

## Scenario Specific Rules and Instructions

2nd Edition

For:

### **Osmanli Harbi: The Ottoman War 1914-1918**

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#### 2. INTRODUCTION

This rulebook introduces the scenario specific rules for the game: *Osmanli Harbi: The Ottoman War*. This game uses the same basic rules as other games in the series. These rules are contained in the Standard Rules booklet. Read the Standard Rules before reading this booklet. You can play the games and scenarios covered in this booklet separately or link them together with other games of the series to form larger games.

*Osmanli Harbi: The Ottoman War* depicts the campaigns on the Caucasian, Gallipoli, Palestinian, Macedonian, and Mesopotamian Fronts during the First World War. You can play scenarios individually, or combine them with the other fronts contained in *Osmanli Harbi*. The Gallipoli front should be part of a combined game with Makedonya Cephese and Sina-Filistin Cephese. You can easily combine all of the fronts in *Osmanli Harbi* with the Eastern Front (*Tannenbergl and Brusilov*), as well as with *Serbia and Romania* to simulate all the fronts with Ottoman Army participation during the war.

*Osmanli Harbi* contains separate games covering:

*Kalfas Cephesi*: The Caucasian Front between the Ottoman Empire and Russia.

*Irak Cephesi*: The Mesopotamian Front between the Entente (Britain and the Commonwealth) and the Ottoman Empire.

*Sina-Filistin Cephesi*: The Sinai-Palestinian Front between the Entente (Britain, France and the Commonwealth) and the Ottoman Empire.

*Canakkale Cephesi*: The Gallipoli Campaign between the Entente (Britain, France, and the Commonwealth) and the Ottoman Empire.

*Makedonya Cephesi*: The Macedonian Front between the Entente (Britain, France, Serbia, Italy, and Greece) and the Central Powers (Germany, Austro-Hungary, and Bulgaria). This game includes the rules and counters for Gallipoli.

### 3. Osmanli Harbi Scenario General Rules

#### Desert

**3-1** Desert. A desert hex is any hex with three or more desert hexsides.

**3-2** A player may have a total of 3 infantry and/or cavalry divisions in a desert hex at the end of any phase (this modifies Standard Rule 11-1). Up to two artillery regiments may also be in the same hex (this modifies Standard Rule 11-4).

**3-3** All units except camel units lose 1 MP during any turn they move through one or more desert hexsides. This is in addition to any other movement modifiers. Example: A 6-4 infantry unit would only have 3 MPs if it crossed any desert hexsides during the turn. This penalty does not apply if the unit is moving along an operational Rail Line. Units may not use column movement when moving through one or more desert hexsides.

**3-4** The attacker takes one loss in addition to those called for by the combat results table when attacking into a desert hex.

#### Summer

**3-5** Summer affects both Irak Cephesi (Map 7-9) and Sina-Filistin Cephesi (Map 8-8) scenarios (there is no winter on these maps). In the May Monthly Special Turn, roll one six-sided die. The number rolled is the turn when the summer heat begins that month. In September (map 8-8) and October (map 7-9) Monthly Special turn, another six-sided die is rolled. This number indicates the last Turn of summer effects that month.

**3-6** During summer turns, all movement through clear, broken, hilly, and desert hexsides costs 2 movement points (MPs).

**3-7** The attacker takes one loss in addition to those called for by the combat results table when attacking during summer turns into clear, broken, hilly, and desert terrain.

#### Logistics

**3-8** Three of the theaters covered in *Osmanli Harbi* lack the extensive transportation network available in Europe during the war. These theaters (Caucasus, Palestine, and Mesopotamia) required either building new infrastructure, or leveraging alternate means to supply the armies. The following rules address these theaters in detail.

**3-9** A line of communications (LOC) is defined as a line of hexes from the unit to the destination (usually a supply source) unbroken by enemy units and/or enemy zone of control (unless the hex is also occupied by a friendly unit). For the *Osmanli Harbi* scenarios, a LOC can't be traced through:

- three or more hexsides if one of the hexsides is desert
- through any prohibited terrain
- through a flooded hexside
- through a river hexside of a hex occupied by an enemy unit (even if a friendly unit is on the other side).

Units must trace a LOC to either an operational Rail Line, friendly port, friendly map edge, to a river hexside of a river with a River Head marker (see Rule 12-9 through 12-22 concerning River Head markers), or to a Headquarters or Depot with a valid LOC to one of the above (NOT to another Headquarters or Depot).

#### Supply Depots

**3-10** Depots represent the management of logistics in theaters lacking a friendly Rail Network. Depots may perform all the functions of Headquarters as described in the Standard Rulebook, but can never move.

**3-11** Enemy units destroy Depots by moving into their hex. By doing so, they also capture half of the Supply Points in the Depot. Transfer the captured Supply Points to the nearest Headquarters friendly to the capturing unit within 4 hexes. If no such Headquarters exists, then all of the Depot's supply points are destroyed. A player can destroy the Supply Points in a friendly Depot anytime during his turn. If friendly unit reoccupy a hex previously containing a Depot, return the destroyed Depot to that hex one month later.

#### Out-of-Supply Effects

**3-12** A unit is Out-of-Supply if it can't trace a valid LOC. Units "Out-of-Supply" suffer the following effects additional effects in *Osmanli Harbi*:

##### a. Movement.

Any non-Ottoman unit suffers a penalty for using more than half its movement allowance if the unit begins its move while Out-of-Supply. Every 6 (or fraction of 6) Strength Points that begin such movement as a stack lose 1 strength point.

##### b. Attrition

During any Monthly Special turn a unit is Out-of-Supply, the owning player rolls on the table below: A roll is made for every 6 strength points (or fractions thereof in) in every hex with Out-of-Supply units. A -1 die roll modifier applies if none of the Out-of-Supply units has moved since the previous Monthly Special Turn. Cavalry Strength Points are removed first, followed by Artillery, then Infantry. Camel units are not affected by out of supply if due to desert hexes. Example, a player has 5 strength points in one out-of-supply hex and 14 strength points in another such hex. He would roll once for the 5sp, and three times for the 14sp.

##### Die Roll and Result:

- 0 or less: No effect.
- 1-2: Lose 1 strength point.
- 3-5: Lose 2 strength points.
- 6: lose 3 strength points.

### c. Supply Expenditure

Out-of-Supply units must expend available Supply Points. Expending 1 Supply Point for every 2 out-of-supply Strength Points will negate all of the effects of Rule 3-12. This expenditure is made prior to any movement and is for that turn only. The Out-of-Supply unit must be able to trace a supply line no longer than 4 MPs to the expending Headquarters. You must repeat this supply expenditure every turn a unit is Out-of-Supply and within 4 MPs of a Headquarters, until there are no remaining supply points available in range. This use of Supply Points does not provide supply for any aspect of combat.

### Disbanding Units

**3-13** Disbanding Divisions. The Ottoman player may elect to disband division sized units at any time during his turn. Convert any strength points possessed by the disbanded units into a Replacement Unit of the same strength. Place the Replacement Unit in the same hex as the disbanded division.

**3-14** At the beginning of a turn, the Ottoman player can disband Army and Corps Headquarters with no supply points that are on the map, as well as 3-4 divisions from the dead pile that have a green "3" circle in the upper-right corner (but not divisions that surrendered). The Ottoman player gets one 1-3 RPL XX as a reinforcement the following turn for every three disbanded HQs and/or dead pile divisions. This unit arrives as a reinforcement the following turn on the same map that the units were destroyed/dismanded on, or in Istanbul (map 7-6 hex 4804) 7 turns later.

**3-15** A unit can never be rebuilt after disbanding. It is permanently removed from the game.

### Ottoman Empire Rail Network

The Ottoman Rail network was a collection of various rail gauges, broken by incomplete sections. The Ottomans had difficulties supplying quality fuel for their system. Units moving along the Ottoman Rail network will experience delays at various points.

**3-16** Any units using the Ottoman Rail network have reduced rail movement. Infantry type units expend one-sixth of a Movement Point for every rail hexside crossed while moving by rail. All other units expend one-fourth of a Movement

Point per hexside crossed while moving by rail. This rule modifies Standard Rule 7-5.

### Building Rail Lines

**3-17** All possible Rail Lines based on historical construction are printed on the map. The Rail Head markers placed per scenario instructions indicate existing (operational) Rail Lines. Rail Lines forward of the Rail Head markers indicate possible new construction.

**3-18** New construction starts at the Rail Head Marker identifying the end of an Operational Rail Line, or in the first constructed hex of the Rail Line closest to the player's LOC (see Rule 3-9 for LOC). Players may receive construction markers per the Reinforcement Schedule. These represent the personnel and construction materials required for building a Rail Line. Place the construction marker in a hex adjacent to a Rail Head marker and containing a printed (but not yet operational) Rail Line at the end of a Monthly Special Turn. If this marker stays in the hex, advance the Rail Head marker and the construction marker two hexes along the Rail Line at the start of the next Monthly Special Turn. The process then begins again. No more than one construction marker can be used on a single section of Rail Line under construction (Rail Line sections are defined in the scenario rules). Permanently remove the construction marker when the Rail Line section is completed.

**3-19** Combat does not affect Rail Line construction unless the hex containing the construction marker is occupied by the enemy. In this case, the construction marker is destroyed and permanently removed from play. The owning player can remove a construction marker anytime during his turn, saving it for later re-deployment. This reflects suspension of the construction. If this occurs, all construction efforts in the hex are lost, and the process must begin again during another Monthly Special Turn.

## 4. Kalfas Cephesi Scenario Rules

**Map:** 6-8.

**Combatants:** Ottoman Empire vs. Russia.

### Rail Capacities:

The Ottoman Empire has no rail network in these scenarios.

The Russian Rail Network has a capacity of 3 divisions in these scenarios.

**4-1** Use the reinforcement schedule in section 11 for the time period covered by the individual scenarios.

**4-2** Both Russian and Ottoman units can operate freely in Persia.

**4-3** The 1917 & 1918 Combat Results Table is also used during 1914-1916 for this front.

**4-4** Erzurum Fortress (2118). The positioning of the Erzurum forts only covered part of the city's defensive arc. The Ottomans only receive the full value of the Erzurum fortress if Russian units are attacking from only hex 2217. If a Russian unit attacks from any other hex, ignore the fort, and remove the fort if the Ottomans are forced to retreat (DM points for the fort are accrued).

**4-5** Russian replacements may be used to recombine with or rebuild any Russian infantry units.

### Maritime Operations

**4-6** Ottoman Sea Transport. Starting in March 1915, the Ottomans can transport a total of 3 Strength and/or Supply Points by sea between any two Ottoman-controlled ports each month. This can happen on one or a combination of turns.

**4-7** Russian Naval Sorties. Starting in February 1916, the Russian player can conduct Naval Sorties. The Russian player can conduct a total of three Naval Sorties in this scenario. These sorties can be used for Naval Gunfire Support or Amphibious Assaults.

### Naval Gunfire support

**4-8** During the Naval Activity Phase of the Monthly Special Turn, the Russian player rolls one die. On a die roll of 1-3, the Russian player can use Naval Gunfire Support during any one normal turn of the current month. If Naval Gunfire Support is not used during the month the Russian player successfully rolled for it, it is lost and counts against the total of three allowed Naval Sorties. Failure to successfully roll for Naval Gunfire Support does not count against the number of Russian Sorties. The Russian

player can only use Naval Gunfire Support once per month. This capability cannot be accumulated or saved for use in a later month.

**4-9 Naval Gunfire Support of 4 Strength Points** can be used by itself (as an artillery only attack), or used to support a ground attack. It can only be used against Black Sea coastal hexes. Naval Gunfire Support adds 4 Strength Points to a supported ground attack. Naval Gunfire Support negates any target hex trench markers, but all other combat factors are applied normally. Ottoman unit(s) attacked by Naval Gunfire Support must retreat if they lose more strength points than the attacking Russian ground units lose. In an "artillery-only" Naval Gunfire attack, the attacked Ottoman unit(s) must retreat if they lose at least one strength point and are in a Russian ZOC (even if in trenches). If the Ottoman unit(s) is forced to retreat, attacking Russian unit(s) (or just adjacent ones in the case of an "artillery only" Naval Gunfire attack) can immediately advance into the hex.

### Amphibious Assault

**4-10** The Russian Player can attempt an Army-only Amphibious Assault or a Combined Operation as a Naval Sortie. Any units used must start the turn of the assault execution in a Russian-controlled port. One supply point from the Russian HQ nearest the debarkation port is expended to execute the landing.

**4-11 Army-only Assault.** There is no roll to attempt an Army-only assault. The Russian player can land one or two infantry Strength Points on any Black Sea coastal hex within four hexes of a friendly unit. The unit(s) can't land on an Ottoman controlled port, Ottoman occupied hex, or in an Ottoman unit ZOC. These unit(s) cannot move but may attack at half strength the turn they land. At the end of the turn, if they can't trace a line of communication to a friendly unit, they are destroyed and removed from the game.

**4-12 Combined Operation.** A Combined Operation involves warships providing Naval Gunfire Support for the assault. The Russian player may conduct only one Combined Assault during this scenario. The Russian Player first announces that he wishes to execute a Combined Operation in the Monthly Special Turn. He then rolls for the Naval Sortie (Gunfire Support) per Rule 4-8. If unsuccessful, the entire operation (both

naval and army) is cancelled and one Sortie is subtracted from his remaining total. A failed Sortie roll does not count against the number of available Combined Operations.

**4-13** If the roll is successful, the Russian player can land a unit(s) with a total of up to four strength points on a Black Sea coastal hex within 12 hexes of a friendly unit. These unit(s) can't land in an Ottoman controlled port or an Ottoman occupied hex, but can land in an Ottoman ZOC. These unit(s) cannot move but may attack at half strength the turn they land. Any attack by these units into a coastal hex in the landing turn has 6 added to the attacker's strength point total (due to the Naval Gunfire Support). This attack ignores any trench markers, but all other combat modifiers apply. At the end of the turn of the landing, normal supply and surround rules apply.

## 5. Kalfas Cephesi, 1914 Scenario Specific Rules

**First Turn:** Turn 2 of December 1914.

**Last Turn:** Turn 1 of March 1915.

**Rail Lines:** Rail lines in Russia are part of the Russian rail network, with a railhead marker on hex 2612 (Sarikamis). Rail lines past this marker are not yet constructed.

### Victory Conditions

When playing this scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (see DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

**Ottoman Decisive Victory:** The Ottoman Empire occupies Kars (2810) and Sarikamaş (2612), and Russia suffers more Demoralization Points than the Ottoman Empire.

**Ottoman Substantial Victory:** The Ottoman Empire occupies Sarikamaş (2612), and Russia suffers more Demoralization Points than Ottoman Empire.

**Ottoman Marginal Victory:** Russia suffers more Demoralization Points than Ottoman Empire or the Ottoman Empire occupies Sarikamas (2612).

**Russian Marginal Victory:** The Russian Empire holds Sarikamaş (2612) and Kars (2810), and the Ottoman Empire suffers more Demoralization Points than Russia.

**Russian Substantial Victory:** The Russian Empire holds Sarikamaş (2612) and Kars (2810), and the Ottoman Empire suffers at least 1.5 times as many Demoralization Points as Russia.

**Russian Decisive Victory:** The Russian Empire holds Sarikamaş (2612) and Kars (2810), and the Ottoman Empire suffers at least twice as many Demoralization Points as Russia.

## 6. Kalfas Cephesi 1914 Scenario Set-Up Instructions

### 6-1 Russian Set-up

All Russian units start the game under Caucasian Army control. Units marked \* are understrength.

Hex	Unit	Designation
1808	1 x 2-4 Inf X	3Ku
2411	1 x 2-4 Inf X	1/20
2413	2 x 2-4 Inf X	4Tur, 5Tur
2513	11 Tur XXX HQ	(8sp)
2514	1 x 4-4 Inf XX	39
2614	1 x 2-4 Inf X	1Ku
2613	1 Ca XXX HQ	(8sp)
2614	1 x 2-4 Inf X	2/20
2715	1 x 2-4 Inf X	2Ku
	1 x 1-6 Cav XX	1CaK
2810	1 x 0-3 Eng X	Ca
2815	1 x 1-4 Inf X	Ar*
3008	1 x (1)-6 Cav X	Sib
3202	Ca XXXX HQ	(11sp)
3208	1 x 2-4 Inf X	3CaR
3214	1 x 3-4 Inf XX	66
3315	1 x (1)-6 Cav X	TcK
3414	1 x 1-6 Cav XX	2CaK
3514	1 x 1-4 Inf III	1FG
	1 x 1-4 Inf III	2FG
4217	1 x 2-4 Inf X	2CaR*
	1 x 1-6 Cav XX	4CaK

### Fortress

Size	Name	Hex
(8)	Kars	2810

### Depots

Name	Hex
Batum	1808
Kars	2810

Tiflis	3202
Tabriz	4516

## 6-2 Ottoman Set-up

All Ottoman Units start the game under 3rd Army control. Units marked \* are understrength.

Hex	Unit	Designation
0326	1 x 1-4 Inf III	SivJ
1115	1 x 1-4 Inf III	TrbJ
1712	1 x 1-4 Inf III	8
1810	1 x 3-4 Inf XX	Laz
2011	1 x 1-4 Inf III	1Sin
2118	3rd XXXX HQ 1 x 0-3 Eng III 2 x 2-4 Inf XX	(5sp) 3 ErzJ*, ErzM*
2213	3 x 3-4 Inf XX	30, 31, 32
2214	X XXX HQ	(5sp)
2316	1 x 3-4 Inf XX	29
2415	2 x 3-4 Inf XX	17, 28
2416	IX XXX HQ	(5sp)
2516	XI XXX HQ 2 x 3-4 Inf XX 1 x 1-4 Art	(5sp) 33, 34 3
2615	1 x 3-4 Inf XX 1 x 1-6 Cav XX	18 2
2716	2 x (1)-6 Cav XX	1Kur, 2Kur
3016	1 x 3-4 Inf XX	37
3017	XIII XXX HQ	(3sp)
3116	1 x (1)-6 Cav XX	3Kur
3216	1 x 1-4 Inf III	2Sin
3416	1 x (1)-6 Cav XX	4Kur
3617	1 x (1)-6 Cav X	VanJ
4018	1 x 3-4 Inf XX	VanJ

### Fortress

Size	Name	Hex
(14)	Erzurum	2118

### Depots

Name	Hex
Sivas	0326
Girms	0418
Trbzn	1115
Erzncn	1421
Ezurum	2118
Biltis	3023

## 7. Kalfas Cephesi 1916 Scenario Specific Rules

**First Turn:** Entente Turn 2 of January 1916.

**Last Turn:** Turn 1 of May 1916.

**Rail Lines:** Rail lines in Russia are part of the Russian rail network, with a railhead marker on hex 2612 (Sarikamis). Place a Russian narrow gauge railhead marker in 2613. The narrow gauge section of the railway has a capacity of 1 Division. Rail lines past this marker are not yet constructed.

### Rail Capacities:

The Ottoman Empire has no rail network in this scenario.

The Russian Rail Network has a capacity of 3 divisions in this scenario.

**7-1** The Winter Weather rules (Standard Rules section 34) are in effect the entire scenario, except the 1 May turn.

## Victory Conditions

When playing this scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (see DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

**Ottoman Decisive Victory:** The Ottoman Empire controls Erzurum (2118), and the Russians suffer at least twice as many Demoralization Points as the Ottomans.

**Ottoman Substantial Victory:** The Ottoman Empire controls Erzurum (2118), and the Russians suffer more Demoralization Points than the Ottomans.

**Ottoman Marginal Victory:** The Ottoman Empire holds Erzurum (2118) and suffers fewer than twice as many Demoralization Points as the Russians.

**Russian Marginal Victory:** The Russian Empire controls Erzurum (2118), or the Ottomans suffer at least twice as many Demoralization Points as the Russians.

**Russian Substantial Victory:** The Russian Empire controls Erzurum (2118), and the Ottomans suffer more Demoralization Points than the Russians.

**Russian Decisive Victory:** The Russian Empire controls Erzurum (2118) and Erzincen (1421), and the Ottomans suffer more Demoralization Points than the Russians.

## 8. Kalfas Cephesi 1916 Scenario Set-Up Instructions

### 8-1 Russian Set-up

All Russian units start the game under Caucasian Army control. No units are entrenched.

