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ON TO BAGHDAD



THE CAMPAIGN IN MESOPOTAMIA & PERSIA, 1914-18

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These rules use the following color system: **Red for critical points** such as errata and exceptions, **Blue for examples of play**. Check for e-rules updates to this game at strategytacticsmagazine.com/site/e-rules/

1.0 INTRODUCTION

On to Baghdad is an operational-strategic level, two-player wargame covering the campaign in Mesopotamia and Persia in World War I. The Allied objective is to gain strategic control of Mesopotamia and Persia, including oil resources and critical cities. The Central Powers objective is to retain control and threaten British interests in the Persian Gulf and India.

1.1 Game Scale

Each hex on the map represents 35 kilometers. Each turn represents six months. Ground units are mostly divisions, with breakdowns. Air units are squadrons. Partisans represent groups of guerrillas.

1.2 Forces

Allied: British-Indian, Russians, pro-Allied Persians, Kuwaitis, and pro-Allied Partisans.

Central Powers (CP): Ottoman Turks (or Turks), Germans, Austro-Hungarian, pro-CP Persians, and pro-CP Partisans.

2.0 COMPONENTS

A complete game of **On to Baghdad** includes a 22×34-inch game map, this set of rules, and a sheet of 176 5/8-inch counters. Players must provide at least one six-sided die to resolve combat and other probabilistic game events.

2.1 The Game Map

The map contains the militarily significant terrain of Mesopotamia and western Persia between 1914–18. Each hex contains natural and/or man-made features that affect movement and combat. Each hex on the map has a unique four-digit identification number. These are provided to help set up and to allow players to record unit positions. Certain hexes have objective symbols, which provide recruitment bonuses and victory points and may affect game events.

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Displays: These are used to organize off-map units.

Staging Areas: Each player has a display for ground, air, and naval units that are in play but not being used for on-map missions.

Reinforcement & Reorganized Units: For off-map units.

Special Reinforcements: For units activated under special circumstances.

Baku: An off-map area representing the Russian Caucasus oilfields.

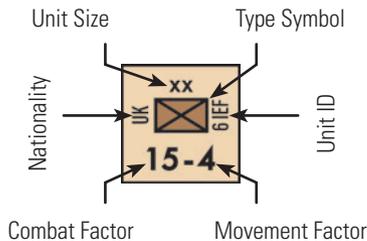
2.2 Counters & Units

There are two types of counters: Units, representing combat formations, and Markers, for information purposes.

Unit Sizes:

XX: Division **III:** Regiment **I:** Company
X: Brigade or Group **II:** Battalion

Ground Combat Units



Identification: Each unit has a nationality, shown both by its background color, a letter abbreviation, and a unique unit identifier. Units are back printed stating when they are available for use.

Ground Support Units: Support units have a red combat factor followed by a "+".



Counter Errata: The UK tank unit should have a "+". It is a support counter.



Air & Naval Support Units: Air support units (air units) have a highlighted range factor and a "+" before their combat factor. Naval support units (naval units) do not have a movement factor.



Partisan Units: Partisan units have the name and picture of an agent on the front, and a partisan unit on the back.



Supply Units: Supply units have their mobile side on the front and depot on the back. The support radius is to the right of the unit symbol.



Riverine Units: These have a special river movement (indicated by an R).



2.3 Nationality & Contingents

A unit's nationality is indicated by the abbreviations listed below as well as by the counter's unique background color.

Allied

British: Sand

Kuwaitis: Yellow

Russian: Brown

Agents/Partisans: Sand/Light Yellow

Pro-Allied Persian: Orange

Central Powers (CP)

Ottoman Turks: Green

Agents/Partisans: Dark Green/Black

Pro-CP Persians: Mauve

German: Grey

Yildirim (Turks): Light Green

Austro-Hungarian: Grey

2.4 Unit Abbreviations

Allied

Arm Vol: Armenian Volunteers

K: Kuban

Asy Vol: Assyrian Volunteers

Lah: Lahore

Bd: Border

Mer: Merut

Cauc: Caucasian

MEF-E, -T: Mesopotamian Expeditionary Force, Euphrates or Tigris

Cav: Cavalry

Cos: Cossack

MGC: Machinegun Corps

C Rf: Caucasus Rifles

Csk: Persian Cossacks

NPF: North Persia Force

D: Detachment (Indian Expeditionary Force)

