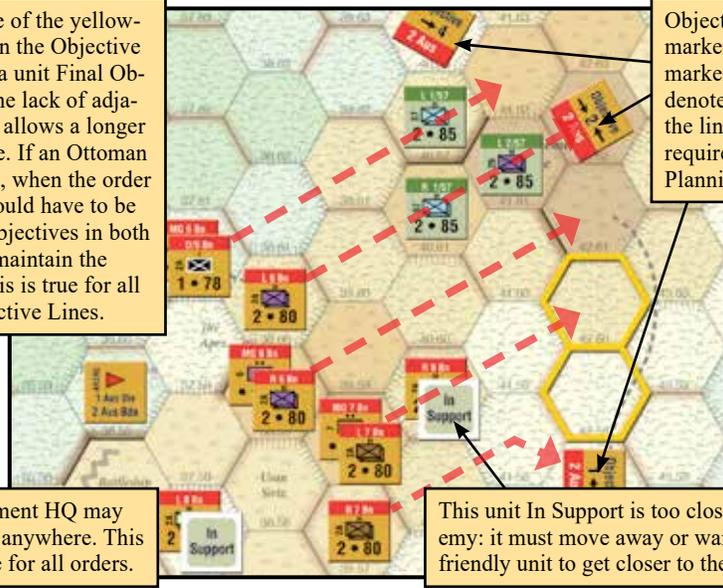
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Attack Order (11.8) 2nd Aus Bde
 One or more units In Line must:
 a) move full MA toward Objective,
 b) arrive at Objective, or
 c) take moving Opportunity Fire

When issued, one of the yellow-bordered hexes on the Objective Line may not be a unit Final Objective because the lack of adjacent enemy units allows a longer Messaging Range. If an Ottoman unit was in 43.58, when the order is issued units would have to be assigned Final Objectives in both yellow hexes to maintain the planned Line. This is true for all orders with Objective Lines.

Objective Line markers (Point marker used to denote a corner in the line) are not required if using a Planning Map.



Units In Support must move in or behind channel of Routes of March, may not move In Contact to enemy unit, and must move away if In Contact. The Commit Action Objective must be in or behind channel of Routes of March and may be an existing Objective. The committed unit may Move to Assault along its new Route of March.

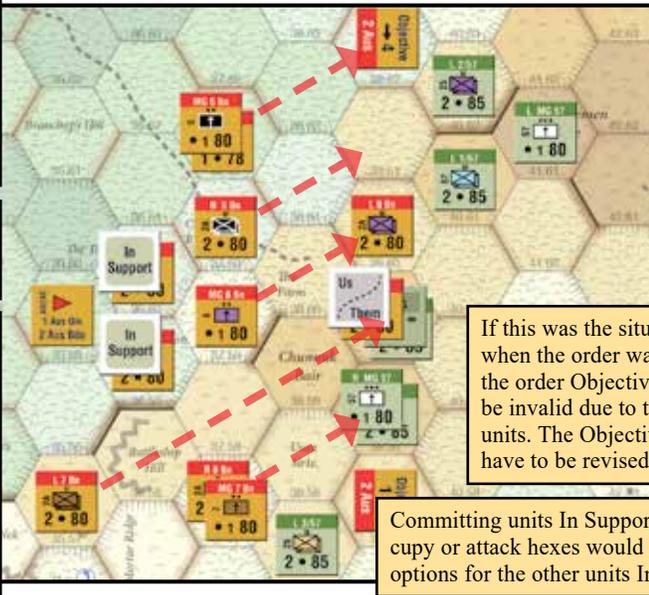
Brigiment HQ may move anywhere. This is true for all orders.

This unit In Support is too close to the enemy: it must move away or wait for another friendly unit to get closer to the enemy.

Defense Order (11.11) 2nd Aus Bde
 a) Under Imminent Threat: Unit In Line may move to Objective
 b) Other: Unit In Line must move full MA toward Objective
 Units In Line may not move adjacent to enemy not in Us/Them, except at an Objective that is already friendly occupied. Units in Line may not Move to Assault.

Units In Support rules are same as for Attack order except that committed units may only Move to Assault at the Commit Action Objective itself.

In this situation, the Ottomans have overrun many of the intended Objectives of the Australians' order. Only L 7 Bn is required to keep moving to Imminent Threat distance; the other units In Line are within that distance and may elect to advance closer to the enemy or not. Currently the only unit In Line, not on its Objective, that can reach its Objective is MG 6 Bn; the presence of a friendly unit in 39.59 and the Us/Them allow moving adjacent to the enemy. MG 7 Bn stack cannot move except by leaving one unit behind and by deviating from its Route of March by one hex to the north (which is allowed).



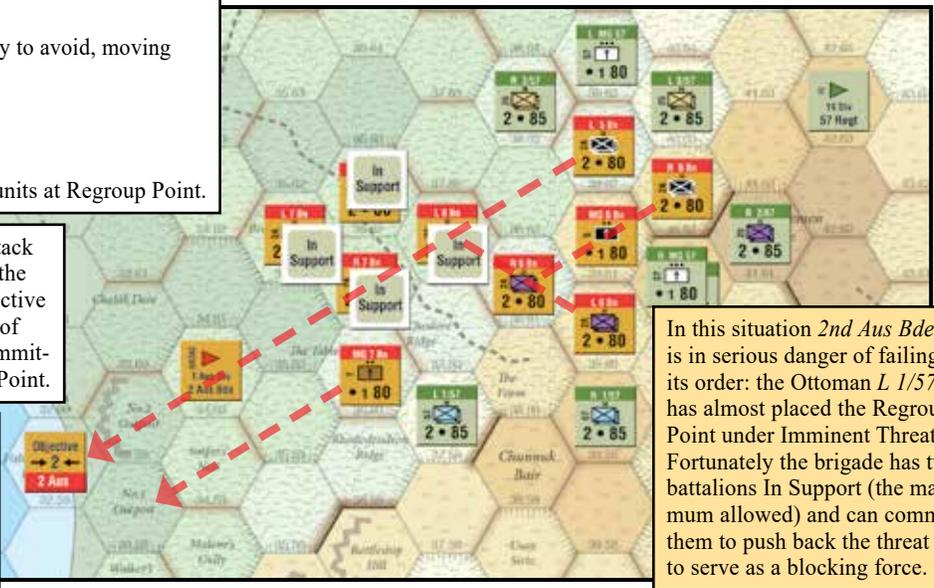
If this was the situation when the order was drafted, the order Objectives would be invalid due to the enemy units. The Objectives would have to be revised.

Committing units In Support to occupy or attack hexes would give more options for the other units In Line.

Regroup Order (11.14) 2nd Aus Bde
 One or more units In Line can, but must try to avoid, moving adjacent to the enemy and:
 a) move full MA toward Objective,
 b) arrive at Objective, or
 c) take Opportunity Fire
 The Brigiment Enters Regroup when all units at Regroup Point.

Units In Support rules are same as for Attack order except 1) a unit In Support may be the closest to the enemy, 2) the Commit Objective may be behind the channel of the Routes of March (allowing a rear guard), and 3) committed units may elect to switch to Regroup Point.

Point Objective (radius 1; the Regroup Point). Note that if the Objective was at No. 1 Outpost the order could not be issued or, if already issued, it would fail due to Imminent Threat. Also note that the Regroup Point could be "at sea."



In this situation 2nd Aus Bde is in serious danger of failing its order: the Ottoman L 1/57 has almost placed the Regroup Point under Imminent Threat. Fortunately the brigade has two battalions In Support (the maximum allowed) and can commit them to push back the threat or to serve as a blocking force.

Credits

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