Hex	Unit	Designation
1811	1 x 1-4 Inf III	1FG
2011	1 x 2-4 Inf X	Ar
2211	II Tur XXXHQ	(10sp)
2212	1 x 2-4 Inf X 1 x 4-4 Inf XX	3Ku 4Tur
2314	1 x 4-4 Inf XX	5Tur
2412	1 x (1)-6 Cav X	Sib
2414	1 x 1-4 Inf X	DK
2515	1 x 4-4 Inf XX	39
2612	I Ca XXXHQ 1 x 0-3 Eng X 1 x 4-4 Inf XX 1 x 3-4 Inf XX 2 x 1-4 Inf X	(10sp) Ca 4CaR 66 1TcR, 2TcR
2615	1 x 2-6 Cav XX	5CaK
2716	1 x 2-4 Inf XX	1/20
2817	1 x 2-4 Inf XX	2/20
2918	1 x 1-4 Inf III	2FG
3008	Ca XXXHQ	(10sp)
3120	1 x 2-6 Cav XX	2CaK
3214	IV Ca XXXHQ 1 x 2-4 Inf X	(10sp) Bdr
3323	1 x 2-6 Cav XX 1 x 2-4 Inf X	4CaK 4Ku
3522	1 x 1-6 Cav XX	TbK

### Fortress

Size	Name	Hex
(12)	Kars	2810

### Depots

Name	Hex
Batum	1808
Kars	2810
Tiflis	3202
Tabriz	4516

### 8-2 Ottoman Set-up

All Turkish Units start the game under 3rd Army control. Units marked \* are under strength. No units are entrenched.

Hex	Unit	Designation
1612	1 x 1-4 Inf III	SivJ
1713	1 x 2-4 Inf XX	Laz*
1914	1 x 1-4 Inf III	1Sin
2014	1 x 1-4 Inf III	2Sin
2115	1 x 1-4 Inf XX	32*
2116	X XXX HQ	(2sp)

	1 x 1-4 InfXX	31*
2118	3rd XXXX HQ	(3sp)
	1 x 0-3 Eng III	3
	2 x 2-4 InfXX	ErzJ*, ErzM*
2214	1 x 1-4 InfXX	30*
2316	1 x 1-4 InfXX	34*
2317	XI XXX HQ	(3sp)
2416	1 x 1-4 InfXX	33*
	1 x 1-4 InfXX	18*
2418	IX XXX HQ	(2sp)
	1 x 1-4 InfXX	17*
2517	1 x 1-4 InfXX	28*
2618	1 x 1-4 InfXX	29*
2720	1 x 1-6 Cav XX	3R
2820	1 x 2-4 InfXX	36*
2922	1 x 1-6 Cav XX	2
3023	1 x 1-4 InfXX	VanJ*

**Fortress**

Size	Name	Hex
(8)	Erzurum*	2118

**Depots**

Name	Hex
Sivas	0326
Girsm	0418
Trbzn	1115
Erzncn	1421
Ezurum	2118
Biltis	3023

## 9. Kalfas Cephesi Duration Game

**First Turn:** Turn 1 of November 1914.

**Last Turn:** Turn 3 of March 1917 or until either the Russian or Ottoman Decisive Victory conditions are met.

**Rail Lines:** Rail lines in Russia are part of the Russian rail network, with a railhead marker on hex 2612 (Sarikamis). Rail lines past this marker are not yet constructed. The Russian can build the Rail Line section Sarikarmış (2612) to Erzurum (2118). This Rail Line can be constructed once the Russian Player receives a construction marker per the Reinforcement Schedule. This Narrow Gauge Rail line will always have a capacity of 1 Division.

**Kalfas Units**

In the summer of 1916, heavy losses caused the Ottoman 3rd Army to reorganize its divisions. This reorganization changed divisions into regiments, and corps into divisions.

Several divisions were permanently disbanded, but the resulting smaller force was better equipped and trained. The Ottoman player can execute this reorganization once during the game.

**9-1** The reorganization occurs at the beginning of a turn when there are no more than 3 strength points of Ottoman replacements on the map.

a. The Ottoman player first removes 4 infantry strength points located at any HQ. Any units reduced to a strength of "0" are placed in the dead pile.

b. 12 Ottoman 3-4 divisions in the dead pile with a green "3" circle in the upper-right corner are permanently removed from the game

c. The 5th, 9th, 10th and 11th Kalfas Divisions are placed at full strength (3-4) at a Depot or Army Headquarters (they need not be placed in the same hex).

d. Any 4 Ottoman XXX HQs are removed from the map. The 2 Kalfas XXX HQs (I Kaf and II Kaf) are immediately placed at any location where a XXX HQ was removed.

**9-2** If the two cavalry divisions (2 and 3R) have been eliminated, the Ottoman player can permanently remove them from play and replace them with the 2nd Kalfas Cavalry Brigade (1-6 Cav X 2Kaf). This can be a separate action from rule 9-1. It can be done at any time prior to the withdrawal of the 2nd Cav XX from the Caucasus on the 2 November 1917 turn. If the 2Kaf unit is in play, it is withdrawn on 2 November 1917 in lieu of the 2Cav XX.

**9-3** Note that units eliminated under these rules to create Kalfas units are not available for disbanding under Rule 3-14. Divisions eliminated for the purpose of creating Kalfas units are permanently removed from play. Conversely, units disbanded under Rules 3-13 and 3-14 can't be used to create Kalfas units.

**Victory Conditions**

When playing this scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (see DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

**Ottoman Decisive Victory:** The Ottoman Empire controls Tiflis (3202), and Russia suffers more Demoralization Points than the Ottoman Empire.

**Ottoman Substantial Victory:** The Ottoman Empire controls Kars (2810), and Russia suffers more Demoralization Points than the Ottoman Empire.

**Ottoman Marginal Victory:** The Ottoman Empire holds Erzurum (2118) and suffers no more than half as many Demoralization Points as Russia.

**Russian Marginal Victory:** The Russian Empire controls Erzurum (2118), and the Ottoman Empire suffers more Demoralization Points than Russia.

**Russian Substantial Victory:** The Russian Empire controls Erzincen (1421), and the Ottoman Empire suffers more Demoralization Points than Russia.

**Russian Decisive Victory:** The Russian Empire controls Sivas (0328), and the Ottoman Empire suffers more Demoralization Points than Russia.

## 10. Kalfas Cephesi Duration Game Set-Up Instructions

**10-1 Russian Set-up**

All Russian units start the game under Caucasian Army control. Units marked \* are understrength.

Hex	Unit	Designation
1808	1 x 2-4 InfX	3Ku
	1 x 1-4 InfX	2/66
2512	1 x 2-4 InfX	1/20
2612	I Ca XXX HQ	(12sp)
	1 x 4-4 InfXX	39
	2 x 2-4 InfX	1Ku, 2/20
2613	1 x 1-6 Cav XX	1CaK
2815	1 x 2-4 InfX	Ar
3202	Ca XXXX HQ	(16sp)
	II Tur XXX HQ	(12sp)
	2 x 2-4 InfX	4 T u r , 5Tur
	1 x (1)-6 Cav X	Sib
3208	1 x 0-3 Eng X	Ca
3510	1 x (1)-6 Cav X	TcK
	2 x 2-4 InfX	2Ku, 1/66
	1 x 1-4 Inf III	2FG
	1 x 1-6 Cav XX	2CaK
3514	1 x 1-4 Inf III	1FG
4816	1 x 2-4 InfX	2CaR*
	1 x 1-6 Cav XX	4CaK

**Fortress**

Size	Name	Hex
(8)	Kars	2810

Depots Name	Hex
Batum	1808
Kars	2810
Tiflis	3202
Tabriz	4516

### 10-2 Ottoman Set-up

All Turkish Units start the game under 3rd Army control. Units marked \* are understrength.

Hex	Unit	Designation
0125	1 x 3-4 Inf XX	32
0326	X XXX HQ	(5sp)
	2 x 3-4 Inf XX	30, 31
	1 x 1-4 Inf III	SivJ
1115	1 x 1-4 Inf III	TrbJ
1915	1 x 3-4 Inf XX	17
2011	1 x 1-4 Inf III	1Sin
2117	1 x 3-4 Inf XX	29
2118	3rd XXXX HQ	(5sp)
	IX XXX HQ	(5sp)
	1 x 0-3 Eng III	3
	1 x 1-4 Art	3
	1 x 3-4 Inf XX	28
	2 x 2-4 Inf XX	ErzJ*, ErzM*
2416	1 x 1-6 Cav XX	2
2514	1 x (1)-6 Cav XX	4Kur
2515	1 x 3-4 Inf XX	34
2614	1 x (1)-6 Cav XX	1Kur
2616	XI XXX HQ	(5sp)
	1 x 3-4 Inf XX	18
2816	1 x 3-4 Inf XX	33
3023	XIII XXX HQ	(3sp)
3024	1 x 3-4 Inf XX	37
3115	1 x (1)-6 Cav XX	2Kur
3216	1 x 1-4 Inf III	2Sin
3414	1 x (1)-6 Cav XX	3Kur
3522	1 x 3-4 Inf XX	VanJ

Fortress Size	Name	Hex
(10)	Ezurum	2118

Depots Name	Hex
Sivas	0326
Girsm	0418
Trbzn	1115
Erzncn	1421
Ezurum	2118
Biltis	3023

## 11. Kalfas Cephesi Duration Game Reinforcement Schedule

### 11-1 Russian Reinforcements

Russian reinforcements appear in Tiflis (hex 3202).

### Supply and Replacements

#### January 1915-August 1915

##### Every Month Turn 1

2 Supply Points

1 x 2-3 RPL XX

#### September 1915-September 1916 January, April, July, October Turn 1

4 Supply Points

1 x 2-3 RPL XX

##### Other Months Turn 1

3 Supply Points

1 x 2-3 RPL XX

#### October 1916-November 1916

##### Every Month Turn 1

2 Supply Points

1 x 2-3 RPL XX

#### December 1916- March 1917

##### Odd Month Turn 1

1 Supply Point

##### Even Month Turn 1

2 Supply Points

### 1914

#### 7 November 1914

1 x 2-4 Inf X 3CaR

### 1915

#### 2 January 1915

##### Replace:

1 x (1)-6 Cav X TcK

##### With:

1 x 1-6 Cav XX 5CaK

#### 1 February 1915

3 x 3-3 RPL XX

#### 3 February 1915

##### Replace:

1 x 2-4 Inf X 2CaR

##### With:

1 x 3-4 Inf X 2CaR

#### 5 February 1915

V Ca XXX HQ

##### Replace:

1 x 2-4 Inf X 3CaR

##### With:

1 x 4-4 Inf XX 3CaR

#### 1 March 1915

IV Ca XXXHQ

##### Withdrawal:

V Ca XXX HQ

1 x 4-4 Inf XX 3CaR

2 x 2-4 Inf X 1Ku, 2Ku

#### 2 March 1915

##### Withdrawal:

1 x 4-4 Inf XX 20

(Or 1/20 and 2/20 Inf X)

#### 2 April 1915

1 x 4-4 Inf XX 4CaR

#### 4 April 1915

1 x 2-4 Inf X 4Ku

1 x 1-4 Inf X DK

#### 1 May 1915

1 x 1-6 Cav XX Ca

#### 1 June 1915

1 x 1-6 Cav XX TbK

#### 2 June 1915

Ca XXX HQ

#### 2 August 1915

##### Replace:

2 x 2-4 Inf X 4Tur, 5Tur

##### With:

2 x 4-4 Inf XX 4Tur, 5Tur

#### 1 September 1915

2 x 1-4 Inf X 1TcR, 2TcR

2 x 3-3 RPL XX

#### 2 September 1915

##### Replace:

1 x 3-4 Inf X 2CaR

##### With:

1 x 4-4 Inf XX 2CaR

#### 4 September 1915

1 x 2-4 Inf X Bdr

#### 4 November 1915

##### Withdrawal:

Ca XXX HQ

2 x 1-6 Cav XX Ca, 1CaK

**1916****2 January 1916**

1 x 2-3 Art X Ca

**3 February 1916**

1 x 3-4 InfXX 5CaR

**1 March 1916**

3 x 3-3 RPL XX

**Replace:**

2 x 1-4 InfX 1TcR, 2TcR

**With:**

1 x 3-4 InfXX 6CaR

**5 March 1916**

V CaXXX HQ

2 x 1-4 InfX Geor, Kars

**1 April 1916****Replace:**

1 x 2-4 InfX Bdr

**With:**

1 x 3-4 InfX Bdr

**3 May 1916**

1 x 2-4 InfX 1Ku

**6 May 1916**

1 x 3-4 InfXX 127

**1 June 1916**

V Ca XXX HQ

1 x 3-4 InfXX 123

**3 June 1916**

1 x 2-4 InfX 2Ku

**1 November 1916**

VI CaXXX HQ

**1 December 1916**

1 x 2-4 InfXX 7CaR

**1917****2 January 1917**

1 x 1-4 InfX 9Tur

**11-2 Ottoman Reinforcements**

Ottoman reinforcements appear in hex 3023 unless otherwise specified. Supply points may arrive at any depot.

**Supply and Replacements****January 1915-December 1916****Odd Month Turn 1**

2 Supply Points

1 x 1-3 RPL XX

**Even Month Turn 1**

1 Supply Points

1 x 1-3 RPL XX

**January 1916-September 1916****Odd Month Turn 1**

2 Supply Points

1 x 2-3 RPL XX

**Even Month Turn 1**

1 Supply Points

1 x 2-3 RPL XX

**October 1916-March 1917****Odd Month Turn 1**

2 Supply Points

1 x 1-3 RPL XX

**Even Month Turn 1**

1 Supply Points

1 x 1-3 RPL XX

**1 December 1914**

1 x 1-4 Inf III 8 1115

**1915****3 January 1915**

1 x 3-4 InfXX 52

**7 January 1915**

1 x 3-4 InfXX 36

**1 March 1915****Withdrawal:**

XIII XXX HQ

**6 March 1915**

1 x 3-4 InfXX 51

**Replace:**4 x (1)-6 Cav XX 1Kur, 2Kur  
3Kur, 4Kur**With:**

1 x 1-6 Cav XX 3R

(This unit must replace any Kurdistan cavalry remaining on the map. However, this unit is available even if any or all of the Kurdistan cavalry have been eliminated.)

**3 August 1915****Replace:**

2 x 1-4 Inf III 8, TrbJ

**With:**

1 x 3-4 InfXX Laz

(This unit is available even if either or both of the units above have been eliminated.)

**3 September 1915****Withdrawal:**

1 x 3-4 InfXX 51

**6 September 1915****Withdrawal:**

1 x 3-4 InfXX 52

**1916****2 February 1916**

1 x 3-4 InfXX 10 1421

**1 March 1916**

2nd XXXX HQ (2sp)

**3 March 1916**

1 x 3-4 InfXX 13 1421

**4 March 1916**

XVI XXX HQ

**5 March 1916**

1 x 3-4 InfXX 5

**4 April 1916**

1 x 3-4 InfXX 8

**7 April 1916**

III XXX HQ

**2 May 1916**

1 x 3-4 InfXX 1

**4 May 1916**

1 x 3-4 InfXX 49

**6 May 1916**

1 x 3-4 InfXX 9 1421

**1 June 1916**

1 x 3-4 InfXX 12 0418

1 x 2-6 Cav XX 3

**2 June 1916**

1 x 3-4 InfXX 7

**7 June 1916**

1 x 3-4 InfXX 53

**2 July 1916**

1 x 3-4 InfXX 14

<b>3 July 1916</b>	
1 x 3-4 InfXX	11
<b>4 July 1916</b>	
1 x 3-4 InfXX	47
<b>5 July 1916</b>	
1 x 2-3 Art III	7
<b>7 July 1916</b>	
1 x 3-4 InfXX	48
<b>7 September 1916</b>	
2 x 3-4 InfXX	37Kaf, 49Kaf
<b>1 October 1916</b>	
<b>Withdrawal:</b>	
1 x 2-6 CavXX	3
<b>2 October 1916</b>	
<b>Withdrawal:</b>	
1 x 3-4 InfXX	7
<b>4 October 1916</b>	
<b>Withdrawal:</b>	
1 x 3-4 InfXX	14
<b>2 November 1916</b>	
<b>Withdrawal:</b>	
1 x 3-4 InfXX	53

## 12. Rules for Irak Cephesi Scenarios

**Map:** 7-9.

**Combatants:** Ottoman Empire vs. Great Britain.

**Rail Lines:** Rail lines in the Ottoman Empire are part of the Ottoman rail network. Place railhead markers in hexes 2319, two in 2822 (facing southeast and southwest), 2821 (facing north), and 2922. Rail lines past these markers are not yet constructed.

**Rail Capacities:** The Ottoman Rail Network has a capacity of 1 division in this scenario.

The British have no rail network in this scenario.

**12-1** Use the reinforcement schedule in section 17 for the time period covered by the individual scenarios.

**12-2** Units of either side are not allowed to enter Persia north of the xx20 hexrow.

Any unit forced into this area of Persia is removed from play.

**12-3** The 1917 & 1918 Combat Results Table is also used during 1914-1916 for this front.

**12-4** Do not use Standard Rule 30-4 in any Iraqi Cephesi scenario. Only Rule 3-12 applies, in which cavalry strength points are eliminated first in Out-of-Supply situations.

**12-5** Mesopotamian River Flotillas. Standard Rule Section 36 is used, but with modifications to Rule 36-9. In Mesopotamia, ground combat units MAY attack and counterattack river flotillas. When attacking or counterattacking, ground units (except artillery) attack using 1/3 of their strength points (rounded down). Counterattacks are not tripled against flotillas, but use 1/3 of their strength points (except artillery). Artillery units attack and counterattack normally. During friendly movement, the enemy may attack any River Flotilla passing through a river hexside of a hex occupied by an enemy unit. Flotillas must trace an LOC down river. If at the end of a friendly movement phase they are Out-of-Supply, than they are removed.

**12-6** British Naval Unit. The Naval unit can move up the Shatt al Arab (Major River only) between Fao (5827) and Qurna (5026). The Naval Unit can attack and counterattack (full strength, but not doubled or tripled), and if attacking alone, does not suffer any terrain penalties. The Naval Units doesn't consume supplies and cannot be destroyed, but must trace a LOC along the river it is operating on.

### Flood

**12-7** Both the Tigris and Euphrates Rivers experienced a natural flood each year. This flood was the results of the snow melt in Anatolia. When the flood occurs, any hexsides with light blue overprinted lines are considered swamp hexsides through-out the duration of the flood. Flooded swamp hexsides have their normal terrain effects, PLUS supply LOC's can not be traced through flooded swamp hexsides for the purpose of Rule 3-9.

**12-8** The yearly flood season in Irak is March through June. In the February Monthly Special Turn, either player rolls one six-sided die. If the number rolled is a 1-4, the flood will start on that number

turn in March. If a 5 or 6 is rolled, the flood will start on that number turn in February. For example, a roll of 3 will start the flood on the 3 March Turn. A roll of 5 will start the flood on the 5 February Turn. On the turn indicated by the die roll, all flood-affected hexsides are flooded until the flood ends. In the June Monthly Special turn, another six-sided die is rolled. If the number rolled is a 3-6, the flood will end on that number turn in June. If a 1 of 2 is rolled, the flood will end on that number turn in July. This number indicates the first turn in which the flood will not affect the hexsides.

### Logistics

**12-9** Line of Communications (LOC). No Entente Operational Rail Lines exist in Mesopotamia. The two rivers (Euphrates and Tigris) provided the LOC to support the armies in the field. In the Der Weltkrieg Game Series, these rivers have many of the characteristics of Rail Lines.

**12-10** Once the Entente occupies Basrah (5327), the Basra Depot is immediately placed in the Basrah hex at Supply Value 3. Until this time, the Tgrs HQ will receive all Supply Points and reinforcements per the Reinforcement Schedule if it is adjacent to a major river.

**12-11** The Entente Basra Depot used in Irak Cephesi has a supply value on the Depot marker. The Depot Supply Value can increase based on the Reinforcement Schedule. This marker indicates the total number of divisional equivalents this Depot can supply up to a distance of 10 Movement Points, yet more than 6 hexes from the Depot. An Entente divisional equivalent is six (6) strength points.

**12-12** The Entente player can have any number of Strength Points on the map regardless of the number of divisional equivalents indicated by the Depot Supply Value. However, Strength Points on the map above the Depot Supply Value are considered Out of Supply (see rule 3-12). For example, if the Entente Depot Supply Value is 4 (equivalent to 24 Strength Points) and the Entente has 32 strength points on the map, then 8 Strength Points are Out of Supply. Entente units adjacent to a major river between Fao (5827) and Qurna (5026) are always considered to be on supply.

**12-13** Determining which units are Out of Supply is first done by distance. Units furthest away from the Depot in

movement points are the Strength Points Out of Supply. Using the previous example, if 6 Strength Points are 10 MPs away, 2 Strength Points are 8 MPs away, 2 Strength Points are 7 MPs away, and the remainder are less than 7 MPs away, the furthest units from the Depot that total a minimum of 8 Strength Points are Out of Supply (the Strength Points 10 and 8 MPs away).