RN: Royal Navy

DF: Dunsterforce

Dr: Dragoon

IEF: Indian Expeditionary Force

GL: Georgian Legion

Rus: Russian

ILH: Imperial Light Horse

SA: South Africa

Ind: Indian

SF: Special Force

SPF: South Persia Force

SPR: South Persia Rifles

T: Turkestan

TB: Trans-Baikal

Central Powers

A-H: Austro-Hungarian

OK: Orient Korps

AK: Asian Korps

Ott: Ottoman

Auto Kol: Motorized Column

P1: Pasha 1

CC: Camel Corps

Res: Reserve

ExF: Expeditionary Force

Sturm: Yildirim Assault troops (German trained)

GE: German

Gend: Gendarmerie

T-i-L: *Teskilat-ı Mahsusa* (Special Organization)

J-i-L: *Jamiat-i-Islami* (Islamic Society)

TF: Tigris Flotilla

Mur: *Muratteb* (recruited from the Constantinople fire brigade)

Vol: Volunteer

Cav,Y, Yild: Yildirim

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2.5 Unit Types

Ground Combat



Mechanized Units: Mechanized units have their movement factors inside a white circle.



Armored Car



Motorized Infantry



Tank

Non-Mechanized Units:



Infantry



Coastal Defense



Cavalry



Corps Support (Headquarters)



Composite (Mixed Infantry & Cavalry)



Assault (Sturm) Infantry



Camel Corps



Counter Errata: The Russian 1CCos and 4CCos Divisions and the A Cos and B Cos Brigades should be cavalry, not infantry. Combat and movement factors are correct.



2.6 Markers

Important: The number of entrenched and supply markers is not a limit. Players can make extra if needed.



Entrenched Marker (front),
Supply Marker (back)



Turn/Phase Marker



Russian Revolution Marker



Allied Recruit Points & Ottoman Recruit Points



Central Powers Baghdad Station & Allied Railhead



Allied Port

2.7 Charts & Tables

All charts and tables are located on the map, except the Events Table, which are located at the end of the rules.

Air Recycling Table: Used for post-combat results for air units.

Combat Results Table (CRT): Used to resolve ground combat.

Events Table: Various events that affect the course of play.

Mobilization or Recruit Charts: Lists the RP needed to recruit various types of units.

Recruitment Point (RP) Track: The player's current level of Recruitment Points.

Terrain Effects Chart (TEC): Movement and combat impact of map terrain.

Line of Supply (LOS): Supply lines in hexes and terrain.

3.0 INITIAL SETUP

The game is played in scenarios (34.0). The game concludes after the final game turn (GT) or when one player wins a sudden death victory (4.1).

4.0 VICTORY CONDITIONS

There are two ways to win the game: sudden death (4.1) or end of scenario (4.2).

4.1 Sudden Death Victory

Beginning with any GT in 1915 or later, the game ends immediately if any single player occupies all eight objective hexes on the map. That player wins a strategic victory.

4.2 End of Scenario Victory Points

Victory is determined at the conclusion of the scenario's last GT, based on the control of key objective hexes on the map. Each is worth victory points (VP). Players are awarded VP if friendly units control the following locations:

- | | |
|-----------------------------|-------------------------------------|
| 3: Baghdad | 1: Basrah |
| 3: Abadan | 1: Isfahan |
| 3: Shuster Oilfields | 1: Enzeli |
| 2: Mosul | 3: (Allied player only) Baku |
| 2: Tehran | (off-map) |

4.3 Determining Level of Victory

Subtract the Central Powers VP total from the Allied VP total to determine the level of victory:

- 16 or More:** Allied Strategic Victory
- 11–15:** Allied Operational Victory
- 6–10:** Draw
- 1–5:** Central Powers Operational Victory
- 0 or Less:** Central Powers Strategic Victory

Designer's Note: Historically, the Allies gained an Operational Victory.