**12-14** Out of Supply is next considered by Hex. If one Strength Point in a hex is Out of Supply, then all Strength Points in that hex are Out of Supply. This is true even if the total number of Strength Points determine to be Out of Supply exceeds the requirement. This doesn't supersede the distance requirement above, but is in addition to it. In the previous example, if 6 Strength Points are 10 MPs from the depot, and 6 Strength Points are 8 MPs away, a total of 12 Strength Points are Out of Supply (6 Strength Points that are 10 MPs away, 2 Strength Points that are 8 MPs away, and the other 4 Strength Points that are 8 MPs away in the same hex as the 2 original Out of Supply Strength Points).

**12-15** The exception to the distance rule is that any Strength Points within 6 hexes (not Movement Points) of the Depot are not counted against the Depot Supply Value. The Depot Supply Value reflects the ability to logistically support units further than 6 hexes away from the Depot. Continuing with the previous example, if 10 of the Entente Strength Points are within 6 hexes of the Depot, then the remaining 22 Strength Points are all "In Supply".

**12-16** As Entente units move further away from the Depot, the Depot's ability to support these units decreases. The ability to supply units forward of the Entente Depot is indicated by a River Head marker. This marker initially has a Supply Value equal to the Depot Supply Value. As a player advances units along the river, this marker is placed to indicate the current location and availability of supply. For every ten (or fraction thereof) hexes separating the marker (inclusive) from the Entente Depot (exclusive) over a ten hex initial allowance, decrease the River Head marker's Supply Value by one.

**12-17** When a River Head marker is in play, its current Supply Value determines Out of Supply units (for units further than 6 hexes from the Depot), NOT the Depot Supply Value. In the example of Rule 12-

12, the Entente can supply 24 strength points within 10 hexes of the Depot (Supply value of 4) if no River Head marker is in play. If the Entente player has a River Head marker 10 hexes away from the Depot, the River Head marker would have a Supply Value of 3 (-1 for being 10 hexes from the Depot with a supply value of 4). Now the Entente player can only supply 18 strength points located further than 6 hexes from the Depot. If the Entente player has the River Head marker 20 hexes away from the Depot, the River Head Supply Value would be 2 (-2 for being 20 hexes from the Depot with a supply value of 4) and can have only 12 In Supply strength points further than 6 hexes from the Depot.

**12-18** The Entente can have up to two River Head markers each (one on each River) at any one time. If two markers are in use, the total Supply Value of the two markers can't exceed the total Depot Supply value, adjusted by the distance each marker is from the Depot. In the continuing example, if the Entente player places a River Head marker 12 hexes from the Depot on the Tigris River, it would have a Supply value of 3. If a second marker was placed on the Euphrates River also at a distance of 12 hexes, each marker could only have a value of 1 (total Depot Supply Value is 4, from which -1 for distance on the Tigris, -1 again for distance on the Euphrates, leaving 2, which is divided between the two markers). Continuing this example, if the Depot Supply Value is now 6, then the Entente player could divide the remaining 4 Supply Value (again -2 total for distance on the two rivers) between the two River Head markers as he desires (3 and 1; 2 and 2; or 1 and 3). The Supply Values between two River Head markers can only be changed during a Monthly Special turn.

**12-19** Placement of River Head Markers. There is no cost to place a River Head marker. River Head markers do not have a movement value. River Head markers can be placed in any hex containing a Tigris or Euphrates river hexside, anywhere behind a friendly unit occupying a river hexside further forward (towards the enemy) containing a river hexside of the same river AND the River Head marker can trace a continuous line of unblocked river hexsides back to the Depot. A blocked river hexside is one where an enemy infantry division-sized unit (or greater) or an enemy artillery unit occupies a hex containing a river hex side. Enemy ZOC don't block the river

under this rule. River Head markers are only placed or moved at the end of either player's turn.

**12-20** If an enemy division-size infantry unit (or larger) or any enemy artillery unit occupies a hex containing a river hexside between the River Head marker and its Depot, the River Head marker is removed and immediately placed behind the nearest friendly unit meeting placement conditions. This situation can be created either through movement or as a result of combat.

**12-21** River Head markers are never destroyed. They can be removed at the end of the British player's turn. However, if a River Head marker is removed and not replaced, the 10-hex distance from the Depot is immediately used to calculate Out of Supply (rules 12-13 and 12-14).

**12-22** Rail lines modify Rule 12-16 for River Head markers. Those completed Rail Lines that follow either the Tigris or Euphrates Rivers are not counted to calculate the distance between the River Head marker and the Basra Depot. Rail Lines not directly adjacent to the river may also be used to for this purpose (for example, hexes 2419-2721). Any gaps in the Rail Lines (such as the gap between Basra and Qurna at Hexes 4926-5026) are counted. For example, the Tigris River Head marker is in Hex 3722 (Kut) and the Basra to Qurna and the Qurna to Amara Rail lines are completed. The Tigris River head mark is only 10 Hexes from the Basra Depot (one hex for the gap at 4926-5026) and nine hexes between 4422 and 3722). The Rail Lines listed in Rule 40-29 don't need to be completed for Rail Line hexes to count for this rule. For example, the Qurna to Amara Rail Line only has Hexes 4926, 4925, and 4824 completed. These three hexes are not counted for Rule 12-16. The hex in which the Construction marker is currently placed is counted for Rule 12-16. Note that if the Basrah-Qurna, Qurna-Amara, and the Kut-Baghdad lines are completed, only a -1 will apply to a River Head Marker at Baghdad.

**12-23** Ottoman Depot. The Ottoman player places his Depot marker on Mosul (1310). If Mosul is occupied by the Entente, the Mosul Depot marker is moved and placed at Al Qamshil (0210).

**12-24** Ottoman LOC. The Tigris and Euphrates Rivers act as the Ottoman LOC for Rule 4.0. Ottoman units are

considered in supply if they end their turn within two hexes of either the Tigris or Euphrates Rivers. During movement they can be further away as long as they end their movement within the two-hex limit. If further then two hexes, rule 3-12 applies. Ottoman units may also trace LOC up to six hexes from the rail line to Mosul (1310) if the rail hex traced from is friendly and active.

### Pontoon Bridges

**12-25** The Entente player can use pontoon bridges in Osmanli Harbi: Irak Cephesi. Pontoon bridges are received according to the reinforcement schedule in section 17 and placed in the pontoon bridge pool.

**12-26** Pontoon bridges from the pool may be set in any major river hexside adjacent to a supplied friendly unit, but not across a hexside with an enemy occupied hex. Pontoon bridges may be recovered back to the pool during any friendly turn.

**12-27** Treat the pontoon bridge hexside as clear terrain for purposes of movement only. During the first turn a pontoon bridge is set, units must stop movement after crossing the bridge.

**12-28** At the start of each turn a pontoon bridge is set, the owning player rolls one die. On a roll of 6, the bridge is destroyed by weather. During flood turns (see rule 12-8), a roll of 5 or 6 destroys the bridge.

**12-29** Pontoon bridges are destroyed if an enemy unit occupies a hex that includes the hexside the pontoon bridge is set across and no friendly unit occupies the opposite hex.

## 13. Irak Cephesi Relief of Kut 1916 Scenario Specific Rules

**First Turn:** Turn 1 of January 1916.

**Last Turn:** Turn 4 of April 1916.

**13-1** Kut Garrison (3722). The Kut garrison (16, 17, 18, and 30 Inf X) is considered in general supply for the length of the scenario. The garrison is considered in supply for any/all counterattacks. The garrison is not considered surrounded per Standard Rule 20. No supply points are expended for

these counter-attacks. If one or more units of the Kut garrison should move or attack out of Kut, all the Osmanli Harbi supply and movement rules are in effect and Kut no longer provides general/counterattack supply for the remainder of the scenario. Also, Standard Rule 20 now is in effect.

**13-2** No Entente attacks or movement is allowed out of Kut by the garrison after the 5 March 1916 turn.

**13-3** The Entente player begins the scenario with 1 pontoon bridge in Kut. The player can start the scenario with the bridge set across a river hexside or the bridge can be held in Kut. If the pontoon bridge is set, it is placed in the hex opposite Kut of the river hexside it crosses (either 3723 or 3822). A friendly unit (or units) must occupy this hex. Any units that start in this hex are entrenched. This hex is treated as part of Kut for both Rules 13-1 and 13-2. If the pontoon bridge is placed in 3822, the Ottoman unit (114 Inf III) is removed and placed anywhere within Ottoman controlled territory. However, any Entente unit in 3822 doesn't trigger any negative effects of Ottoman units (surrounded, blocking retreats, etc.) due to occupying that hex until the turn after the Entente moves or attacks out of Kut (see rule 13-1).

**13-4** At the end of the 4 April 1916 turn, if the Kut garrison still occupies Kut and the garrison can't trace a valid LOC, the Kut garrison surrenders and the Ottoman player receives the appropriate Victory Points.

### Victory Conditions

When playing this scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (see DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates). Kut is the only hex that counts as a city in this scenario for Demoralization Points.

**Ottoman Decisive Victory:** The Ottoman Empire controls Kut (3722), and the British suffer more Demoralization Points than the Ottomans.

**Ottoman Substantial Victory:** There are no Substantial Ottoman Victory Conditions.

**Ottoman Marginal Victory:** The British suffer more Demoralization Points than the Ottomans.

**British Marginal Victory:** There are no Marginal British Victory Conditions.

**British Substantial Victory:** The British control Kut (3722) and the Ottomans suffer more Demoralization Points than the British.

**British Decisive Victory:** The British control Kut (3722), and the Ottomans suffer at least twice as many Demoralization Points as the British.

## 14. Irak Cephesi Relief of Kut 1916 Scenario Set-up Instructions

### 14-1 Ottoman Set-up

Hex	Unit	Designation
2921	1 x 3-4 Inf XX	2
2922	6th XXXX HQ	(2sp)
	1 x 2-4 Inf XX	Dic
3621	XVIII XXX HQ	(1sp)
	1 x 1-4 Inf III	112
3720	1 x 1-4 Inf III	113
3820	1 x 1-6 Cav X	Irak
	1 x 3-4 Inf XX	51
3822	1 x 1-4 Inf III	114
3921	XIII XXX HQ	(1sp)
	1 x 3-4 Inf XX	52
3922	1 x 2-4 Inf XX	35*
3930	1 x 2-4 Inf XX	Fir

Note: the 112, 113, and 114 1-4 Inf IIIs represent the 45 division.

All Set-up hexes contain trench markers.

Depots	
Musul	1310

### 14-2 British Set-up

Units marked \* start understrength

Hex	Unit	Designation
3722	4 x 1-4 Inf X	16 Ind*, 17 Ind*, 18 Ind*, 30 Ind*
4220	Tgrs XXX HQ	(4sp)
	3 x 2-4 Inf X	28 Ind,

		35 Ind,
		19 Ind
	1 x 1-6 Cav X	6 Ind
4221	1x3-R Flot	Fly
4428	1 x 2-4 Inf X	12 Ind
4522	1 x 2-4 Inf X	21 Ind
4529	1 x 2-4 Inf X	34 Ind
5126	1 x 2-4 Inf X	35 Ind
5327	1 x 2 Naval Unit	

All Set-up hexes contain trench markers.

#### Depots and Riverheads

5327	Basra Depot	4
4422	Riverhead	2
4529	Riverhead	1

## 15. Irak Cephese

### Duration Game

### Scenario Specific Rules

**First Turn:** Turn 1 of November 1914.

**Last Turn:** Turn 7 of October 1918.

**15-1** Once a River Head marker is placed in Baghdad, the Entente player receives the Indian Expeditionary Force (IEF) Army Headquarters. If the IEF Army Headquarters remains in any of the Baghdad city hexes (2821, 2822, 2922), and the River Head Marker is north of the headquarters, the IEF Headquarters may act as a Depot for receiving Supply Point reinforcements only.

**15-2** The following Rail Lines sections can be built by the British using Rules 3-17 to 3-19:

Basra (5327)-Qurna (5026)  
 Basra (5327)-Nasiriya (4329)  
 Qurna (4926)-Amara (4523)  
 Kut (3722)-Baghdad (2922)  
 Baghdad (2823)-Hillah (3226)  
 Baghdad (2822)-Fallujah (2422)  
 Baghdad (2821)-Shahraban (2915)  
 Samarra (2319)-Tikrit (2016)

Note: Some Rail Lines use the same hex. This hex must be included in each build listed, as the rail lines in those hexes go in different directions.

**15-3** If the River head marker is on or north of Baghdad and all the Rail Line sections south of Baghdad are complete (Basra-Qurna; Qurna-Amara; Kut-Baghdad), the Tigris River has a transport capacity of 1 division equivalent. Movement is done in the same manner as Rail Movement (Standard Rule 7). All units expend one-half of a movement

point for every hexside crossed while moving by river/rail. The moving unit starts in either Basra or Baghdad and expends 1 Movement Point to embark. No additional Movement Points are expended for embarking or transferring between the River and the Rail Lines during this movement.

**15-4** LAMB. The Light Armoured Mobile Batteries (LAMB) unit is represented as a +1-6 counter. It doesn't add to the Entente strength points in an attack or counterattack. If the Entente force (attacking or counter-attacking) inflicts an equal or greater loss in Strength Points than the enemy, the enemy units must suffer an additional 1 Strength Point loss and retreat (if defending). The LAMB must be stacked with other friendly units to attack. If attacked by enemy units in a hex by itself, it can retreat 1 hex without combat. If it defends on its own, it counter-attacks with 1 Strength Point.

**15-5** Special Attack. The Entente player may designate one turn on or after August 1918 to be a Special Attack Turn. During the special attack turn, any Entente attack consisting of 15 or more Strength Points against a single enemy hex ignores any defender's trenches.

**15-6** II Indian Corps. The Entente Player can choose to use the II Indian Corps if he has 16 or more infantry brigades on the map before 1 October 1916 and expends one strength point from any source. If the II Indian Corps Headquarters is created, the Tgrs Corps Head-quarters is removed and replaced by the I Indian Corps counter. If the II Indian Corps Headquarters is created after 1 October 1916, no HQ is removed.

**15-7** Entente Divisions. Irak Cephese provides both brigade and divisional counters for the Entente. The Entente player can use either the divisional counter or the three brigade counters for each division, but not both simultaneously. The 12th Indian Division was disbanded during the campaign, and some of its brigades served in other divisions. The historical brigade assignments of the Entente divisions are provided below. Players are welcome to use these brigade assignments, but it is not mandatory. Any three infantry brigades can be used in lieu of a divisional counter, or vice versa.

13th (British) XX: 38, 39, 40  
 3rd Indian XX: 7 Ind, 8 Ind, 9 Ind

6th Indian XX: 16 Ind, 17 Ind, 18 Ind  
 7th Indian XX: 19 Ind, 21 Ind, 28 Ind  
 12th Indian XX: 12 Ind, 30 Ind, 33 Ind  
 14th Indian XX: 35 Ind, 36 Ind, 37 Ind  
 15th Indian XX: 12 Ind, 34 Ind, 42 Ind  
 17th Indian XX: 34 Ind, 51 Ind, 52 Ind  
 18th Indian XX: 53 Ind, 54 Ind, 55 Ind  
 Cavalry XX: 6 Ind, 7 Ind

### Victory Conditions

When playing this scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (see DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

**Ottoman Decisive Victory:** The Ottoman player occupies either Basra (5327) or Ahwaz (5421).

**Ottoman Substantial Victory:** The Ottoman player holds Baghdad (2821, 2822, 2922), and the British suffer more Demoralization Points than the Ottomans.

**Ottoman Marginal Victory:** The British suffer more Demoralization Points than the Ottomans.

**British Marginal Victory:** The British occupy Basra (5327) and Ahwaz (5421), and the Ottomans suffer more Demoralization Points than the British.

**British Substantial Victory:** The British player holds Baghdad (2821, 2822, 2922), and the Ottomans suffer more Demoralization Points than the British.

**British Decisive Victory:** The British player holds Baghdad (2821, 2822, 2922) and Mosul (1310), and the Ottomans suffer more Demoralization Points than the British.

## 16. Irak Cephese

### Duration Game

### Set-up Instructions

#### 16-1 Ottoman Set-up

Hex	Unit	Designation
1310	1 x 1-4 Inf III	MusJ
2004	1 x 1-4 Inf III	1Sin
2211	1 x 1-4 Inf III	KerJ
2821	Irak XXX HQ	(2sp)
2908	1 x 1-4 Inf III	2Sin
2922	2 x 1-4 Inf III	114, BaghJ
4220	1 x 1-4 Inf III	3Sin
5328	1 x 1-4 Inf III	112

**Depot**  
Mosul (0sp) 1310

**Destroyed Unit**  
1 x 1-4 Inf III 113

## 16-2 British Set-up

Hex	Unit	Designation
5728	Tgrs XXX HQ	(2sp)
	1 x 2-4 Inf X	16 Ind
	1 x 2 Naval Unit	

## 17. Irak Cephesi Duration Game Reinforcement Schedule

### 17-1 British Reinforcements

All reinforcements arrive at the Basra depot. Supply points may be received by any HQ current in supply.

British RPL units are not received if the British player already has sufficient RPL units on the map to bring all units up to full strength.

### Supply and Replacements

#### January 1915-December 1915

##### Odd Month Turn 1

1 Supply Point

#### January 1916-October 1918

##### Every Month Turn 1

1 Supply Point

1 x 1-3 RPL XX Ind

(Starting July 1916, a British Replacement XX is received in lieu of the Indian Replacement XX during the months of July and January)

## 1914

### 3 November 1914

1 x 2-4 Inf X 18 Ind

### 1 December 1914

2 Supply points

### 2 December 1914

1 x 2-4 Inf X 17 Ind

## 1915

### 4 January 1915

1 x 2-4 Inf X 12 Ind

### 5 February 1915

1 x 1-6 Cav X 6 Ind

### 1 March 1915

1 x Pontoon

### 7 March 1915

1 x 2-4 Inf X 33 Ind

### 1 April 1915

1 x 1-3 RPL XX Ind

### 2 April 1915

1 x 2-4 Inf X 30 Ind

### 1 August 1915

1 x 1-3 RPL XX Ind

### 1 December 1915

1 x 3-R Flot Fly

### 2 December 1915

1 x 2-4 Inf X 28 Ind

### 4 December 1915

2 x 2-4 Inf X 19 Ind, 21 Ind

### 5 December 1915

1 x 2-4 Inf X 34 Ind

### 7 December 1915

1 x 2-4 Inf X 35 Ind

## 1916

### 1 January 1916

3 x 2-4 Inf X 7 Ind, 8 Ind, 9 Ind

Basra Depot (4)

### 3 January 1916

1 x Pontoon

### 3 March 1916

3 x 2-4 Inf X 38, 39, 40

### 1 April 1916

2 Construction Markers

1 x 3-R Flot Fly

### 1 May 1916

1 x 1-6 Cav X 7 Ind

### 3 May 1916

2 x 2-4 Inf X 36 Ind, 37 Ind

## 7 June 1916

1 x 2-4 Inf X 42 Ind

## 1 October 1916

III Ind XXX HQ

### Replace:

Tgrs XXX HQ

### With:

I Ind XXX HQ

## 1 November 1916

Basra Depot (5)

## 1917

### 1 March 1917

Basra Depot (6)

### 5 March 1917

1 x 1-6 Cav X 11 Ind

### 1 April 1917

2 Construction Markers

### 1 May 1917

1 Construction Marker

### 2 August 1917

3 x 2-4 Inf X 50 Ind, 51 Ind, 52 Ind

### 1 September 1917

1 Construction Marker

### 1 October 1917

Basra Depot (8)

## 1918

### 1 January 1918

#### Withdraw:

3 x 2-4 Inf X 19 Ind, 21 Ind, 28 Ind

### 2 January 1918

3 x 2-4 Inf X 53 Ind, 54 Ind, 55 Ind

### 1 February 1918

1 x +1-6 II LAMB

(Place LAMB with any Entente unit)

### 1 March 1918

#### Withdraw:

3 x 2-4 Inf X 7 Ind, 8 Ind, 9 Ind

### 1 April 1918

Basra Depot (8)

**4 April 1918**

1 x 2-4 Inf X 56 Ind

**1 June 1918**

2 Construction Markers

**17-2 Ottoman Reinforcements**

All Ottoman reinforcements arrive at the Mosul depot unless otherwise specified. Supply Points can be received at the Mosul Depot, the Irak Corps Headquarters, or the 6th Army Headquarters (whichever of the latter two are currently in play). To receive Supply Points at either of the headquarters, the unit counter must either be in Mosul (1310), any of the Baghdad hexes (2821, 2822, 2922), or in any hex between the two cities containing a Tigris river hexside.