5.0 OPERATIONAL DEFINITIONS

Contingents: Each side has different groupings called contingents. The player controlling a side commands all its own contingents (2.3).

5.1 Friendly Forces

Allied:

- 1)** Units of different Allied nationalities (contingents) cannot stack together or participate in the same combat.
- 2)** Allied supply units can stack with any Allied unit and support any Allied combat. Allied air and naval units can support all units.

Central Powers:

- 1)** All CP units can stack together and participate in the same combat.
- 2)** CP supply units may support any CP unit and CP air/naval units can support all CP units.

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Designer's Note: A British unit cannot stack with a Russian unit, nor could British and Russian units participate in the same combat; but Turkish and German units may stack with each other.

5.2 Hex Control

A player controls a hex if friendly ground units occupy it. The instant that a player has no units in a hex, he loses control of it. Air and naval units cannot control hexes. A hex is contested if neither player has ground units occupying it. Friendly and enemy zones of control (11.0) have no effect on hex control.

Designer's Note: Both sides needed to garrison their rear areas and cities to counter the irregular forces that operated in the theater and are not otherwise shown in the game. But, also note that players can deploy certain reinforcements in uncontrolled hexes (8.0).

5.3 Area of Operations

There are three countries shown on the map:

Mesopotamia (part of the Ottoman Empire)

Persia

Kuwait

Baku Box: Only British units can enter Baku, and only if the Russian Revolution event is in effect. CP forces cannot enter or attack the Baku Box.

5.4 Partisans

Partisan units cannot cross national borders.

- Once deployed, they cannot leave the country in which they were deployed.
- Partisan zones of control do extend across borders (11.0) and partisans can attack across borders. They cannot advance or retreat across them.

Important: This rule does not apply to the agent side of the counter.

6.0 SEQUENCE OF PLAY

The game is played in a series of GTs.

- Each GT is divided into four separate player turns (two Allied and two Central Powers).
- The player whose turn it is, is the phasing player. The opposing player is the non-phasing player.
- Players can always perform actions in their First Player Turn. A player must expend supply to perform actions in the Second Player Turn.
- Each player turn is comprised of phases. Players must conduct all game actions in the order below.

6.1 TURN SEQUENCE

A. Allied First Player Turn

Event Phase: The Allied player checks for events (7.0). Event reinforcements cost zero RP.

Mobilization Phase: The Allied player gains RPs and then expends them to mobilize units (8.0).

Reorganization Phase: The Allied player conducts the phase in the sequence below:

- 1) Converts static supply units to mobile or vice versa (16.0).
- 2) Reorganize and build units (18.0).
- 3) Build infrastructure (22.0), and railroads (23.0), and entrenchments (24.0).

Movement Phase: The Allied player moves his units and may conduct railroad (9.5) and amphibious movement (21.0).

Combat Phase: The Allied player initiates ground attacks (12.0, 13.0).

B. Central Powers First Player Turn

Event Phase: the CP player checks for events (7.0). Event reinforcements cost zero RP.

Mobilization Phase: The CP player gains RPs and then expends RP to mobilize units (8.0).

Reorganization Phase: The CP player conducts the phase in the sequence below:

- 1) Converts Static supply units to mobile or vice versa (16.0).
- 2) Reorganize and build units (18.0).
- 3) Build infrastructure (22.0) and entrenchments (24.0).

Movement Phase: The CP player moves his units and conducts railroad movement (9.0).

Combat Phase: The CP player initiates ground attacks (12.0, 13.0).

C. Allied Second Player Turn

Reorganization Phase: Same as Allied First Player Turn.

Supply Phase: The Allied player expends supply units to place combat units in supply for the movement and combat phases.

Movement Phase: The Allied player moves units that are in supply.

Combat Phase: The Allied player initiates combat with units which are in supply.

Attrition Check Phase: The Allied player must check friendly units for attrition and may expend supply units to prevent attrition (17.0).

D. Central Powers Second Player Turn

Reorganization Phase: Same as CP First Player Turn.

Supply Phase: The CP player expends supply units to place combat units in supply.

Movement Phase: The CP player moves units which are in supply.

Combat Phase: The CP player initiates combat with units which are in supply.

Attrition Check Phase: The CP player must check friendly units for attrition and may expend supply units to prevent attrition (17.0).

E. End of Turn Phase

Check for any end of turn actions (4.0). Move the game turn marker one space on the Turn Record Track. If this was the last GT of the scenario, the game ends and the players check for victory.

Designer's Note: Each player's Second Player Turn does not have Event and Mobilization Phases. First Player Turns do not have Attrition Check Phases.

7.0 EVENTS PHASE

During this phase, the phasing player checks their Events Table and implements the outcomes.

7.1 Events Procedure

Roll one die and implement the result from the relevant Events Table.

- Each table has two results columns: 1914–16 and 1917–18.
- Certain events may affect both sides and/or may occur more than once per game or apply for the remainder of the game (e.g., Russian Revolution).

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7.2 Event Reinforcements

The player selects the units from their Reinforcement & Reorganizations Display and deploys them on the map in the ensuing friendly Mobilization Phase.

- Event-recruited units cost no RP. Events may provide special deployment instructions.

Important: Players may not place units in a city or town that is under siege (11.5).

- If there are insufficient units in their Reinforcement & Reorganizations Display, the unit(s) are not received.

7.3 Event Withdrawals

The player must remove (withdraw) units from the map.

- Place withdrawn units in the Reinforcement & Reorganizations Display.
- Withdrawn units may be recruited beginning the next GT. are received as reinforcements on the next GT at no RP cost.
- The units can be from anywhere on the map and in any supply status. If there are insufficient units on-map to withdraw, then ignore the event.

8.0 MOBILIZATION PHASE & REINFORCEMENTS

Players place reinforcements on the map during the friendly Mobilization Phase.

- Placing reinforcements on the map is called deployment.
- Each player has a Mobilization/Recruit Chart showing the cost of units in terms of recruitment points (RP).

8.1 Mobilization Phase

During the Mobilization Phase, the player totals their RPs for the current GT and expends RP to recruit reinforcements.

8.2 Recruitment Points



Recruitment Points (RP) are tracked on each side's Recruitment Points Track (on the map).

- Both players roll one die in 1914–1916 GTs and two dice (totaling the two die rolls) in 1917–1918 GTs.
- Players then add the below applicable RP awards to the die rolls:

Allied:

- 1: For each objective hex occupied by Allied forces.
- 2: For control of each improved port marker (in addition to the RP for the port as an objective hex (22.1)).

Central Powers:

- 1: For each objective hex controlled by CP forces.
- 1: For control of the Baghdad Station marker (in addition to the RP for control of the hex (22.2)).

Important: Players do not receive RP for friendly-occupied objectives in siege situations (11.5).

Important: Events (7.0) may modify RP totals. See event explanations.

Designer's Note: See scenario special rules for possible first turn restrictions.

8.3 Expending RPs

Each player's Mobilization Chart (2.7) specifies the RP cost for each unit.

- Deduct the number of RP indicated and select the unit.
- A player may recruit any number and type of units within the restrictions stated on the chart and in the mobilization rules.
- The Allied player can use RP to recruit only British units (as well as Allied supply units).
- The CP player can use RP to recruit only Ottoman units and supply units.

Designer's Note: Other units cannot be recruited via RP; they are received by special rules and events (7.0).

- RP can be accumulated for subsequent GTs.
- The maximum number on the RP track cannot be exceeded.
- RP may be received at a point in the GT after which they can be expended, these RP may be used in subsequent GTs.
- Events may deduct RP; RP can go no lower than zero.

8.4 Allied deployment

Important: Players may not place units in a city or town that is under siege (11.5).