**Supply and Replacements****January 1915-October 1918****January, May, September Turn 1**

1 Supply Point

**1914****1 December 1914**

1 Supply Point

**1915****3 January 1915**

1 x 3-4 Inf XX 35

**5 January 1915**

1 x 2-4 Inf XX Dic 0118

**Remove:**

Any two Sin or J (red type symbol) 1-4 Inf Ills

**6 January 1915**

1 x 2-4 Inf XX Fir 4718

**Remove:**

Any two Sin or J (red type symbol) 1-4 Inf Ills

**1 April 1915**

1 x 1-3 RPL XX

**3 April 1915****Replace:**

Irak XXX HQ

**With:**

6th XXXX HQ

**5 April 1915**

XVIII XXX HQ

**1 August 1915**

1 x 1-3 RPL XX

**3 August 1915**

1 x 1-6 Cav X Irak

**3 September 1915**

1 x 3-4 Inf XX 45

**2 October 1915**

XIII XXX HQ

**5 October 1915**

1 x 3-4 Inf XX 51

**1 November 1915**

1 x 3-4 Inf XX 52

**1916****1 January 1916**

1 x 3-4 Inf XX 2

**4 February 1916**

1 x 1-6 Cav X Bağ

**6 April 1916**

1 x 3-4 Inf XX 6

**6 May 1916**

1 x 3-4 Inf XX 4

**1917****5 October 1917**

1 x 3-4 Inf XX 50

**18. Rules for Sina-Filistin Cephesi Scenarios****Map:** 8-8.

**Combatants:** The Ottoman Empire, Germany, and Austria-Hungary (the Central Powers) vs. Great Britain and France (the Entente).

**Rail Capacities:**

The Ottoman Rail Network has a capacity of 2 divisions.

The Entente Rail Network has a capacity of 3 Divisions in this scenario.

**18-1** Use the reinforcement schedule in section 25 for the time period covered by the individual scenarios.

**18-2** The 1917 & 1918 Combat Results Table is also used during 1914-1916 for this front.

**18-3** The Ottoman Rail Network actually consists of two different sections. The Northern Section connects Anatolia (0903) with Rayat (2216). The Southern Section is from Rayat southward towards Amman and Jerusalem. The Ottoman player places the Derna Transfer maker on Rayat (2216). All Ottoman Strength and Supply Points that transit the Rayat hex use an additional MP to reflect the trans-loading of the trains from the standard gauge to the narrow gauge. Any Strength or Supply Points that begin or end their rail movement in Rayat do not pay this additional MP.

**18-4** Germany and Austria-Hungary provided the Ottoman Army with combat and support units. The combat units (infantry and artillery) operate as regular units. The German Paş1 (+1 Cbt Spt) support unit represents machine-gun detachments, signals units, anti-aircraft units, etc., that added technical and fire support assets to Ottoman units. Paş1 has a movement allowance of 5, and must be stacked with an infantry and/or cavalry unit at the end of every movement phase. If it ends up stacked with a different unit at the end of a turn, it may not support the new unit until the following turn. During combat Paş1 adds its "+1" strength point value to the attack or counterattack strength before applying any modifiers or doing any calculations. Support unit participation in combat does not require supply point expenditure. It retreats when the units it is stacked with retreat. It is destroyed when all units it is stacked with are destroyed (no additional strength point loss is needed to destroy the support unit).

**Garrisons**

**18-5** The Ottoman player must maintain one Corps Headquarters at Adana (1103). He must maintain 3 infantry strength points at each of the following locations: Tarsus (0904), Adana (1103), and Iskenderum (1504). These units are all released if the Entente captures Beirut (1918) or Damascus (2419), or if an Entente unit moves within 13 movement points of any one of these units.

**18-6** The Entente Player must maintain the following garrisons:

-Canal Garrison: 8 British Inf/Cav Strength Points. These units are placed anywhere along the west bank of the canal.

Once the Entente begins to build the Sinai Rail Line towards Gazze, the Entente player must provide the following force to protect it:

LOC Troops: 4 British Inf/Cav Strength Points. These units are placed anywhere along the Rail Line between the Canal and Gazze. These units can never leave the Rail Line or move into an Ottoman Zone Of Control.

**18-7** All Entente garrisons are released once Jerusalem is captured by the Entente.

### Special Attack

**18-8** The Entente player may designate one turn starting August 1918 to be a Special Attack Turn. During this turn, any Entente attack consisting of 20 or more Strength Points against a single enemy hex ignores any defender's trenches. Additionally, any attack of 20 Strength Points or more that has 2 or more Strength Points of artillery receives an attack die roll modification of +2.

**18-9** Cavalry Exploitation. During the Special Attack Turn, any Entente cavalry unit that didn't move and was not involved in attacking can exploit. After all Entente combat is completed, any Entente cavalry unit meeting these two preconditions can make a full move. Exploiting cavalry units ignore all enemy ZOCs during this move. Exploiting cavalry can attack at any time during this move, but combat ends the exploitation move. Combat is resolved normally (it is not a Column Attack), and the attacking cavalry ignores any defender terrain (treat the defender as in clear terrain).

## 19. Sina-Filistin Cephesi 3rd Gaza October 1917 Scenario Specific Rules

**First Turn:** Entente Turn 1 of October 1917.

**Last Turn:** Turn 7 of December 1917.

**Rail Lines:** All rail lines on or behind Ottoman lines are part of the Ottoman rail

network. All rail lines behind Entente lines are part of the Entente rail network.

### Victory Conditions

When playing this scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (see DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

**Central Powers Decisive Victory:** The Central Powers control Gazze (1933) and Birussebi (2234), and the Entente suffers more Demoralization Points than the Central Powers.

**Central Powers Substantial Victory:** The Central Powers control Jerusalem (2330), and the Entente suffers more Demoralization Points than the Central Powers.

**Central Powers Marginal Victory:** The Central Powers control Jerusalem (2330).

**Entente Marginal Victory:** The Entente controls Jerusalem (2330).

**Entente Substantial Victory:** The Entente controls Gazze (1933), Birussebi (2234), and Jerusalem (2330), and the Central Powers suffer more Demoralization Points than the Entente.

**Entente Decisive Victory:** The Entente controls Gazze (1933), Birussebi (2234), and Jerusalem (2330), the Central Powers suffer at least twice as many Demoralization Points as the Entente.

## 20. Sina-Filistin Cephesi 3rd Gaza October 1917 Scenario Set-up Instructions

### 20-1 Central Powers Set-Up

#### Ottoman Forces

Hex	Unit	Designation
1103	1 x 3-4 InfXX	23
1104	XII XXX HQ	(1sp)
1501	1 x 3-4 InfXX	44
1504	1 x 3-4 InfXX	41
1933	2 x 3-4 InfXX	3, 53
2031	8th XXXX HQ	(3sp)
2032	XXII XXX HQ	(1sp)
	1 x 3-4 InfXX	7

2033	2 x 3-4 InfXX	26, 54
2132	XX XXX HQ	(1sp)
2133	1 x 3-4 InfXX	19
2134	2 x 3-4 InfXX	16, 24
2218	1 x 3-4 InfXX	43
2234	III XXX HQ	(1sp)
	1 x 3-4 InfXX	27
	1 x 2-6 Cav XX	3
2332	7th XXXX HQ	(3sp)
2419	VIII XXX HQ	(1sp)
2524	1 x 3-4 InfXX	48

#### German Forces:

Hex	Unit	Designation
2330	1 x +1 Cbt Spt	Paş1

#### Austro-Hungarian Forces:

Hex	Unit	Designation
1933	1 x 1-4 Mtn Art II	GbvM

Trench Marker in hexes 1933, 2032, 2033, 2133, 2134, 2234.

### 20-2 Entente Set-up

#### British Forces

Hex	Unit	Designation
1834	EEF XXXX HQ	(3sp)
	XXI XXX HQ	(6sp)
1836	1 x 7-4 InfXX	10
	1 x 0-3 Eng III	EEF
1934	2 x 6-4 InfXX	52T, 54T
	2 x 1-4 Art (III)	XCV, XCVII
1935	XX XXX HQ	(6sp)
2034	1 x 6-4 InfXX	75
	1 x 2-4 InfX	22 Ind
2035	DMC XXX HQ	(5sp)
2135	1 x 6-4 InfXX	53T
2136	2 x 3-6 Cav XX	ANZM, Yeo
2137	2 x 6-4 InfXX	60T, 74
	1 x 1-6 Cav X	7Mtd
	1 x 1-4 Art (III)	XCVI
2235	1 x 3-6 Cav XX	Aus
	1 x 2-6 Cav X	2Mtd
	1 x 1-6 Cam X	1Cml

#### Garrison

0939	1 x 2-4 InfX	FE
1040	1 x 1-4 InfX	Imp
	1 x 1-6 Cam X	Bik

#### French Forces

Hex	Unit	Designation
2034	1 x 1-4 InfX	DFPS*

Trenches: All occupied hexes in enemy ZOC's contain trenches.

## 21. Sina-Filistin Cephesei Meggiddo September 1918 Scenario Specific Rules

**First Turn:** Entente Turn 5 of September 1918.

**Last Turn:** Turn 2 of November 1918 or until the Entente Decisive Victory conditions are met.

**Rail Lines:** All rail lines on or behind Ottoman lines are part of the Ottoman rail network. All rail lines behind Entente lines are part of the Entente rail network.

**21-1** During the first turn of this scenario, the Entente Special Attack (rules 18-8 and 18-9) is in play.

### Victory Conditions

When playing this scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (see DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

**Central Powers Decisive Victory:** The Central Powers controls Beirut (1918) and Damascus (2419), and the Entente suffers more Demoralization Points than the Central Powers.

**Central Powers Substantial Victory:** The Central Powers controls Humus (2312), and the Entente suffers more Demoralization Points than the Central Powers.

**Central Powers Marginal Victory:** The Central Powers controls Iskenderum (1504) and Halep (2104), and the Entente suffers more Demoralization Points than the Central Powers.

**Entente Marginal Victory:** The Entente controls Damascus or Beirut (1918), and the Central Powers suffer more Demoralization Points than the Entente.

**Entente Substantial Victory:** The Entente controls Damascus (2419) and Beirut (1918), and the Central Powers suffer more Demoralization Points than the Entente.

**Entente Decisive Victory:** The Entente controls Halep (2104) and Iskenderum (1504), and the Central Powers suffer more Demoralization Points than the Entente.

## 22. Sina-Filistin Cephesei Meggiddo September 1918 Scenario Set-up Instructions

### 22-1 Central Powers Set-up

Units marked \* are under strength.

The two Ottoman 1-4 Inf III represent the 62 Inf XX that was used to protect the Derna-Maan railway line. During any Ottoman player turn, these two regiments, if located together in the same hex, can be combined and replaced with a 2-4 Inf XX (62\*).

#### Ottoman Forces

Hex	Unit	Designation
0903	1 x 3-4 Inf XX	23
1103	XII XXX HQ	(1sp)
	1 x 3-4 Inf XX	43
1501	1 x 3-4 Inf XX	44
1504	1 x 3-4 Inf XX	41
2026	XXII XXX HQ	(1sp)
2027	2 x 2-4 Inf XX	7*, 20*
2125	8th XXXX HQ	(2sp)
	1 x 1-6 Cav X	2Kaf
2126	1 x 2-4 Inf XX	46*
2127	2 x 2-4 Inf XX	16*, 19*
2225	7th XXXX HQ	(2sp)
2226	III XXX HQ	(1sp)
2227	2 x 2-4 Inf XX	1*, 11*
2326	XX XXX HQ	(1sp)
2327	2 x 2-4 Inf XX	26*, 53*
2419	II XXX HQ	(1sp)
	1 x 1-4 Inf III	any
2427	1 x 2-4 Inf XX	24*
	1 x 2-6 Cav XX	3
2527	4th XXXX HQ	(2sp)
	VIII XXX HQ	(1sp)
2528	1 x 2-4 Inf XX	48*
2529	1 x 2-4 Inf XX	Mürp*
2627	2 x 1-4 Inf III	any

#### German Forces

Hex	Unit	Designation
2127	1 x 2-5 Inf III	ASK
2527	1 x 3-5 Inf III	146

Trench Markers in hexes 2027, 2127, 2227, 2327, 2427, 2529, 2529.

### 22-2 Entente Set-up

#### British Forces

Hex	Unit	Designation
2028	2 x 6-4 Inf XX	60T, 75
	2 x 6-4 Inf XX	3 Ind, 7 Ind

	2 x 3-6 Cav XX	4, 5
	1 x 1-4 Art (III)	XCV
2029	DMC XXX HQ	(5sp)
	1 x 3-6 Cav XX	Aus
2128	1 x 6-4 Inf XX	54T
	2 x 1-4 Art (III)	102G, XCVI
2129	XXI XXX HQ	(10sp)
2130	EEF XXXX HQ	(5sp)
2228	1 x 7-4 Inf XX	10
	1 x 1-4 Art (III)	XCVII
2229	XX XXX HQ	(10sp)
2328	1 x 6-4 Inf XX	53T
	1 x 1-4 Art (III)	103G
2428	1 x 3-6 Cav XX	ANZM
	1 x 2-4 Inf X	22 Ind

#### French Forces

Hex	Unit	Designation
2128	1 x 2-4 Inf X	DFPS

Trenches: All occupied hexes in enemy ZOC's contain trenches.

## 23. Sina-Filistin Cephesei Duration Game Scenario Specific Rules

**First Turn:** Turn 1 of November 1914.

**Last Turn:** Turn 2 of November 1918 or until the Entente Decisive Victory conditions are met.

**Rail Lines:** The Entente operative Rail Network is comprised of all Rail Lines west of the Suez Canal. Place a railhead marker in hex 0939. All rail lines originating in the Ottoman Empire are part of the Ottoman rail network. Place a railhead marker in hex 2130. Rail lines past these markers are not yet constructed.

**23-1** After receiving a construction marker, if the Entente player has an engineer unit in Hex 1038, he can place a construction marker in that hex. Once the construction marker is placed on the map, the Entente can begin to build a narrow gauge railway (rule 3-17 through 3-19). The capacity of this Narrow Gauge Rail Line is 1 Division.

**23-2** After receiving a construction marker, the Ottomans can build two rail lines (rule 3-17 through 3-19):  
- El Tine-Birüssebi-Biyari Asluç (2130-2236)  
- El Tine-Gazze (2130-1933)

**23-3** The Ottoman player must maintain one Corps Headquarters at Damascus (2419). He must maintain three infantry strength points at each of the following locations: Beirut (1918), Damascus (2419), and Amman (2627) and 2 strength points at Maan (3139). These units are all released if Entente units are on or north of the Hefa-Derna (1925-2524) rail line or if Entente units occupy Jerusalem (2330) or Yafu (2028), and are individually released if Entente units are within 4 movement points.

**23-4** The Ottoman player may designate up to three divisions (or division-equivalents) of infantry units. These units are exempt from all garrison requirements, even if insufficient forces are available for the garrisons.

### Victory Conditions

When playing this scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (see DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

**Central Powers Decisive Victory:** The Central Powers controls Gazze (1933), Birussebi (2234), and Jerusalem (2330).

**Central Powers Substantial Victory:** The Central Powers controls Damascus (2419), and the Entente suffers more Demoralization Points than the Central Powers.

**Central Powers Marginal Victory:** The Entente suffers more Demoralization Points than the Central Powers.

**Entente Marginal Victory:** The Entente controls Jerusalem (2330), and the Central Powers suffer more Demoralization Points than the Entente.

**Entente Substantial Victory:** The Entente controls Damascus (2419), and the Central Powers suffer more Demoralization Points than the Entente.

**Entente Decisive Victory:** The Entente controls Tarsus (0904), Iskernderum (1504) and Halep (2104), and the Central Powers suffer more Demoralization Points than the Entente.

## 24. Sina-Filistin Cephesi Duration Game Scenario Set-up Instructions

### 24-1 Central Powers Set-up

#### Ottoman Forces

Hex	Unit	Designation
1103	XII XXX HQ	(1sp)
	1 x 3-4 Inf XX	16
	1 x 1-4 Inf III	AdaJ
1933	1 x 3-4 Inf XX	27
2104	1 x 1-4 Inf III	HalJ
2134	1 x 3-4 Inf XX	25
	(1)-6 Cam III	1Hec
2312	1 x 3-4 Inf XX	23
2330	4th XXXX HQ	(2sp)
	VIII XXX HQ	(1sp)
	1 x 1-4 Inf III	KudJ
2429	1 x 1-4 Inf III	ŞamJ

### 24-2 Entente Set-up

#### British Forces

Hex	Unit	Designation
0342	EEF XXXX HQ	(4sp)
0540	3 x 1-4 Inf X	125*, 126*, 127*
1040	1 x 2-4 Inf X	FE

## 25. Sina-Filistin Cephesi Duration Game Reinforcement Schedule

### 25-1 Entente Reinforcements

Units marked with a \* arrive understrength.

All units are British unless otherwise noted (British Indian Army are designated "Ind", but Indian Army units are different colors, the "Ind" is not part of the unit designation on the counter). British and French units appear in hex 0141. Indian and Dominion (Australia and New Zealand) units appear in hex 1243 unless otherwise specified.

Entente RPL units are not received if the Entente player already has sufficient RPL units on the map to bring all units up to full strength.

## Supply and Replacements

### January 1915-August 1916

#### Odd Month Turn 1

1 Supply Point

### September 1916-June 1917

#### Every Month Turn 1

1 Supply Point

### July 1917-September 1917

#### Odd Month Turn 1

1 Supply Point

1 x 1-3 RPL XX

#### Even Month Turn 1

1 Supply Point

### October 1917-November 1918

#### Odd Month Turn 1

2 Supply Points

1 x 1-3 RPL XX

(for May 1918, this RPL is ANZAC)

#### Even Month Turn 1

2 Supply Points

## 1914

### 3 November 1914

1 x 1-4 Inf X Imp

2 x 1-6 Cav X Imp

Bik

### 4 November 1914

5 x 2-4 Inf X 22 Ind,

28 Ind,

29 Ind,

30 Ind,

31 Ind

### 1 December 1914

1 x 4-5 Inf XX 1 Aus\*

2 Supply Points

### 2 December 1914

1 x 2-4 Inf X 32 Ind

## 1915

### 6 January 1915

1 x 4-5 Inf XX NZ&A\*

### 3 March 1915

#### Withdrawal:

1 x 2-4 Inf X 30 Ind

### 1 April 1915

#### Withdrawal:

2 x 4-5 Inf XX 1 Aus, NZ&A

**7 April 1915**

1 x 2-6 Cav XX 2 Mtd

**Withdrawal:**

1 x 2-4 Inf X 29 Ind

**1 May 1915****Withdrawal:**

3 x 1-4 Inf XX 125\*, 126\*, 127\*

**1 July 1915****Withdrawal:**

1 x 2-4 Inf X 28 Ind

**4 August 1915****Withdrawal:**

1 x 2-6 Cav XX 2 Mtd

**2 December 1915**

1 x 2-6 Cav XX 2 Mtd

**Withdrawal:**

2 x 2-4 Inf X 31 Ind, 32 Ind

**4 December 1915**

2 x 4-4 Inf XX 53T\*, 54T\*

**7 December 1915**

1 x 6-4 Inf XX 11

1 x 2-4 Inf X 29 Ind

**1916****1 January 1916**

1 x 6-4 Inf XX 52T

**4 February 1916**

1 x 6-4 Inf XX 13

**1 March 1916**

1 Construction Marker

**3 March 1916**

1 x 1-4 Art III XCVI

1 x 0-3 Eng III EEF

**7 March 1916**

1 x 3-6 Cav XX ANZM 0141

**7 June 1916****Withdrawal:**

1 x 6-4 Inf XX 11

**1 July 1916**

1 x 1-3 RPL XX

**5 December 1916**

1 x 1-6 Cav X 1Cml 0141

**1917****1 January 1917**

1 x 1-3 RPL XX

**5 January 1917**

1 x 2-6 Cav XX Imp M 0141

**4 March 1917**

1 x 4-4 Inf XX 74

**1 April 1917**

1 x 1-4 Art III XCVII

1 x 1-3 RPL XX Ind

**3 May 1917****Withdrawal:**

1 x 2-4 Inf X 29 Ind

**6 May 1917****French:**

1 x 1-4 Inf X DFPS\*

**1 June 1917****Replace:**

1 x 4-4 Inf XX 74

**With:**

1 x 6-4 Inf XX 74

**4 June 1917**

1 x 1-6 Cav X 7 Mtd

**6 June 1917**

1 x 6-4 Inf XX 75

**1 July 1917**

1 x 3-6 Cav XX Yeo

1 x 6-4 Inf XX 60T

**4 July 1917****Replace:**

1 x 2-6 Cav XX Imp M

1 x 1-6 Cav X Imp

**With:**

1 x 3-6 Cav XX Aus

**5 July 1917**

XX XXX HQ

**6 July 1917**

XXI XXX HQ

DMC XXX HQ

**7 July 1917**

1 x 7-4 Inf XX 10

**1 December 1917**

2 x 1-4 Art III 102G,

103G

**1918****1 January 1918**

1 x 6-4 Inf XX 7 Ind

**5 March 1918****Withdrawal:**

1 x 6-4 Inf XX 52T

**3 April 1918****Withdrawal:**

1 x 6-4 Inf XX 74

**1 June 1918**

1 x 6-4 Inf XX 3 Ind

**1 July 1918****Replace:**

1 x 2-6 Cav XX Yeo

**With:**

1 x 3-6 Cav XX 4

**3 July 1918****Replace:**

1 x 1-6 Cav X 7Mtd

**With:**

1 x 3-6 Cav XX 5

**4 July 1918****French Replace:**

1 x 1-4 Inf X DFPS

**With:**

1 x 2-4 Inf X DFPS

**25-2 Central Powers  
Reinforcements**

All units are Ottoman unless noted.  
Reinforcements appear in hex 1702  
unless otherwise specified.