British: The player may deploy British units on/in:

- 1) Any coastal hexes on the Persian Gulf.
- 2) Basrah and Abadan if Allied controlled.
- 3) There can be no CP units or ZOC exerted on the hex or on the major river hex sides connecting them to the Persian Gulf.

Pro-Allied Persians: Deploy in any Allied-controlled cities in Persia.

Kuwaitis: Deploy in any hex in Kuwait. The Kuwait Brigade begins in play. If eliminated, the player may not replace the unit.

Pro-Allied Partisans: Deploy per the partisan rule (19.0).

Allied Supply:

- 1) Deploy as British units; **or**,
- 2) When the Russian Reinforcement event is rolled, the Allies may deploy supply units per the Russian deployment (below). These are recruited by expending RP normally.
- 3) When the Russian Revolution (28.0) occurs, supply units can no longer be deployed in the Russian Entrance Zone.

Russian deployment: Deploy in any hex on the north map edge in Persia within the Russian Entrance Zone,

Air and Naval Units: Deploy in friendly on-map displays. Only one air unit may be deployed before 1916.

8.5 Central Powers Deployment

Important: Players may not place units in a city or town that is under siege (11.5).

Ottoman Turks: Deploy in any hex on the west map edge within the Central Powers Entrance Zone. Cavalry may be deployed in any Ottoman-controlled city in Mesopotamia.

German/Austro-Hungarian: Deploy in any hex on the west map edge within the Central Powers Entrance Zone.

Pro-CP Persians: Deploy in any CP-controlled cities in Persia.

Pro-CP Partisans: Deploy per the Partisan rule (19.0).

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CP Supply: Deploy in any hex on the west map edge within the Central Powers Entrance Zone.

Air Units: Deploy in any friendly on-map displays. No air units may be deployed before 1916.

8.6 Reorganized Units

Divisions can be rebuilt by paying RPs and by reorganization (18.0).

8.7 Special Reinforcements



Yildirim units cannot be recruited unless optional rules are in play (29.0). They are deployed for zero RP. They cannot be replaced if eliminated and cannot be recruited until the year printed on the back of the counter.



Designer's Note: The Yildirim group includes one German unit; this is received with the Yildirim units and cannot be otherwise recruited.



Russian Reinforcements: Russian reinforcements are received only via the Russian Reinforcement event. They cannot be recruited. They do not cost RP.

- 1) The first time the event occurs, the Allies deploy the 1st Contingent.
 - 2) On the following GT, the Allies deploy the 2nd Contingent.
- The back of the Russian counters indicate which unit belongs to which contingent.
 - If the event occurs again, one eliminated Russian brigade can be deployed (this is the only way such units can be replaced).



CP German and Austro-Hungarian: These units are received only via the CP Reinforcement event.

8.8 Deployment Restrictions

Deployment occurs during the Mobilization Phase.

- Reinforcements can exceed stacking limits (10.4) when placed. Overstacked hexes must be resolved no later than the end of the ensuing Movement Phase.
- Reinforcements cannot be deployed in hexes containing enemy units or prohibited terrain.
- Reinforcements can be deployed in enemy zones of control (EZOC).
- Reinforcements must be deployed when recruited. They cannot be withheld.
- Units withdrawn and then returned as reinforcements in the following GT are received at no RP cost.

Designer's Note: The following units cannot be replaced, other than via an Event: Russian, Kuwaiti, Agent/Partisan, Persian, German/Austro-Hungarian. The number of units in the counter-mix is an intended design limit.

9.0 LAND MOVEMENT

The phasing player may move any or all units and use railroad and amphibious movement in the First Player Turn. In the Second Player Turn, only units that are in supply may move (per 16.0).

9.1 Movement Procedure

Move units from hex to adjacent hex in any direction within the restrictions of the rules.

- Units are moved one at a time and expend movement factors (MF) to enter each hex.
- Movement costs are listed on the Terrain Effects Chart (TEC) printed on the map.
- Riverine units have special rules for movement (20.0).

9.2 Zones of Control

Any unit that moves into an EZOC must cease movement for that player turn (11.0).

9.3 Movement Restrictions

Each unit may be moved once per friendly Movement Phase.

- A unit cannot enter hexes occupied by an enemy unit or prohibited terrain.
- MF cannot be saved from GT to GT.
- Mechanized class units may only enter certain types of terrain as noted on the TEC via a railroad or road.
- Units cannot move directly from one EZOC to another.
- All units with a movement factor greater than zero may move a minimum of one hex per friendly Movement Phase, regardless of terrain costs. However, units may not cross prohibited terrain or move from a hex in an EZOC directly into another hex in an EZOC (11.0).

Designer's Note: Reinforcement deployment (7.2), advances and/or retreats after combat (13.0) are not considered regular movement. They do not require the expenditure of any MF.

9.4 Road Movement

Units moving along a road pay reduced MF costs based on the current season (regardless of terrain).

Winter-Spring: One-half MF (round up)

Summer-Fall: One-third MF (round up)

- Bridges negate river crossing costs.
- Units may move through prohibited terrain via roads and railroads.
- Road movement rules can be used along all railroad hexes, both built and unconstructed.

9.5 Railroad Movement

To use railroad movement, a unit starts or moves onto a railroad hex and expends one additional MF.

- The unit can now be moved an unlimited number of hexes via contiguous railroad hexes.
- If the unit has movement factors left, it can continue to move via non-railroad movement.
- Railroad and non-railroad movement can be combined in the same GT.
- The unit may be in an EZOC when it starts rail movement.
- It must end its rail movement when entering a hex in an EZOC.
- A unit may always conduct railroad movement in the unit's first impulse (supply is not required).
- A unit may only conduct railroad movement in its second impulse if the unit is in supply.
- A unit may conduct more than one railroad movement if the unit has sufficient movement points.

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10.0 STACKING

Stacking is placing more than one unit in the same hex. Units are checked for over-stacking only at the end of each Movement and Combat Phase.

10.1 Stacking Limits

A player may, in one hex, stack up to:

- 1) Three divisional equivalents; **and**,
 - 2) One partisan unit; **and**,
 - 3) Any number of support units, battalions, companies, and supply units.
- Air and naval units have zero stacking costs.

10.2 Divisional Equivalents

A divisional equivalent is equal to one division or three brigades/regiments.

Important: The number of brigades/regiments that form a division (18.0) does not matter when determining divisional equivalents.

Example: The Allied player could stack two Russian divisions, three brigades, and any number of support units in one hex.

10.3 Contingents

See (5.0) for details on which units of either side can stack together in the same hex.

10.4 Over-Stacking

If a hex is found to be overstacked at the end of any Movement or Combat Phase, the owning player must eliminate units of his choice sufficient to bring the hex back within stacking limits.

11.0 ZONES OF CONTROL & SIEGE

The six hexes immediately surrounding a ground unit's hex constitute that unit's zone of control (ZOC). An enemy zone of control is abbreviated as EZOC.

- All units (including supply and support units) always exert a ZOC.
- ZOC extend into and out of all types of terrain and across all types of land hex sides and borders.

Exception: ZOC do not extend across sea and major lake hex sides.

- ZOC also extend into enemy-occupied hexes.
- ZOC extend across borders.
- ZOC are never negated. This is due to the rigid nature of the forces and tactics employed in the campaign.

11.1 ZOC Exceptions

Air and naval units do not have a ZOC.

11.2 ZOC & Movement

Units must halt their movement when entering an EZOC.

- There is no additional cost to enter an EZOC.
- Units may move out of EZOC if the first hex the unit moves into is not in an EZOC; the unit may then move normally (including entering another EZOC).

11.3 ZOC Effects on Combat

Units are not obligated to attack enemy units if in an EZOC.

- A unit cannot retreat into an EZOC (13.7).
- A unit can advance after combat into or through an EZOC at no penalty.

11.4 ZOC & Lines of Supply (LOS)

A LOS cannot be traced through EZOC (16.0).

- A unit in an EZOC can trace a LOS out of the hex.
- A supply unit in an EZOC can only supply units in its own hex.