**Supply and Replacements****January 1915-November 1918****January, April, July, October Turn 1**

1 Supply Point

**1914****1 November 1914**

One construction marker

**6 November 1914**

1 x 3-4 Inf XX 10

**1915****2 January 1915**

1 x 3-4 InfXX 8

**3 January 1915**

1 x 2-4 InfXX 1KuvM 2420

**4 February 1915****Withdrawal:**

1 x 3-4 InfXX 16 2102

**1 March 1915**

1 x 3-4 InfXX 41 0903

**4 April 1915**

1 x 3-4 InfXX 43 0903

**1 May 1915**

1 x 3-4 InfXX 44 0903

**7 June 1915****Withdrawal:**

2 x 3-4 InfXX 8, 10

**5 July 1915**

1 x (1)-6 Cam III 2Hec 2420

**5 August 1915****Withdrawal:**

1 x 3-4 InfXX 25

**1916****2 February 1916**

1 x 3-4 InfXX 3

**6 March 1916****German:**

1 x + 1 Cbt Spt Paş1

(Place on any Ottoman unit that can trace a valid LOC)

**2 April 1916****Austro-Hungarian:**

1 x 1-4 Mtn Art II GbvM

**6 November 1916**

1 x 2-6 Cav XX 3 2102

**1917****1 February 1917**

1 x 3-4 InfXX 16 2102

**4 February 1916**

1 x 2-4 InfXX 53\* 2102

**3 March 1917**

1 x 3-4 InfXX 7 2102

**1 April 1917**

One construction marker

**3 April 1917**

1 x 2-4 InfXX 54\* 2102

**1 May 1917**

XX XXX HQ

**3 May 1917**

XXII XXX HQ

**3 June 1917**

1 x 3-4 InfXX 26

**2 July 1917**

XV XXX HQ

**7 July 1917**

Yid XXXX 2420

**1 August 1917**

7th XXXX HQ

III XXX HQ

**3 August 1917**

1 x 3-4 InfXX 48

**6 August 1917**

1 x 3-4 InfXX 19

**3 September 1917**

1 x 2-4 InfXX 24\*

**5 September 1917**

1 x 3-4 InfXX 20

**1 October 1917**

8th XXXX HQ 2420

**1 November 1917****German:**

1 x 2-5 Inf III AsK

**Withdrawal:**

1 x + 1 Cbt Spt Paş1

**1918****7 January 1918**

1 x 2-4 InfXX 1\*

**3 February 1918**

1 x 1-6 Cav X 2Kaf 2102

**5 February 1918**

1 x 2-4 InfXX 11\*

**1 March 1918**

1 x 2-4 InfXX Mürp 2420

**4 March 1918**

1 x 3-4 InfXX 46

**5 June 1918****German:**

1 x 3-5 Inf III 146

## 26. Gallipoli Scenario Rules

The Gallipoli Campaign is not a stand-alone scenario. The map scale and unit size confine the campaign to a handful of hexes. This scenario should be played as part of one of the larger *Osmanli Harbi* scenarios. Best is the Sina-Filisten Cephesi Duration Game, as it spans the same time period and the forces used in both theaters were interrelated. While Gallipoli can be played with the Macedonian Duration Scenario, the latter scenario begins as forces are withdrawn from Gallipoli with little impact on operations on the peninsula.

The following rules are written reflecting Gallipoli played as part of a larger duration game. If played as a stand-alone scenario, ignore the Entente withdraw rules. Once the Entente player decides to execute the Gallipoli landings, he is committed to the entire campaign. All reinforcements listed below must be committed to the Gallipoli peninsula regardless of the success or failure of combat. The Campaign ends the moment any of the following occur: the withdrawal criteria are triggered; all reinforcements have been committed; or if, after the 1 September 1916 turn, the Entente Player decides to withdraw.

**Map:** 7-6**First Turn:** Entente Turn 7 of April 1915.**Last Turn:** Central Powers Turn 1 of December 1915.**Combatants:** The Ottoman Empire vs. the Entente (Great Britain, France).**Rail Lines:** All part of the network of the country they are in.**Rail Capacities:**

The Ottoman Rail Network has a capacity of 2 divisions.

The British have no rail network in this scenario.

### The Dardanelles and Bosphorus

**26-1** The Dardanelles and Bosphorus Straits, along with the Sea of Marmara, connect the Black and Mediterranean Seas. The Bosphorus separates European and Asiatic Turkey at Istanbul (Map 7-6 between hexes 4803-4805; 4904-4905). The Dardanelles separates Gallipoli from Anatolia between hexes 4009, 3910, 3911, 3811, 3812, 3713 on the west side and 4110, 4010, 4011, 3912, 3913, and 3813 on the east.

**26-2** Treat the Bosphorus Straights as a major river for purposes of movement and combat.

**26-3** Combat may not occur across the Dardanelles Strait. One Central Powers division (or equivalent) per turn can cross the Dardanelles Strait. One Entente division (or equivalent) per turn may cross if an engineer unit is on either side of the strait. The crossing uses the rules for a major river.

### Amphibious Landings

Here are “condensed” Amphibious landing rules from the forthcoming Grand Campaign Game. Only those portions of the rules applicable to the Gallipoli scenario are presented here:

**26-4** Amphibious Assault Staging Area. Prior to an amphibious landing, the Entente player must establish a Staging Area. The Staging area is a hex containing an operating port in which a British Army level HQ with at least 10 supply points is also located. All units that participate in a landing must start the turn of their landing in this hex. For the Gallipoli scenario, this is the port of Moudros (hex 3315).

**26-5** Amphibious Assault. The Entente has an amphibious assault lift capacity of 12 division equivalents on the 7 April 1915 turn. This capacity may be used against any combination of up to 3 adjacent hexes (multiple landing sites along a “chain” of up to 3 hexes is allowed), yet the total combined landings are limited by the lift capacity. This lift capacity is reduced due to distance between the staging area and the furthest landing hex. The capacity is reduced by twenty percent (round resulting fractions down) for every three or fraction of three hexes that the furthest landing hex is

away from the staging area. There is no reduction for the first three hexes in distance from the staging area to the furthest landing hex. (i.e., no reduction in capacity for landing up to 3 hexes from the staging area. Reduction of 20% for distance of 4 to 6 hexes, 40% reduction for 7 to 9 hexes) In this scenario, landings further than 9 hexes away from the staging area are not allowed.

**26-6** Amphibious assault lift capacity is expended when it is used. Additional capacity is gained through reinforcement.

**26-7** A division equivalent is a combat unit of up to division size (of any strength). A Corps HQ without supply is also a division equivalent. 10 supply points (or any fraction thereof) are also a division equivalent (so a Corps HQ with 10 supply points is 2 division equivalents). Only infantry type units (infantry, marine, mountain, shock) and Corps HQs may make an amphibious assault. There is no limit to the amount of supplies the HQ may land as part of the assault, other than that the supplies will consume landing capacity.

**26-8** The Entente may withhold some of the amphibious assault capacity it has on 7 April 1915 for future use. The amount used on 7 April 1915 is calculated based on the number of division equivalents landed and the furthest landing hex's distance from the staging area. For example, if the 7 April 1915 landings included hexes 3711 and 3712, and 4 division equivalents were landed, that would use up 5 of the 12 division equivalent lift capacity (hex 3712 is 5 hexes from the hex 3315 staging area. At that distance, the lift capability is reduced by 20%, so the 4 division equivalents landed would use up 5 division equivalents of lift capacity, from 4 divided by 0.8 (which is  $1-20\%$ ) = 5).

**26-9** The Entente can only conduct amphibious assaults into hexes that are not occupied by enemy land combat units. Any landing hex must also contain either a clear or broken hexside along the shoreline (examples are hexes 3810, 3710, 3711, 3712, 3713, and 3714) AND have a “playable” shoreline. A “playable” shoreline means that the hex contains at least some blue from sea terrain in the hex along the landing terrain (hex 4418 is an example that just barely meets this requirement) OR it has a coastline from end to end along an entire hexside, some of which is clear or broken

terrain (hex 2413 would be an example of this IF the hex had clear or broken terrain along the hexside it shares with 2513) . This rule means no “opposed” landings, no landings in extreme terrain, and no landings in hexes with only a few meters of beach (like the west end of hex 4009). Note that while this may seem to contradict what happened at Gallipoli, it does not. The landings were made across flat beaches, and against only token land resistance. Given what happened, just imagine what would have happened had they landed in an area containing a concentrated Turkish division (not just a platoon or so).

**26-10** Landings may not be made inside or through a straight if the enemy player controls both sides of any hex comprising that straight.

**26-11** Units of the same nationality must be stacked together if used for the initial landings (i.e., if both British units are used, they must be placed in the same hex). ANZAC units are treated as their own nationality for purposes of this rule.

**26-12** Units landed amphibiously may not move, but may attack the turn of their landing. Units transferring from the staging area to a coastal hex use up all of their movement allowance in the move, but may attack in the same turn.

**26-13** Any unit involved in an amphibious assault must be able to trace a line of communication to a Headquarter containing at least one supply point at the end of the turn it lands. Units without a valid line of communication at the end of the landing turn are eliminated. For purposes of this rule, the line of communication may be traced through two friendly controlled ports across any number of sea hexes back to the Headquarter. A unit may also trace a line of communication from a landing hex to an adjacent landing hex if that adjacent hex contains a HQ with at least one supply point. Note that adjacent landing hexes do not need to be connected by land.

**26-14** Feint landings. Any units landed amphibiously can be withdrawn after the Central Powers' movement phase but before Central Powers' combat phase the same turn it lands. When withdrawn, the units participating in the feint may relocate to either an adjacent friendly controlled hex, or to the Staging Area (hex 3315). Relocation of units involved in a feint landing does not count

additionally against the lift capacity (but the initial feint landing does).

**26-15** ANZAC and French Zone Integrity. ANZAC units must always be stacked together in one hex or in multiple adjacent hexes. If a British unit is placed with an ANZAC unit(s), the ANZAC units must have more strength points in the hex than the British units. The French have their separate zone. The rules for the French zone are the same as for ANZAC (French units must be together or adjacent. British cannot outweigh French in hexes occupied by French units).

**26-16** Amphibiously landed units (both those in the initial assault, and those landed across beaches later on) operate at a distinct disadvantage. Until the player conducting the amphibious landing captures a port, all non-marine type units amphibiously landed operate at half strength. This means that a 6-4 would land as a 3-4. The other half of the unit is maintained at the Staging Area HQ. Amphibiously landed units return to full strength only after a port is captured.

**26-17** Most units landed and operating “over a beach” are treated as units possessing only half of their strength. In combat, they lose strength points from their already diminished strength. They may use RPL units to return them only to half strength. Example: a 6-4 is operating in hex 3713 as a 3-4. If it loses a strength point in combat, it is now a 2-4 (NOT a half strength 5-4). It can use RPL only to return to 3-4 strength. The exceptions to this rule are 1 strength point brigades, dismounted cavalry (the 2Mtd XX for example) and marine type units (like the RN XX).

**26-18** Units that lose all of their landing area strength points may be returned to full strength at the Staging area HQ by the expenditure of RPL equal to half of their counter strength. Example: a 6-4 operating in 3713 as a 3-4. It losses all 3 strength points. It is removed from hex 3713. On a later turn, it is returned as a 6-4 at the HQ in 3315 by the expenditure of 3 replacement points.

**26-19** Entente units on Lemnos can move around the island or transfer from the Moudros port to any Entente controlled coastal hexes containing a Corps HQ (or to another operating Entente controlled port) on any subsequent Entente turn. Note that this allows transfer of supply between Corps

HQs on coastal hexes and Army HQ at the staging area.

**26-20** It takes 3 full turns for a captured port to have its facilities repaired and return to operation. Also, for a port to return to operation, it must have a valid lane to the open sea. This lane is a chain of connected sea and partial sea hexes that is controlled by the player who controls the port. (Note that for the port in hex 3911 to be in operation for the Entente, the Entente would also have to control hexes 3811, 3812, and 3713, OR a similar route through, for example, 3912, 3812, 3813, and 3714)

**26-21** Entente withdrawal. The Entente option to withdrawal can be triggered at any time during this scenario. At the end of any turn in which Entente losses in Strength Points are equal to or greater than Central Powers losses, the Entente player can decide to withdraw. This ratio of losses can't be created by the Entente player attacking or counterattack with fewer units than the total available in any of the involved hexes. For example the Ottomans attack a British hex with two 6-4 Inf XX and destroy two Strength Points. The British player can't then counterattack with only one 6-4 division to justify the withdrawal. The attacks used to justify the withdrawal must include all combats in Gallipoli that turn. The decision to withdraw must be made immediately after the turn in question, before the next turn starts.

-If the Entente player decides to withdraw, he will withdraw his units over a seven-turn period. All attacks (both Ottoman and Entente) during this period must be supplied.

-No Central Power units or supply points can be withdrawn from Gallipoli during the Entente withdrawal. Any reinforcements scheduled to arrive during this period must be placed on the map. The Central Powers player must use any replacements received during the time of the withdrawal to bring Ottoman units in Gallipoli up to strength (as far as possible). The intent is the announcement of Entente withdrawal doesn't mean the Central Powers Player can now ignore the Peninsula and begin moving units, replacements, and supplies to other theaters.

**26-22** Ottoman 1st and 2nd Armies. The set-up instructions for the Gallipoli scenario list Ottoman uncommitted forces. These units are not initially part of

the forces designated to defend Gallipoli. These units are set-up in the listed hexes but are not allowed to move until released. There are two ways units are released during the scenario. The first is as reinforcements. Once a unit is listed as a reinforcement, the Ottoman player is free to move that unit anywhere on the map. The second way units are released is under the following Ottoman Crisis Rule. Supply points with these units can be used anytime by the Central Powers player and are not restricted by the rules above.

**26-23** Ottoman Crisis. On any turn where Entente units occupy all the Gallipoli hexes (all Hexes south of 3810 inclusive), or have units north of Hex 3810, or occupy hex 3714 on turn 2 of May 1915, the Ottoman Crisis is triggered. Any and all Ottoman units of the 1st and 2nd Armies can now be freely moved by the Central Powers player. Any reinforcements not part of the Ottoman 1st and 2nd Armies appear normally. In addition, all Ottoman replacements are halved for the remainder of the scenario beginning the turn the crisis is triggered (they were drawn from the 1st and 2nd Armies).

### Naval Units

**26-24** Naval Gunfire Support. The Entente has two Naval Gunfire Support counters available for use during the scenario. They can be used in support of an attack or counterattack once per month. Only one naval unit can be used to support any one attack or counterattack, regardless of the number of hexes involved.

**26-25** Naval units may participate in attacks with friendly ground units into an adjacent hex by adding their strength to the attack. Such an attack must be into a hex that contains a “playable” coastline that is connected to coastline of the hex occupied by the naval unit (note that hex 3812 does NOT have a “playable” coastline on its western side).

**26-26** Naval units may participate in counter attacks should the hex they occupy come under attack. Naval points add their strength to the counter attack total AFTER the multiplication of the counter attacking land units (the doubling or tripling based on land combat unit supply expenditure).

**26-27** Naval units cannot take losses. Naval units do not consume any supply points to attack or counterattack.

**26-28** Naval units have unlimited movement range in this scenario. They may move any number of hexes, moving from sea to adjacent sea (and or partial sea) hexes as they go, but they can never stop in the same partial hex as an enemy ground combat unit, or move through the Dardanelles straight unless it is controlled by the Entente.

**26-29** Naval units do not count towards stacking limits when in the same hex as friendly units.

## Victory Conditions

When playing this scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (see DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

For Victory Conditions purposes, Gallipoli hexes are: 3711, 3712, 3713, 3810, 3811, 3812, 3910, and 3912.

**Central Powers Decisive Victory:** The Central Powers player holds all the Gallipoli hexes.

**Central Powers Substantial Victory:** The Central Powers holds any three of the following hexes: 3811, 3812, 3910, and 3911, and the Entente suffers more Demoralization Points than the Central Powers.

**Central Powers Marginal Victory:** There are no marginal Central Powers victory conditions.

**Entente Marginal Victory:** The Entente holds any Gallipoli hexes, and the Central Powers suffer at least twice as many Demoralization Points as the Entente.

**Entente Substantial Victory:** There are no Substantial Entente victory conditions.

**Entente Decisive Victory:** The Entente holds all the Gallipoli hexes.

## 27. Gallipoli Scenario Set-up Instructions

### 27-1 Ottoman Set-up

#### Units under 5th Army control

Hex	Unit	Designation
3710	1 x 1-6 Cav X	1 Bag
3810	1 x 1-4 Inf III	Gel J
3811	III XXX HQ	(2sp)
3811	1 x 3-4 Inf XX	19
	1 x 3-3 Art III	8
3812	1 x 3-4 Inf XX	9
3813	1 x 3-4 Inf XX	3
3814	1 x 3-4 Inf XX	11
3910	1 x 3-4 Inf XX	7
3911	5th XXXX HQ	(5sp)
3914	XV XXX HQ	(3sp)
3916	1 x 1-4 Inf III	Can J
4009	1 x 3-4 Inf XX	5

#### Uncommitted forces (1st and 2nd Armies)

Hex	Unit	Designation
3604	II XXX HQ	(2sp)
	2 x 3-4 Inf XX	4, 6
4520	IV XXX HQ	(1sp)
	1 x 3-4 Inf XX	10, 12
4603	1 x 3-4 Inf XX	1
4604	1 x 3-4 Inf XX	2
4704	I XXX HQ	(2sp)
	1 x 3-4 Inf XX	20
4804	1st XXXX HQ	(1sp)
4904	V XXX HQ	(2sp)
	3 x 3-4 Inf XX	13, 14, 15
4905	2nd XXXX HQ	(5sp)
	VI XXX HQ	(5sp)
	3 x 3-4 Inf XX	16, 24, 26

Trench Markers in hexes 3810, 3811, 3812, 3813, 3814, 3910, 3916, 4009, 4603, 4604

### 27-2 Entente Set-up

#### British Forces

Hex	Unit	Designation
3315	MEF XXXX HQ	(15sp)
	IX XXX HQ	(5sp)
	1 x 7-4 Inf XX	29
	1 x 4-4 Inf XX	RN
	1 ANZAC XXX HQ	(5sp)
	1 x 8-5 Inf XX	NZ&A
	1 x 6-5 Inf XX	1Aus
3313	2 x 6 Naval Units	

12 Division Equivalents of Amphibious Assault Lift Capacity

#### French Forces

Hex	Unit	Designation
3315	1 x 6-4 Inf XX	1 CEO

(use 17 Col unless you can use the 1CEO from the West Front game)

## 28. Gallipoli Scenario Reinforcement Schedule

### 28-1 Entente Reinforcements

Entente reinforcements and supply points arrive on Mudros (hex 3315).

All units are British unless otherwise noted.

### Supply and Replacements

#### June 1915-August 1915

##### Every Month Turn 1

10 Supply Points  
1 x 2-3 RPL XX  
1 x 1-3 RPL XX ANZAC  
1 x 1-3 RPL XX French

#### September 1915-November 1915

##### Every Month Turn 1

10 Supply Points  
1 x 3-3 RPL XX  
1 x 1-3 RPL XX ANZAC  
1 x 1-3 RPL XX French

#### 1 May 1915

1 x 2-4 Inf X 29 Ind

#### 2 May 1915

##### French:

Orient XXXX HQ  
1 x 5-4 Inf XX 2CEO  
(use 156 unless you can use the 2CEO from the West Front game)

#### 3 May 1915

1 x 6-4 Inf XX 42T  
1 x 1-5 Inf X ANZH

#### 4 May 1915

1 x 1-5 Inf X ALH

#### 1 July 1915

1 x 1-3 RPL XX Ind

#### 3 July 1915

1 x 6-4 Inf XX 13

#### 6 July 1915

1 x 6-4 Inf XX 52T

<b>1 August 1915</b> VIII XXX HQ 5 Additional Division Equivalents of Amphibious Assault Lift Capacity	1 x 3-4 InfXX	15
<b>2 August 1915</b> 1 x 7-4 InfXX 10 1 x 6-4 InfXX 11 1 x 6-5 InfXX 2Aus	<b>2 June 1915</b> 2 x 3-4 InfXX	1, 4
<b>3 August 1915</b> 2 x 6-4 InfXX 53T, 54T	<b>3 June 1915</b> 1 x 3-4 InfXX	6
<b>4 August 1915</b> 1 x 2-4 InfXX 2Mtd	<b>2 July 1915</b> XIV XXX HQ 2 x 3-4 InfXX	8, 10
<b>1 October 1915</b> <b>Withdrawal:</b> 1 x 7-4 InfXX 10 <b>French Withdrawal:</b> Orient XXXX HQ 1 x 5-4 InfXX 156	<b>3 July 1915</b> 1 x 3-4 InfXX	13
	<b>4 July 1915</b> V XXX HQ 1 x 3-4 InfXX	14
	<b>3 August 1915</b> 1 x 3-4 InfXX	24
	<b>1 September 1915</b> VI XXX HQ 1 x 3-4 InfXX	26
	<b>2 September 1915</b> 1 x 3-4 InfXX	25
	<b>1 November 1915</b> 10 Supply Points	
	<b>2 November 1915</b> <b>Austro-Hungarian:</b> 1 x 4-3 S Art I	9S
	<b>4 November 1915</b> <b>Austro-Hungarian:</b> 1 x 1-4 Art II	36

## 28-2 Central Powers Reinforcements

All supply points and reinforcements arrive at the 5th Army HQ. The 5th Army HQ can't receive any supply points or reinforcements the turn of any move. Reinforcements are delayed until the next turn the 5th HQ elects not to move. If Gallipoli is linked to any other game, the army HQ responsible for Gallipoli operates under this rule. This rule only covers HQs supplying units south of hex 4009 (inclusive).

All units are Ottoman unless otherwise noted.

## Supply and Replacements

### June 1915-August 1915 Every Month Turn 1

2 Supply Points  
3 x 1-3 RPLXX

**2 May 1915**  
V XXX HQ  
1 x 3-4 InfXX 16

**3 May 1915**  
1 x 3-4 InfXX 12

**4 May 1915**  
1 x 3-4 InfXX 2

**6 May 1915**

The Entente Rail Network has a capacity of 2 divisions in this scenario. The Greek Rail Network has a capacity of 1 division.

**29-1** Use the reinforcement schedule in section 38 for the time period covered by this scenario.

## The Entrenched Camp

**29-2** The British insisted on the creation of a system of fortifications to protect Thessalonica. Until this “Entrenched Camp” is completed, only the British 10th Division can move and attack more than three hexes from Thessalonica. All other British units must remain within 3 hexes of Thessalonica. The Entrenched Camp consists of trenches in hexes 2013, 2113, 2213, and 2413. The camp is built in accordance with Standard Rule 22. These trenches are permanent, and a garrison of five (5) Strength Points in any combination of hexes comprising the camp must be maintained until 1918. These trenches are never removed or converted to devastation markers unless occupied by Central Powers units.

**29-3** Once established, the Entente suffer 5 Demoralization Points the first time a Central Powers unit occupies each camp hex. When any hex of the camp is occupied by the Central Powers, the trench marker is removed. If the Entente later regains the hex, there is no further requirement to replace the trench marker.

## Greek Neutrality

**29-4** Entente units may move freely within the part of Greece north of the 1881 border. Any Entente unit that enters other parts of Greece while Greece is still neutral is removed from play (it is interned).

**29-5** Although Entente units (French and British) are operating out of Greece, it is still considered a neutral country by the Central Powers. Central Powers units may not cross the Greek border if Greece is neutral. They may, however, attack Entente units across the border.

**29-6** The Central Powers player can decide to invade Greece prior to 2 August 1916 at the cost of 20 Demoralization Points. There is no penalty after 2 August 1916. This invasion is only into the area of Greece north of the 1881 border. Only German and Austro-Hungarian units can be the first units to enter Greece during the invasion. Bulgarian and Ottoman units may freely enter Greece the turn

## 29. Makedonya Cephesi Scenario Rules

**Map:** 7-6.

**Combatants:** The Central Powers (Germany, Austria-Hungary, Bulgaria, and the Ottoman Empire) vs. the Entente (Serbia, Great Britain, France, Italy, Greek National Defense Forces, and later Greece).

### Rail Capacities:

The Austro-Hungarian Rail Network has a capacity of 3 divisions in this scenario. The Bulgarian Rail Network has a capacity of 2 divisions. The Ottoman Rail Network has a capacity of 2 divisions.

after German or Austro-Hungarian invasion.

**29-7** Greek Army. Greek units cannot attack or move until they enter the war. They will counterattack if attacked. Entente units ignore all Greek ZOCs, but Central Powers units must pay appropriate ZOC movement costs at all times. The first time a Central Powers unit enters a particular Greek unit's ZOC, it must stop. At the beginning of the next Central Power Movement Phase, the Central Power player rolls one die for each Greek occupied hex in a Central Power's ZOC. On a roll of 1, at least 2 Central Powers infantry or cavalry strength points must stay in contact with that unit (within the Greek unit's ZOC). The Greek unit is removed after one month. On a roll of 2-6, the Greek unit is immediately removed.

**29-8** Greek War Entry. On the 1 June 1917 turn, the Entente must move two division equivalents (a total of 12 Strength Points) to occupy Athens (2826). These units involved must start from the Entente occupied part of Greece or Macedonia and move into Old Greece. Once Athens is occupied, Greece enters the war as part of the Entente. Both Entente and Central Powers units can then freely enter Old Greece. Greek regular units cannot move or attack until released per the Reinforcement Schedule. Convert the follow 1-4 Inf XXs to 2-4 Inf XXs if still on the map: I, II, III, IV, V, VII, IX, XIII, XIV. Remove the following 1-4 Inf XXs if still on the map: VI, VIII, X, XI, XII. Remove the following XXX HQs if still on the map: B, C, D, E.

### Bulgarian Surrender

**29-9** Prior to September 1918, occupation of Sofia (1902) by the Entente results in an instant Entente Decisive Victory.

**29-10** Beginning September 1918, trenches do not confer retreat benefits when only Bulgarian units are defending (Standard Rule 22-8 does not apply).

**29-11** Starting September 1918, record the first turn in which a Bulgarian unit retreats after combat. Starting three turns afterward, Bulgaria will surrender at the end of any Entente Combat phase in which Bulgaria has suffered 6 strength points since Turn 1 of September 1918.

**29-12** Starting September 1918, Bulgaria will surrender at the end of any Entente turn in which the Entente moves into a hex four or fewer hexes away from Sofia (1902) previously unoccupied by the Entente.

**29-13** If Bulgaria surrenders, immediately remove all Bulgarian units from the map. The Central Powers Player receives the following reinforcements from the turn of surrender:

Turn +5  
Austro-Hungarian:  
2 x 1-4 InfX 59, 60  
German:  
1 x 6-5 InfXX 219

Turn +6  
Austro-Hungarian:  
2 x 2-4 InfX 117, 118  
German:  
1 x 5-5 InfXX 217

**29-14** (Optional) Bulgaria fights to the end. Rules 29-9 through 29-13 do not apply, and hex 1201 is not part of the Entente player decisive victory conditions.

**29-15** The German 101 and 103 5-5 Mtn XXs are not included in the counter sheets for this game. Players can either use these counters from Serbia the Defiant or use the substitute counter listed in the Set-up or Reinforcement schedule for the applicable scenario.

## 30. Makedonya Cephesi

### Autumn 1916

#### Scenario Specific Rules

**Map:** Only hex columns 12xx (inclusive) and higher (those to the east of 12xx) are in play.

**First Turn:** Entente Turn 2 of August 1916.

**Last Turn:** Turn 3 of November 1916.

**Rail Lines:** All part of the country that they are in, except that the Austro-Hungarian Rail Network includes Rail Lines in Serbia, and the Entente Rail Network consists of the Rail Lines in Greece north of the xx14 row of hexes. Place railhead markers in hexes 1711 and 2209 for the Central Powers and hexes 1314, 1811, and 2110 for the Entente.

## Victory Conditions

When playing this scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (see DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

**Central Powers Decisive Victory:** The Central Powers controls Thessalonica (2114), and the Entente suffers more Demoralization Points than the Central Powers.

**Central Powers Substantial Victory:** The Entente suffers at least twice as many Demoralization Points as the Central Powers.

**Central Powers Marginal Victory:** The Entente suffers more Demoralization Points than the Central Powers.

**Entente Marginal Victory:** The Entente controls Thessalonica (2114), and the Central Powers suffer more Demoralization Points than the Entente.

**Entente Substantial Victory:** The Entente controls Monastir (1313), and the Central Powers suffer at least twice as many Demoralization Points as the Entente.

**Entente Decisive Victory:** The Entente controls both Monastir (1313) and Kavella (2711), and the Central Powers suffer more Demoralization Points than the Entente.

## 31. Makedonya Cephesi

### Autumn 1916 Scenario

#### Set-Up Instructions

#### 31-1 Entente Set-up

#### Serbian Forces

Hex	Unit	Designation
1314	1 x 3-4 InfXX	Dan
1413	1 x 3-4 InfXX	Drn
1414	3rd XXXX HQ	(3sp)
1513	1 x 3-4 InfXX	Shu
1514	2nd XXXX HQ	(3sp)
1612	1 x 3-4 InfXX	Mor
1613	1 x 3-4 InfXX	Tim
1813	1st XXXX HQ	(3sp)
2013	1 x 3-4 InfXX	Yug
	1 x 1-6 Cav X	Cav

French Forces		
Hex	Unit	Designation
1712	1 x 5-4 InfXX	122
1814	1 x 5-4 InfXX	156
1911	1 x 6-4 InfXX	17Col
2010	1 x 4-4 InfXX	57R
2114	Orient XXXX HQ (0)-3 Eng III	(16sp) Ornt

Russian Forces		
Hex	Unit	Designation
2012	1 x 2-4 Inf X	2Sp

British Forces		
Hex	Unit	Designation
1811	3 x 2-4 Inf X 1 x 2-4 Art (III)	66, 77, 79 LXI
1911	1 x 2-4 Inf X 1 x 2-4 Art (III)	65 XXXVII
1912	2 x 2-4 Inf X	67, 78
1913	XII XXX HQ (0)-3 Eng III	(9sp) Sal
2012	2 x 2-4 Inf X	29, 30
2110	1 x 2-4 Inf X	83
2112	XVI XXX HQ 1 x 2-4 Art (III)	(9sp) LXXV
2114	1 x 2-3 Siege I	84S
2209	1 x 1-6 Cav X	7Mtd
2210	1 x 2-4 Inf X	85
2213	2 x 2-4 Inf X 1 x 1-4 Art X	81, 82 IIIM
2311	1 x 2-4 Inf X	84
2512	1 x 2-4 Inf X	80

Trenches: Only frontline British unit hexes have trench markers (unless using optional forces). Place these markers in hexes: 1913, 2012, 2113, 2213, 2311, and 2512.

### 31-2 Central Powers Set-up

Bulgarian Forces		
Hex	Unit	Designation
1213	2 x 2-4 Inf X	1/8, 3/8
1312	1st XXXX HQ 1 x 0-3 Eng III	(6sp) 1
1313	1 x 2-4 Inf X	2/8
1412	2 x 2-4 Inf X	1/3, 3/3
1512	1 x 2-4 Inf X	2/3
1611	1 x 2-4 Inf X	2/5
1711	3 x 2-4 Inf X	1/5, 3/5
1810	3 x 2-4 Inf X	1/9, 2/9, 3/9
1910	2 x 2-4 Inf X	1/6, 3/6
2008	2nd XXXX HQ	(6sp)
2009	3 x 2-4 Inf X	1/11, 2/11 3/11
2109	2 x 2-4 Inf X	1/7, 2/7, 3/7
2208	1 x 2-4 Inf X	2/2
2308	1 x 2-4 Inf X	1/2, 3/2

2909	1 x 2-4 Inf X	1/10
2910	2 x 2-4 Inf X	2/10, 3/10

### German Forces

Hex	Unit	Designation
1610	11th XXXX HQ	(7sp)
1711	1 x 5-5 InfXX	217

### 31-3 Neutral Powers Set-up

#### Greek Forces

Hex	Unit	Designation
0819	E XXX HQ 1 x 1-4 InfXX	(0sp) XIV*
1121	1 x 1-4 InfXX	IX*
1423	1 x 1-4 InfXX	VIII*
1515	1 x 1-4 InfXX	XII*
1714	1 x 1-4 InfXX	X*
2019	1 x 1-4 InfXX	I*
2114	C XXX HQ 1 x 0-3 Eng III 1 x 1-4 InfXX	(0sp) 1 XI*
2310	1 x (1)-6 Cav X	Cav
2609	1 x 1-4 InfXX	VI*
2711	D XXX HQ	(0sp)
2711	1 x 1-4 InfXX	VII*
2724	1 x 1-4 InfXX	XIII*
2826	A XXX HQ	(0sp)
2826	1 x 1-4 InfXX	II*

Off map in the Peloponnesus:  
These following arrive in any Athens Hex once they are released:

B XXX HQ	(0sp)
1 x 1-4 InfXX	III*, IV*

### 32. Makedonya Cephesi Spring 1917 Scenario Specific Rules

**Map:** Only hex columns 10xx (inclusive) and higher (those to the east of 10xx) are in play.

**First Turn:** Entente Turn 2 of April 1917.

**Last Turn:** Turn 6 of May 1917.

**Rail Lines:** All part of the country that they are in, except that the Austro-Hungarian Rail Network includes Rail Lines in Serbia, and the Entente Rail Network consists of the Rail Lines in Greece north of the xx14 row of hexes. Place railhead markers in hexes 1313, 1711, and 2209 for the Central Powers and hexes 1314, 1811, and 2110 for the Entente.

### Victory Conditions

When playing this scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (see DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

**Central Powers Decisive Victory:** The Central Powers controls Thessalonica (2114), and the Entente suffers more Demoralization Points than the Central Powers.

**Central Powers Substantial Victory:** The Entente suffers at least twice as many Demoralization Points as the Central Powers.

**Central Powers Marginal Victory:** The Entente suffers more Demoralization Points than the Central Powers.

**Entente Marginal Victory:** The Entente controls Thessalonica (2114), and the Central Powers suffer more Demoralization Points than the Entente.

**Entente Substantial Victory:** The Entente controls Thessalonica (2114), and the Central Powers suffer at least twice as many Demoralization Points as the Entente.

**Entente Decisive Victory:** The Entente controls Monastir (1313), the Central Powers suffer more Demoralization Points than the Entente.

### 33. Makedonya Cephesi Spring 1917 Scenario Set-Up Instructions

#### 33-1 Entente Set-up

##### Italian Forces

Hex	Unit	Designation
1313	1 x 4-4 InfXX 1 x 2-4 Inf X	35 Irv

##### British Forces

Hex	Unit	Designation
1911	1 x 7-4 InfXX 1 x 6-4 InfXX 2 x 2-4 Inf X	22 60T 77, 78
1912	1 x 2-4 Inf X	83
2010	1 x 2-4 Inf X	79
2011	XII XXX HQ 1 x 1-6 Cav X	(12sp) 8Mtd

2110	2 x 2-4 Inf X	85, 228
2210	1 x 7-4 Inf XX	10
2211	XVI XXX HQ	(12sp)
	1 x 2-4 Inf X	84
2311	2 x 2-4 Inf X	81, 82
2312	1 x 1-6 Cav X	7Mtd
2512	2 x 2-4 Inf X	80

Following units in any hex on or behind Entente front line:

1 x 2-3 Siege I	84S
4 x 2-4 Art X	XX, XXXVII, LXI, LXXXII
2 x 1-4 Art (III)	IIIM, IV HLM

#### Greek ND Forces

Hex	Unit	Designation
1811	1 x 3-4 Inf XX	Srs
1814	1 x 3-4 Inf XX	Arch

#### French Forces

Hex	Unit	Designation
1014	1 x 2-RR Orent	
	1 x 3-4 Art 1 Orent	
	1 x 4-4 Inf XX	76R
1213	1 x 5-4 Inf XX	156
1313	1 x 6-4 Inf XX	11Col
	1 x 4-4 Inf XX	57R
1413	2 x 6-4 Inf XX	16Col, 17Col
1414	Orient XXXX HQ	(20sp)
	1 x 0-3 Eng III	Ornt
	1 x 6-4 Inf XX	30
1811	1 x 5-4 Inf XX	122

#### Serbian Forces

Hex	Unit	Designation
1514	1 x 1-6 Cav XX	Cav*
1612	3 x 3-4 Inf XX	Drn, Mor, Dan
1613	1st XXXX HQ	(5sp)
1712	2 x 3-4 Inf XX	Tim, Shu
1713	2nd XXXX HQ	(5sp)
	1 x 3-4 Inf XX	Yug

#### Russian Forces

Hex	Unit	Designation
1513	2 x 2-4 Inf X	2Sp, 4Sp

Trenches: All occupied hexes in enemy ZOC's contain trenches. Additionally, the following hexes contain trench markers: 1913, 2012, 2113, 2213, and 2114.

### 33-2 Central Powers Set-up

#### Bulgarian Forces

Hex	Unit	Designation
1113	1 x 2-4 Inf X	1/6
1211	1 x 2-4 Inf X	1/Comb
1212	2 x 2-4 Inf X	1/1, 3/6

1311	1 x 2-4 Inf X	2/Comb
1312	2 x 2-4 Inf X	2/1, 3/1
1409	2 x 2-4 Mtn X	1/14, 2/14
1411	1 x 2-4 Inf X	3/Comb
1412	3 x 2-4 Inf X	1/8, 2/8, 3/8
1512	3 x 2-4 Inf X	1/2, 2/2, 3/2
1610	1st XXXX HQ	(6sp)
1611	3 x 2-4 Inf X	1/3, 2/3, 3/3
1711	2 x 2-4 Inf X	1/5, 2/5
1810	2 x 2-4 Inf X	3/5, 2/9
2008	2nd XXXX HQ	(6sp)
2009	2 x 2-4 Inf X	1/9, 3/9
2109	2 x 2-4 Inf X	1/11, 2/11
2209	2 x 2-4 Inf X	3/7, 3/11
2310	3 x 2-4 Inf X	1/7, 2/7, 3/10
2410	2 x 2-4 Inf X	1/10, 2/10

#### German Forces

Hex	Unit	Designation
1211	LXII XXX HQ	(4sp)
1311	11th XXXX HQ	(6sp)
1411	LXI XXX HQ	(4sp)
1412	1 x 4-4 Inf XX	302
1910	1 x 5-5 Inf XX	101

(use the 217 Inf XX)

#### Austro-Hungarian Forces

Hex	Unit	Designation
1013	1 x 1-4 Inf X	220L

#### Ottoman Forces

Hex	Unit	Designation
2511	2 x 1-4 Inf III	103, 104
2611	1 x 1-4 Inf III	105

(These three regiments comprise the 50th Inf XX)

Trenches: All occupied hexes in enemy ZOC's contain trenches.

### 33-3 Neutral Powers Set-up

#### Greek Forces

Hex	Unit	Designation
0819	E XXX HQ	(0sp)
	1 x 1-4 Inf XX	XIV*
1121	1 x 1-4 Inf XX	IX*
1423	1 x 1-4 Inf XX	VIII*
1515	1 x 1-4 Inf XX	XII*
1714	1 x 1-4 Inf XX	X*
2019	1 x 1-4 Inf XX	I*
2114	C XXX HQ	(0sp)
	1 x 0-3 Eng III	1
	1 x 1-4 Inf XX	XI*
	1 x (1)-6 Cav X	Cav
2724	1 x 1-4 Inf XX	XIII*
2826	A XXX HQ	(0sp)
2826	1 x 1-4 Inf XX	II*

Off map in the Peloponnesus:

These following arrive in any Athens Hex once they are released:

B XXX HQ	(0sp)
1 x 1-4 Inf XX	III*, IV*

## 34. Makedonya Cephesi 1918 Scenario Specific Rules

**Map:** Only hex columns 08xx (inclusive) and higher (those to the east of 08xx) are in play.

**First Turn:** Entente Turn 4 of September 1918.

**Last Turn:** Turn 3 of November 1918.

**Rail Lines:** All part of the country that they are in, except that the Austro-Hungarian Rail Network includes Rail Lines in Serbia, and the Entente Rail Network consists of the Rail Lines in Greece north of the XX14 row of hexes. Place railhead markers in hexes 1810, 2209, 1313, 1711, and 2209 for the Central Powers and hexes 1313, 1811, 2110 for the Entente.

### Victory Conditions

When playing this scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (see DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

**Central Powers Decisive Victory:** The Central Powers controls Thessalonica (2114), and the Entente suffers more Demoralization Points than the Central Powers.

**Central Powers Substantial Victory:** The Entente suffers at least twice as many Demoralization Points as the Central Powers.

**Central Powers Marginal Victory:** The Entente suffers more Demoralization Points than the Central Powers.

**Entente Marginal Victory:** The Entente controls Perlepe (1410), and The Central Powers suffer more Demoralization Points than the Entente.

**Entente Substantial Victory:** The Entente controls Skopje (1207), and the Central Powers suffer at least twice as

many Demoralization Points as the Entente.

**Entente Decisive Victory:** The Entente controls Sofia (1902) and hex 1201.

## 35. Makedonya Cephesi 1918 Scenario Set-Up Instructions

### 35-1 Entente Set-up

#### Italian Forces

Hex	Unit	Designation
1413	1 x 4-4 Inf XX 1 x 2-4 Inf X	35 Irv

#### French Forces

Hex	Unit	Designation
0914	1 x 4-4 Inf XX	57R
1014	1 x 5-4 Inf XX	156
1213	1 x 6-4 Inf XX	30
1313	1 x 4-4 Inf XX	76R
1513	1 x 6-4 Inf XX	11Col
1612	1 x 5-4 Inf XX	122
1613	Orient XXXX HQ (22sp) 1 x 0-3 Eng III	Ornt
1712	2 x 6-4 Inf XX	17Col 16Col

Following Units in any hex on or behind Entente front line:

2 x 3-4 Art III 1 Ornt,  
2 Ornt

1 x 2-RROrnt

#### Serbian Forces

Hex	Unit	Designation
1513	1 x 3-4 Inf XX	Dan
1514	2nd XXXX HQ 1 x 1-6 Cav XX	(5sp) Cav*
1612	3 x 3-4 Inf XX	Mor, Drn, Yug
1613	1st XXXX HQ	(5sp)
1712	2 x 3-4 Inf XX	Tim, Shu

#### British Forces

Hex	Unit	Designation
1811	1 x 7-4 Inf XX	27
1911	1 x 7-4 Inf XX	26
2010	1 x 7-4 Inf XX	22
	XII XXX HQ	(12sp)
2110	XVI XXX HQ 1 x 7-4 Inf XX	(12sp) 28
2210	1 x 2-4 Inf X	228

Following units in any hex on or behind Entente front line:

5 x 2-3 Art X XX, LXI,  
XXXVII,  
LXXV,  
LXXXII

1 x 2-3 Siege I	84 S
2 x 1-4 Art X	III M, IV HLM
1 x 0-3 Eng III	Sal

#### Greek Forces

Hex	Unit	Designation
1014	1 x 3-4 Inf XX	III
1415	1 x 2-4 Inf XX	IX*
1712	1 x 2-4 Inf XX	IV*
1811	1 x 2-4 Inf XX	Arch*
2010	1 x 2-4 Inf XX	XIV*
2011	1 x 2-4 Inf XX	Srs*
2111	1 x 2-4 Inf	Crt*
2210	1 x 2-4 Inf XX	II*
2211	ND XXX HQ A XXX HQ 1 x 0-3 Eng III 1 x 2-3 Art X	(6sp) (6sp) 1 ND
2311	1 x 3-4 Inf XX	I
2512	1 x 3-4 Inf XX	XIII

Trenches: All occupied hexes in enemy ZOC's contain trenches. Additionally, the following hexes contain trench markers: 2013, 2113, 2213, and 2413.

### 35-2 Central Powers Set-up

#### Austro-Hungarian Forces

Hex	Unit	Designation
0813	2 x 1-4 Inf X	220L, Orient

#### German Forces

Hex	Unit	Designation
1211	LXII XXX HQ	(6sp)
1311	11th XXXX HQ	(6sp)
1411	LXI XXX HQ	(6sp)
1412	1 x 4-4 Inf XX	302

#### Bulgarian Forces

Hex	Unit	Designation
0812	1 x 2-4 Inf X	1/Comb
0913	2 x 2-4 Inf X	2/Comb, 3/Comb
1013	1 x 2-4 Inf X	3/6
1113	1 x 2-4 Inf X	1/6
1212	1 x 2-4 Inf X	2/6
1312	3 x 2-4 Inf X	1/1, 2/1, 3/1
1412	3 x 2-4 Inf X	1/4, 2/4, 3/4
1512	3 x 2-4 Inf X	1/2, 2/2, 3/2
1610	1st XXXX HQ 1 x 0-3 Eng III	(8sp) 1
1611	2 x 2-4 Inf X	1/3, 2/3
1711	4 x 2-4 Inf X	1/5, 2/5, 3/5, 3/3
1810	2 x 2-4 Mtn X 1 x 2-4 Inf X	1/14, 2/14, 1/9
1910	2 x 2-4 Inf X	2/9, 3/9
2008	2nd XXXX HQ	(8sp)

2009	2 x 2-4 Inf X	1/11, 2/11,
2109	1 x 2-4 Inf X	3/11
2209	2 x 2-4 Inf X	1/7, 3/7
2310	2 x 2-4 Inf X	2/7, 3/8
2410	2 x 2-4 Inf X	1/8, 2/8
2511	2 x 2-4 Inf X	1/10, 2/10
2611	1 x 2-4 Inf X	3/10
2711	1 x 2-6 Cav XX	1
2810	1 x 2-6 Cav XX	2

Trenches: All occupied hexes in enemy ZOC's contain trenches.

## 36. Makedonya Cephesi Duration Game

**Map:** Only hex columns 08xx (inclusive) and higher (those to the east of 08xx) are in play.

**First Turn:** Turn 2 of October 1915.

**Last Turn:** Turn 3 of November 1918.

**Rail Lines:** All part of the network of the country they are in, except that the area of Greece north of the 1881 border is part of the Entente rail network.

**36-1** Once Skopje (1207) or any rail hex between Skopje and hex 0501 is occupied by the Central Powers, all Serbian units must retreat to either a British or French controlled hex (control includes the ZOC), or if that is impossible, must retreat to Durres (0313). As soon as a Serbian unit reaches any of these hexes, it is immediately removed from the game. Note that this may mean Serbian units are operating in hex columns 03xx to 07xx in Albania. They may only do so to reach Durres as soon as possible and withdraw from Albania.

**36-2** Once Skopje (1207) or any rail hex between Skopje and hex 0501 is occupied by the Central Powers, place the Greek XIV\* 1-4 Inf division and the E XXX HQ in hex 0819.

### Victory Conditions

When playing this scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (see DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

**Central Powers Decisive Victory:** The Central Powers controls Thessalonica

(2114) and the Entente suffers more Demoralization Points than the Central Powers.

### Central Powers Substantial Victory:

The Entente suffers at least twice as many Demoralization Points as the Central Powers.

### Central Powers Marginal Victory:

The Entente suffers more Demoralization Points than the Central Powers.

**Entente Marginal Victory:** The Entente controls Perlepe (1410), and the Central Powers suffer more Demoralization Points than the Entente.

**Entente Substantial Victory:** The Entente controls Skopje (1207), and the Central Powers suffer at least twice as many Demoralization Points as the Entente.

**Entente Decisive Victory:** The Entente controls Sofia (1902) and hex 1201.

## 37. Makedonya Cephesi Duration Game Set-Up Instructions

### 37-1 Entente Set-up

Units marked \* are understrength.

#### Serbian Forces

Hex	Unit	Designation
1403	1 x 1-4 InfXX	Mor*
1505	1 x 1-4 InfXX	Drn*
1606	1 x 1-4 InfXX	Shu*
1708	1 x 1-4 InfXX	Tim*
1710	1 x 1-4 InfXX	Dan*

### 37-2 Central Powers Set-up

#### Bulgarian Forces

Hex	Unit	Designation
1504	1 x 2-4 InfX	2/3
1704	2nd XXXX HQ	(9sp)
1704	1 x 1-6 Cav XX	1
1705	2 x 2-4 InfX	1/3, 3/3
1806	1 x 2-4 InfX	1/7
1907	1 x 2-4 InfX	2/7
1809	1 x 2-4 InfX	3/7
2308	1 x 2-4 InfX	2/2
2507	1 x 2-4 InfX	3/2
2707	1 x 2-4 InfX	1/2
2908	1 x 2-4 InfX	3/10

2909	1 x 2-4 InfX	1/10
2910	1 x 2-4 InfX	2/10

### 37-3 Neutral Powers Set-up

#### Greek Forces

Hex	Unit	Designation
1121	E XXX HQ	(0sp)
1121	1 x 1-4 InfXX	IX*
1423	1 x 1-4 InfXX	VIII*
1515	1 x 1-4 InfXX	XII*
1714	1 x 1-4 InfXX	X*
2019	1 x 1-4 InfXX	I*
2114	C XXX HQ	(0sp)
	1 x 0-3 Eng III	1
	1 x 1-4 InfXX	XI*
	1 x (1)-6 Cav X	Cav
2310	1 x 1-4 InfXX	VI*
2609	1 x 1-4 InfXX	V*
2711	D XXX HQ	(0sp)
2711	1 x 1-4 InfXX	VII*
2724	1 x 1-4 InfXX	XIII*
2826	A XXX HQ	(0sp)
2826	1 x 1-4 InfXX	II*

Off map in the Peloponnesus:

These following arrive in any Athens Hex once they are released:

B XXX HQ	(0sp)
3 x 1-4 InfXX	III*, IV*, XIV*

## 38. Makedonya Cephesi Duration Game Reinforcement Schedule

### 38-1 Entente Reinforcements

All Entente reinforcements are received in hex 2114 (Thessalonica).

### Supply and Replacement Reinforcements

#### December 1915-November 1918

##### Odd Month Turn 1

1 British Supply Point
1 French Supply Point
1 x 1-3 RPL XX British
1 x 1-3 RPL XX French

##### April, August, December Turn 1

1 British Supply Point
1 French Supply Point
1 x 1-3 RPL XX British

##### February, June, October Turn 1

1 British Supply Point
1 French Supply Point
1 x 1-3 RPL XX French

## 1915

### 2 October 1915

#### British:

1 x 7-4 InfXX 10

#### French:

1 x 5-4 InfXX 156

### 3 October 1915

#### French:

Orient XXXX HQ (12sp)

#### Serbian:

1 x 2-3 InfXX RPL

### 4 October 1915

#### French:

1 x 4-4 InfXX 57R

### 6 October 1915

#### French:

1 x 0-3 Eng III Ornt

### 1 November 1915

#### British:

XII XXX HQ (7sp)

### 2 November 1915

#### British:

1 x 7-4 InfXX 28

1 x 0-3 Eng III Sal

#### French:

1 x 5-4 InfXX 122

### 3 November 1915

#### British:

XVI XXX HQ (7sp)

1 x 2-3 Art I 84 S

### 4 November 1915

#### British:

1 x 7-4 InfXX 22

1 x 2-4 Art X XXXVII

### 7 November 1915

#### British:

1 x 7-4 InfXX 26

### 1 December 1915

#### British:

1 x 7-4 InfXX 27

## 1916

### 4 February 1916

#### British:

1 x 1-4 Art X III M

### 4 February 1916

#### British:

1 x 1-6 Cav X 7Mtd

**3 March 1916****French:**

1 x 6-4 Inf XX 17 Col

**Russian:**

1 x 2-4 Inf X 2 Sp

**2 May 1916****Serbian:**

1 x 2-4 Inf XX Mor\*

**3 May 1916****Serbian:**

1st XXXX HQ (3sp)

1 x 2-4 Inf XX Drn\*

**Russian:**

1 x 2-4 Inf X 4 Sp

**4 May 1916****Serbian:**

1 x 2-4 Inf XX Shu\*

**5 May 1916****Serbian:**

2nd XXXX HQ (3sp)

1 x 2-4 Inf XX Tim\*

**6 May 1916****Serbian:**

3rd XXXX HQ (3sp)

1 x 2-4 Inf XX Dan\*

**7 May 1916****Serbian:**

1 x 2-4 Inf XX Yug\*

**1 June 1916****Serbian:**

1 x 1-6 Cav X Cav

**1 July 1916****French:**

1 x 3-4 Art III 1 Ornt

**3 July 1916**

Increase each Serbian Inf XX by 1 strength point if not in an enemy zone of control.

**3 August 1916****British:**

1 x 2-4 Art X LXI

**Italian:**2 x 2-4 Inf X Cag  
Sici**5 August 1916****British:**

1 x 2-4 Art X XX

**4 October 1916****Greek:**

ND XXX HQ

**1 November 1916****British:**

1 x 1-6 Cav X 8Mtd

**2 November 1916****Italian:**

1 x 2-4 Inf X Ivr

**4 November 1916****British:**

1 x 1-4 Art X IV HLM

**6 November 1916****Greek:**

1 x 3-4 Inf XX Srs

**5 December 1916****British:**

1 x 6-4 Inf XX 60T

**7 December 1916****French:**

1 x 6-4 Inf XX 16 Col

**1917****1 January 1917****Italian:**

1 x 1-3 RPL XX

**5 January 1917****British:**

1 x 2-4 Art X LXXXII

**3 February 1917****French:**

1 x 6-4 Inf XX 11 Col

**1 March 1917****French:**

1 x 4-4 Inf XX 76R

1 x 2-RR Ornt

**1 April 1917****French:**

1 x 6-4 Inf XX 30

**6 April 1917****Greek:**

1 x 3-4 Inf XX Arch

**1 May 1917****Serbian:**

3 x 2-3 Inf XX RPL

**2 May 1917****Greek:**

1 x 3-4 Inf XX Crt

**5 May 1917****British withdrawal:**

1 x 1-6 Cav X 8Mtd

**4 June 1917****British withdrawal:**

1 x 1-6 Cav X 7Mtd

**1 July 1917****British Withdrawal:**

1 x 6-4 Inf XX 60T

**4 August 1917****British Withdrawal:**

1 x 2-4 Art X XX

**5 August 1917****British Withdrawal:**

1 x 7-4 Inf XX 10

**1 October 1917****Russian withdrawal:**

2 x 2-4 Inf X 2Sp, 4Sp

**5 November 1917****Greek Released:**

A XXX HQ

**5 December 1917****Greek Released:**

1 x 2-4 Inf XX I

**1918****1 January 1918****Italian:**

1 x 1-3 RPL XX

**2 January 1918****British:**

1 x 2-4 Art X LXXV

**1 February 1918****French:**

1 x 3-4 Art III 2 Ornt

**3 February 1918****Greek Replace:**

1 x 2-4 Inf XX I

**With:**

1 x 3-4 Inf XX I

**2 March 1918****Greek Released:**

1 x 2-4 Inf XX XIII

**2 April 1918****Greek Released:**

1 x 2-4 InfXX III

**1 May 1918****Greek Replace:**

1 x 2-4 InfXX XIII

**With:**

1 x 3-4 InfXX XIII

**2 June 1918****Greek Released:**

1 x 2-4 InfXX II

**1 July 1918****Greek Replace:**

1 x 2-4 InfXX III

**With:**

1 x 3-4 InfXX III

**2 July 1918****Greek:**

1 x 2-3 ArtX ND

**Greek Released:**

1 x 2-4 InfXX IV

**6 August 1918****Greek Released:**

1 x 2-4 InfXX IX

**1 September 1918****Greek Released:**

1 x 2-4 InfXX XIV

**38-2 Central Powers  
Reinforcements**

Units marked \* are under strength.

Some units need to use an "alternate" unit ID due to counter mix limitations. Suggested "alternate" unit ID given in parenthesis.

All German and Austro-Hungarian units are received in hex 1201. All Bulgarian units are received in hex 1903 (Sofia) unless otherwise specified. All Ottoman units are received in hex 4804 (Istanbul).

**Supply and Replacement  
Reinforcements****December 1915-November 1918****Odd Month Turn 1**

1 German Supply Point  
1 Bulgarian Supply Point  
1 x 1-3 RPL XX Bulgarian

**Even Month Turn 1**

1 Bulgarian Supply Point  
1 x 1-3 RPL XX Bulgarian

**1915****5 October 1915****Bulgarian:**

2 x 2-4 InfX 1/11

2/11

3 x 1-4 InfX 1/12\*

2/12\*

3/12\*

**1 November 1915****Bulgarian:**

3 x 2-4 InfX 1/5, 2/5, 3/5

**3 November 1915****German:**

1 x 6-5 InfXX 103 (219)

**4 November 1915****Bulgarian:**

2 x 2-4 InfX 1/8, 1/9 0804

4 x 1-4 InfX 2/8\*, 3/8\*,

2/9\*, 3/9\*

**5 November 1915****Bulgarian:**

1st XXXX HQ (9sp) 1201

1 x 0-3 Eng III 1

(Eng III unit converts rail lines in Serbia to the Austro-Hungarian rail network)

**1 December 1915****German:**

1 x 5-5 InfXX 101 (217)

**2 December 1915****Bulgarian:**

3 x 2-4 InfX 1/6, 2/6, 3/6 1201

**3 December 1915****Bulgarian withdrawal:**

3 x 1-4 InfX 1/12\*, 2/12\*, 3/12\*

**4 December 1915****German:**

3 x 3-5 Mtn III 1AlpK, 2AlpK, 3AlpK

**5 December 1915****German:**

11th XXX HQ (6sp)

**1916****Turn 1 January 1916****Bulgaria:**

1 x 2-4 InfX 3/11

**German:**

1 x 1-3 RPL XX

**2 February 1916****Bulgarian withdrawal:**

1 x 1-6 Cav XX 1

1 x 2-4 InfX 2/6

**4 March 1916****German Withdrawal:**

3 x 3-5 Mtn III 1AlpK, 2AlpK, 3AlpK

**1 April 1916****German withdrawal:**

1 x 6-5 InfXX 103 (219)

**1 September 1916**

No Bulgarian 1-3 RPL XX

**1 October 1916**

No Bulgarian 1-3 RPL XX

**Bulgarian:**

2 x 2-4 InfX 1/Comb

2/Comb

**2 October 1916****Ottoman:**

XX XXX HQ (2sp)

1 x 3-4 InfXX 50

**1 November 1916**

No Bulgarian 1-3 RPL XX

**2 December 1916****Ottoman:**

1 x 3-4 InfXX 46

**1917****1 January 1917****German:**

1 x 1-3 RPL XX

**2 January 1917****German:**

1 x 4-4 InfXX 302

**5 January 1917****Bulgaria:**

4 x 2-4 InfX 1/1, 2/1, 3/1,

3/Comb

**1 February 1917****German:**

LXI XXX (2sp)

**1 March 1917****German:**

LXII XXX (2sp)

**Bulgarian:**

2 x 2-4 Mtn X 1/14, 2/14

**4 March: 1917****Ottoman:**

1 x 1-4 Inf III 177

**5 March 1917****Ottoman withdrawal:**

1 x 3-4 Inf XX 46

**1 April 1917****Ottoman withdrawal:**

XX XXXHQ

1 x 3-4 Inf XX 50

**1918****1 January 1918****German:**

1 x 1-3 RPL XX

**1 January 1918****Bulgarian:**

1 x 1-6 Cav XX 2

**1 March 1918****Bulgarian:**

1 x 2-4 Inf X 2/6

**6 March 1918****German withdrawal:**

1 x 5-5 Inf XX 101 (217)

**1 April 1918****Bulgarian:**

1 x 1-6 Cav XX 1

**1 May 1918****Ottoman withdrawal:**

1 x 1-4 Inf III 177

**1 June 1918****Bulgarian:**

3 x 2-4 Inf X 1/4, 2/4, 3/4

**7 July 1918****Austro-Hungarian:**

XIX XXXHQ

**3 August 1918****Austro-Hungarian:**

1 x 1-4 Inf X Orient

**2 September 1918****Austro-Hungarian:**

1 x 2-6 Cav XX 9

**1 October 1918****German:**

3 x 3-5 Mtn III 1AlpK, 2AlpK, 3AlpK

**2 October 1918****Austro-Hungary:**

1 x 2-4 Inf X 17

1 x 1-4 Inf X 18

## 39. Albanian Front Scenario

For all intents and purposes, the Albania Front was a completely separate campaign. Little effort was expended by either side to coordinate military operations on either side of the Balkan Peninsula. In Osmanli Harbi, the Albania Front is treated as a separate theater for this reason. Playing the Albania Campaign as part of Makedonya Cephesi is completely optional. It is recommended that this front only be added when playing the Makedonya Cephesi Duration Game or as part of the Grand Game.

**39-1** All the counters needed to play the Albanian Front are provided in Osmanli Harbi. However, these counters only represent the units involved as they were in 1918. Several units changed over the period of the war. In the Reinforcement Schedule, the Osmanli Harbi counter designation is provided. If players wish to use the counter with the correct historical designation at that time, it is provided in brackets. The counters in brackets are available in Serbia the Defiant game. Players can use these counters if they wish. The unit designation changes are incorporated in the Reinforcement Schedule. Some replacement actions are in brackets. If you are not using the additional counters, then ignore those replacements (the final counter is already in the game). Units that begin as mountain units are treated as mountain units until they are replaced in the schedule.

**39-2** Italian units. Because of the size of the theater and low troop density, the majority of the Italian units deployed to Albania operated as brigades. If the Entente player wishes to use division-size counters, he can use the counters from The Italian Front game. The following breakdown shows which brigades belonged to each division. Some of the divisions changed their composition during the war. Additionally, the Verona Brigade was disbanded in Italy in December 1917 and reformed in Albania in January 1918 using the Miliza Territoriale (MT)

Brigade. The Tanaro Brigade operated independently in 1918. The arrival and withdrawal of the individual brigades in the game indicate which divisions are available for use.

In 1916

38 XX Savona (Sav) Puglie (Pug)

43 XX Marche (Mar) Arno (Arno)

44 XX Verona (Ver) Tanaro (Tan)

In 1918

13 XX Palermo (Pal) Barletta (Bar)

36 XX Tanaro (Tan) Puglie (Pug)

38 XX Savona (Sav) Verona (Ver)

## 40. Albanian Front Set Up Instructions

(Turn 2 of August 1916)

### 40-1 Entente Set-up

**Italian Forces**

Hex	Unit	Designation
0417	XVIXXXHQ	(2sp)
	1 x 1-3 Art III	XVI
	2 x 2-4 Inf X	Sav, Tan
	1 x 1-4 Siegel	Alb
0518	1 x 1-4 Inf X	MT
	1 x 1-6 Cav X	IX

Trench Markers in hexes 0417, 0518

### 40-2 Central Powers Set-up

**Austro-Hungarian Forces**

Hex	Unit	Designation
0208	XIXXXXHQ	(2sp)
0313	2 x 1-4 Inf X	210L, 211L
	[1 x 2-4 Inf X	Sch]
0513	1 x 2-4 Inf X	94
	[1 x 1-4 Mtn X	14M]
1010	1 x 1-4 Inf X	220L
	[1 x 1-4 Mtn X	20LM]

## 41. Albanian Front Reinforcement Schedule

All Italian reinforcements are received in hex 0417 (Valona).

### 41-1 Italian Reinforcements

**January 1916-November 1918****January, July Turn 1**

1 Supply Point

1 x 1-3 RPL XX

**1915****2 December 1915**

CSIA XXX HQ (2sp)  
1 x 1-4 InfX MT

**4 December 1915**

1 x 2-4 InfX Sav  
1 x 1-3 Art III XVI

**5 December 1915**

1 x 2-4 InfX Ver

**1916****3 March 1916**

2 x 2-4 InfX Pug, Marc

**4 March 1916**

2 x 2-4 InfX Arno, Tan

**Replace:**

CSIA XXX HQ

**With:**

XVI XXX HQ

**5 March 1916**

1 x 1-4 Siege Alb  
(Must remain at Valona)

**6 April 1916**

1 x 1-6 Cav X IX

**7 April 1916****Withdrawal:**

2 x 2-4 InfX Ver, Pug

**2 June 1916****Withdrawal:**

2 x 2-4 InfX Marc, Arno

**1917****7 March 1917****Replace:**

1 x 1-4 Siege Alb

**With:**

(8) Valona

**1918****1 January 1918****Replace:**

1 x 1-4 InfX MT

**With:**

1 x 2-4 InfX Ver

**3 July 1918**

2 x 2-4 InfX Pug

**4 July 1918**

1 x 2-4 InfX Pal

**3 August 1918**

1 x 2-4 InfX XXIII

**1 June 1918**

1 x 1-4 InfX MT

1 x 2-4 InfX Bar

**41-2 Austro-Hungarian Reinforcements**

All Austro-Hungarian reinforcements are received in hex 0513 (Tirana).

**January 1916-November 1918****January, July Turn 1**

1 Supply Point

1 x 1-3 RPL XX

**1915****2 December 1915**

XIX XXX HQ (2sp)

1 x 2-4 InfX Sch

**4 December 1915**

1 x 2-4 InfX 94

**5 December 1915**

1 x 1-4 InfX 220L

**1916****2 January 1916****Replace:**

1 x 2-4 Inf X Sch

**With:**

2 x 1-4 InfX 210L, 211L

**3 September 1916****Withdrawal:**

1 x 1-4 InfX 210L

**2 October 1916****Replace:**

[1 x 1-4 Mtn X 20L M]

**With:**

[1 x 1-4 Mtn X 20M]

**1918****2 April 1918****Replace:**

[1 x 1-4 Mtn X 20M]

**With:**

[1 x 1-4 Inf X 220L]

**3 April 1918****Replace:**

1 x 1-4 Inf X 211L

**With:**

1 x 2-4 Inf X 93

**4 April 1918****Replace:**

[1 x 2-4 Mtn X 14M]

**With:**

[1 x 2-4 Inf X 94]

**1 July 1918**

2 x 2-4 Inf X 161L, 162L

## 42. Combined Makedonya Cephesi and Serbia Duration Game

**42-1** The Macedonian front may be linked with the Serbian Front using map 6-5 and 7-6. All rules in section 29 apply, as does 36-2.

**42-2** Use the deployment in Serbia and Romania Rulebook section 11 with the following changes:

a. Deploy the Bulgarian 1/10, 2/10, 3/10 Inf X according to rule 37-2).

b. The Serbian 1<sup>st</sup> and 3<sup>rd</sup> XXXX HQs start with 5 supply points each. The 2<sup>nd</sup> XXXX HQ starts with 3 and the Timok XXXX HQ starts with 2 supply points.

c. Greek units deploy according to rule 37-3.

**42-3** Use the reinforcement schedule in section 38, but ignore reinforcement units that are already on the maps. The Bulgarian 1/1, 2/1, 3/1 Xs withdraw 1 December 1915. For Germany and Serbia, use the Serbia and Romania Rulebook section 11 reinforcement schedules until 1916. Note that the German AlpK units will arrive according to Serbia and Romania rulebook section 11 (as two 4-5 X, not three 3-5 III), and withdraw according to section 38 (when the three 3-5 III are scheduled to withdraw- when they return, they return as three 3-5 III according to the normal schedule).

**42-4** All Montenegrin units are removed when there are no Entente units in Montenegro.

### Albania

**42-5** Hexes west of 08xx in Albania are not in play unless using the Albanian Front (section 39). This applies to corresponding hexes on map 6-5 as well. If using the Albanian Front, these hexes come into play when the Albanian Front is activated.

**42-6** If in use, the Albanian Front is considered active four turns after “Serbian Evacuation” (see rule 42-9), and both sides begin receiving reinforcements according to section 41. Any reinforcements scheduled for previous turns arrive immediately upon Albanian Front activation.

### Serbian Evacuation

**42-7** Serbian units may enter any hex in Albania (including those not in play) until “Serbian Evacuation” is triggered. After this event, they must observe the same restrictions as other units. Immediately remove any Serbian unit that enters Albania, keeping track of its strength, and number of supply points if an HQ.

**42-8** Central Powers units may not transfer supply between HQs of different counties before “Serbian Evacuation” is triggered.

**42-9** “Serbian Evacuation” is triggered when all surviving Serbian units have met one of three conditions at any time:

- The unit has entered Albania and been removed from the map.
- The unit has entered a hex in Greece.
- The unit has entered a hex adjacent to a British or French unit.

**42-10** When “Serbian Evacuation” is triggered, immediately remove all of the following units from the map:

- All Austro-Hungarian units and supply points.
- All German units except the 101, 103, and AlpK Inf units and the 11<sup>th</sup> XXXX HQ (all supply points in excess of 6 must be removed, however).
- Bulgarian 1/1, 2/1, 3/1 Inf units.

### Serbian Evacuated Reinforcements

**42-11** Ignore section 38 for Serbian reinforcements in May and June 1916,

except the HQ reinforcements. If any of these HQs are already on the map, the Entente still receives 3 Serbian supply points that turn.

**42-12** Total the number of evacuated Serbian infantry strength points and divide by three, rounding down. This is the number of Serbian infantry divisions that the Serbian player will receive as reinforcements. The remainder is the number of RPL strength points the Serbian player will receive on 3 July 1916. Example: 19 strength points of Serbian units are evacuated. The Serbian player will receive 6 divisions as reinforcements, and will later receive 1 additional RPL strength point during 3 July 1916.

**42-13** If the Serbian 1-6 Cav XX was evacuated, it will be received as a reinforcement.

**42-14** Total the number of supply points that were in evacuated Serbian HQs. This number of supply points will be received by Serbia on 3 July 1916.

**42-15** Units designated as reinforcements in rule 42-12 and 42-13 arrive one per turn beginning 2 May 1916 in any order the Entente player wishes. Serbian infantry divisions that arrive may be any Serbian units with 3-4 maximum strength, but these units arrive at 2-4\* reduced strength.

**42-16** The 3 July 1916 strength point increase only applies to infantry units that arrive according to rule 42-15.

### Victory Conditions

Use the victory conditions in section 36.

### Designer Comments

Designing the Osamnli Harbi games and scenarios present a constant series of challenges, interspersed with moments of discovery and excitement. The main challenge was the existing Der Weltkrieg game design. This game system was optimized for large armies supported by an existing mature logistical infrastructure (industry, railways, cities and ports). Armies consisted of tens of divisions, operating on small frontages. Massive trench systems, supported by hundreds of artillery pieces, stretched across the countryside.

This is not a good description of the fronts on which the Ottoman forces fought. Of the five different theaters covered in this installment of the Der Weltkrieg series, only the Macedonian Front comes close to fitting this pattern. However, Macedonia is the front where the Ottomans had the least involvement. The Caucasus, Mesopotamia, Palestine, and Gallipoli, were the major theaters of Ottoman operations during the war. The battles in these theaters were quite different from those fought in France, Russian and the Balkans. The challenge was how to integrate these 'secondary fronts' in a manner than didn't require the players to learn a completely different set of rules. The goal was to change as few of the current rules found in the existing Der Weltkrieg games. That this was, in my opinion, successfully accomplished reflects greatly on the inherent strength and simplicity of the Der Weltkrieg game system. Some of the differences and their solutions are discussed below.

### The Ottoman Army

The Ottoman Army in World War I displayed a spectrum of capabilities and limitations that almost defy modeling. On one hand the army was poorly equipped and supplied and suffered many defeats because of it. On the other hand the army achieved some spectacular results with few resources. Given the Der Weltkrieg game system, the question was how best to model this army while keeping the simplicity of the rules. As combat in Der Weltkrieg is an intertwining of strength, supply, and terrain, each was examined and their relationships drove the final design.

The baseline performance I decided to model was that fact that the Ottomans generally did well on the defense and experienced difficulties on the attack. Ottoman units tended to have fewer heavy weapons, were smaller in size, and lacked adequate supplies compared to their Entente counterparts.

Research highlighted that one key to Ottoman defensive success was their ability to rapidly counter-attack. In fact, I could argue that the Ottomans took the ability to rapidly form ad-hoc battle groups and effectively employ them to a higher level than their German mentors. While these counter-attacks often didn't regain the lost ground, they so disrupted the Entente plans as to prevent any

Entente decisive success. Only at Megiddo does one see the lack of any effective Ottoman counter-attack: the overwhelming nature of the Entente plan and material superiority destroyed any Ottoman capability at the start. The question is how to model this within the framework of Der Weltkrieg.

Part of the solution was already in-place: tripling the counter-attacking units. The Ottoman lack of heavy weapons and under-strength units could be reflected in their basic strength points. To give the Ottomans that tenacity in the defense, I decided that Ottoman units would always counter-attack as if supplied, regardless whether any supply points were expended. This meant that whatever strength was present in the defense would be effective. Hence Ottoman units counter-attack at full strength whether supplied or not. Note that Ottoman artillery units must still be supplied to counter-attack.

In combination with their lower combat strength, supply could now be used to meter offensive capability. Freed from the need to provide an adequate defense through supply, adjusting available supply points offered a means to control Ottoman offensive tempo during the game. The Ottoman player must have adequate supply points available or he will lack the strength to succeed on the offense. So the availability of Ottoman supply points limits the offensive ability of the army.

The Caucasus Front presented another challenge. How does a smaller army with limited offensive power defend a wide front? When play testing the Caucasus scenarios, it became clear that the Ottoman could do little against the better equipped and supplied Russian forces. Many of the Ottoman historical successes were based on superior mobility in the highly cross-compartmentalized terrain of the region. The mountain unit rating for all Ottoman units reflects the ability of these soldiers to march under severe conditions; the widespread use of mountain artillery; and their overall lack of heavy weapons.

## Logistics

The general rule was to make supply matter, but implement the effect in the game in manner to maintain ease of play. The players are commanders and have

staffs to take care of routine/mind numbing matters of counting rations and repairing rail lines. The challenge was the theaters covered in Osmanli Harbi lack the rail system that are central to the supply rules in the Der Weltkrieg series of games.

The Depot rules reflect that the Ottomans did supply their armies in these primitive theaters. The logic of simplicity stated to allow supply to happen. So supply points, reinforcement and replacements flow into these theaters at historical rates. Once in theater, players need to move supply points to where they are needed. The existing rules provide the mechanism to do this.

Mesopotamia provided a different requirement. The rivers were the supply lines and governed the British advance more than the Ottoman resistance. The rules had to allow for the Entente player the opportunity to win early in the war, yet must present the real challenges faced in that theater. The river supply rules regulates how large a force the Entente can push towards Baghdad, yet allows the opportunity to take risk.

Another factor is the desert. The desert provided a unique set of difficulties for the logisticians. Mesopotamia, and to a lesser extent, Palestine, is regulated by the deserts. The desert not only affects movement, but units can't exist in them for any length of time without supply. Der Weltkrieg assumes that units can exist without supply points. The out-of-supply rules were developed to reflect this unique condition set by the desert.

## Support units

Both sides employed units and equipment those impacts at the divisional level were synergistic rather than additive and generally played a minor role during the campaigns. Yet these units color many of the modern histories and are part of the excitement these campaigns generate. These units historically had only a tactical effect, lacking any real operational impact at the Der Weltkrieg game scale. The German machinegun companies of Paşa I and the British armored gun batteries are but two examples of these types of units. Not to include them would remove some of the historical flavor that attract people to these campaigns. The challenge was to determine their proper operational effect

and then create as few simple rules as possible to allow players to generate those effects. In some ways, the rules provided for these units are chrome, but I didn't wish to players stating the games lacked a certain historical feel. I do believe the rules developed to model their impact in the games are historically correct.

## Greece

Greece was a 'special situation' in World War One. The government was seen by the Entente as pro-Central Powers. The reality was that King Constantine was staunchly pro-neutral and refused to allow Greece to be forced into the war. While the Central Powers gladly accepted Greek neutrality, the Entente basically waged a campaign to force Greece into the war. The years 1914 to 1916 saw increasing Entente demands, to which Constantine acquiesced to maintain Greek neutrality. This resulted in virtually disbanding the Greek army, disarming many forts, the landing of an Entente force at Thessalonica, and surrendering control of parts of Greece to the Entente.

In return, the Entente continued to fomented rebellion against the King. They created a new government in the parts of Greece under Entente control. They raised a new army, the National Defense Force. In the end, the Entente forced Constantine's abdication and placed his son Alexander on the throne. Greece finally declared war against the Central Powers in 1917. The rules involving Greece follow the historical events, but set the conditions for other outcomes in the Der Weltkrieg Grand Game.

## Lawrence and the Arab Revolt

What is the Palestine Campaign without Lawrence? One of the key factors I considered during my research was determining how Lawrence's operations with the Arab Army shaped the historical campaign. In a nutshell, it had little effect on Ottoman and British operational decision-making and the eventual outcome. The Arab Revolt, as even Lawrence stated, was engaged in setting political conditions for after the war. The Ottomans decided early in the war that there was little to gain by holding the Arab lands.

In fact, the government decided that the empire would actual benefit in the postwar years by not having the Arab Peninsula. Based on this decision, the Ottomans held on to the Islamic Holy places and the key transportation links, abandoning all else if pushed. Only one additional division was committed by the army to the Arab peninsula during the four years of the war.

The effect of the Arab Revolt is modeled by the Ottoman garrison rule. Ottoman forces are required to garrison various locations until released. This represents the forces needed to maintain that portion of the Hejaz Railway on the Palestine map.

## Research

During the design work, I decided that these games and scenarios would showcase the strengths and weaknesses of the Ottoman Army. To do so, I set-out to use as many Ottoman sources as I could find. During the game development, I obtained a complete set of Turkish official history of World War I (22 volumes) and a separate 5 volume set addressing the movement of the Turkish forces by year and theater. This is the first WWI game that extensively uses Turkish sources to develop the rules and orders of battle. This does not mean the games and scenarios are perfect or final. I am positive that I have mistranslated or misunderstood something during the process. However, Osmanli Harbi reflects the best research to date from an Ottoman perspective. Any errors are my own.

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# TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost to Cross Hexside or Enter Hex	Combat Effects on Attacks	Combat Effects on Counterattacks
<b>Ocean</b>	Prohibited	Prohibited	Prohibited
<b>Clear</b>	1 MP	None	None
<b>Broken</b>	1 MP	-1 Die Roll	None
<b>Hilly</b>	1 MP	-2 Die Roll	+1 Die Roll
<b>Desert</b>	See Osmanli Harbi 3-1 to 3-4	See Osmanli Harbi 3-1 to 3-4	See Osmanli Harbi 3-1 to 3-4
<b>Woods</b>	2 MP	-2 Die Roll	+1 Die Roll
<b>Flood Plain</b>	See Osmanli Harbi 12-7, 12-8	See Osmanli Harbi 12-7, 12-8	See Osmanli Harbi 12-7, 12-8
<b>Swamp</b>	3 MP	-2 Die Roll	+1 Die Roll
<b>Rough</b>	3 MP	-3 Die Roll	+1 Die Roll
<b>Wooded Rough</b>	4 MP	-4 Die Roll	+2 Die Roll
<b>Mountain</b>	6 MP	Halve Attacker Strength	+3 Die Roll
<b>Alpine</b>	Prohibited	Prohibited	Prohibited
<b>Suburban</b>	Treat as Clear	None	None
<b>Urban</b>	1 MP	Halve Attacker Strength	+3 Die Roll
<b>Lake</b>	Prohibited	Prohibited	Prohibited
<b>Major River / Suez Canal / Bosphorus</b>	+3 MP Cannot be crossed by moving from a hex in an enemy ZOC to another hex in an enemy ZOC	Halve Attacker Strength if all Attacking Units attacking across Major River hexsides	+3 Die Roll if all Attacking Units attacking across Major River hexsides
<b>River</b>	+1 MP	-2 Die Roll if all Attacking Units attacking across River hexsides	+1 Die Roll if all Attacking Units attacking across River hexsides
<b>City (Both Types)</b>	No Additional Cost	None	None
<b>Industrial and Resource Centers</b>	No Additional Cost	None	None
<b>Port</b>	No Additional Cost	None	None
<b>Rail Line</b>	-1 MP (if cost of hexside 3 MP or more before adjustment)	None	None
<b>Single Track Rail Line</b>	-1 MP (if cost of hexside 4 MP or more before adjustment)	None	None
<b>Megahex Line</b>	Not Used in Scenarios	None	None
<b>Macrohex Line</b>	Not Used in Scenarios	None	None
<b>Megahex Center</b>	Not Used in Scenarios	None	None
<b>Macrohex Center</b>	Not Used in Scenarios	None	None
<b>Trench Marker</b>	+2 MP for entering hex	-2 Die Roll	None
<b>Devastation Marker</b>	+2 MP for entering hex	None	None
<b>Hindenburg Line Marker</b>	+2 MP for entering hex	-3 Die Roll	None

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