11.5 Siege

A siege situation occurs when friendly units place a ZOC in an enemy-occupied city or town.

- A besieged hex does not generate any RP for the occupying player (8.0).
- Units in besieged hexes must check for attrition if in a city or town (17.0).
- Players may not deploy reinforcements in a city or town under siege.

Designer's Note: *Siege represents units being besieged beneath the scale of the game. A hex does not have to be surrounded for it to be under siege.*

12.0 COMBAT

A player can attack with any/all friendly units in their First Player Turn. In the Second Player Turn, only units that are in supply can attack (16.0). The phasing player is the attacker. The non-phasing player is the defender.

12.1 First Player Turn Combat Phase

Ground units in adjacent hexes may attack together if they are all adjacent to the same defending unit(s). There is no requirement to attack.

- All units in a defending hex must be attacked as one combined group.
- Units cannot attack more than once per Combat Phase.
- Attacks may be resolved in any order desired.
- A defending hex of units can be attacked only once per Combat Phase.
- Units stacked together may attack different adjacent hexes.

Important: See (5.1) for Allied contingent restrictions.

12.2 Second Player Turn Combat Phase

In addition to the rules in the First Player Turn Combat Phase (12.1), ground units can only attack if the player expends a supply unit (16.0).

- Non-phasing units defend and counterattack normally without expending supply.
- Air (14.0) and naval (15.0) units have their own rules.

13.0 COMBAT RESOLUTION

13.1 Combat Procedure

Each combat is resolved in the following sequence:

- 1) The attacker declares which units will attack which defending units.
- 2) Total the attack strengths of all participating attacking units.
- 3) Then total the defense strength of all defending units.
- 4) Divide the attacker strength by the defender's strength and multiply the result by 100 to get a percentage.
- 5) Consult the CRT under the appropriate percentage column.
- 6) First the attacker commits any air and naval support, then the defender commits any air and naval support.
- 7) Apply all applicable combat shifts (13.3) to the percentage column to arrive at the final percentage column.
- 8) The attacker rolls a six-sided die and cross indexes the result with the final percentage column.
- 9) Results are applied immediately.

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13.2 Minimums and Maximums Odds

Attacks at less than 49% are resolved on the $\leq 49\%$ column; attacks at greater than 700% are resolved on the $\geq 700\%$ column. All % are rounded in the defender's favor on the CRT.

Example: An Allied one strength unit attacks a CP five strength unit. The combat would be resolved at the $\leq 49\%$ column. An Allied eight strength unit attacking a CP one strength unit would be resolved on the $\geq 700\%$ column.

13.3 Combat Shifts

A shift to the right favors the attacker, a shift to the left favors the defender.

- All applicable shifts are cumulative.
- If both sides have shifts, subtract the defender's shifts from the attacker's shifts to gain the final combat shift.
- The CRT columns cannot be exceeded.

Example: An attack is initially calculated at 400%. The attacker has one shift to the right and the defender has two shifts to the left. The final attack is at 300%.

Attacker Shifts:

Air Units: The attacker can commit one air unit per combat for a one column shift to the right.

Naval Units: The Allied player can commit one naval unit per combat for a one column shift to the right.

Support Units (including tank units): If the attacker has any support units (with a "+" sign) the attacker:

- 1) Is awarded one column shift to the right. Only one shift applies, no matter the number of support units.
- 2) All support units participating in the attack may apply their combat factor to the attack.

Concentric Attacks: If participating attacking units are positioned such that they occupy or are adjacent to all six sides of a defending hex they receive a one column shift to the right.

Important: Units used to qualify for a concentric attack, must attack that hex.

Counterattacks: Award one shift to the right (13.6) if combat is initiated by a counterattack result (CA) (13.6).

Defender Shifts:

Important: Units with a "+" do not provide shifts for the defense.

Air Units: The defender can commit one air unit per combat for a one column shift to the left.

Naval Units: The Allied player can commit up to one naval unit per combat for a one column shift to the left.

Terrain: The defending force receives shifts for terrain (to the left) per the TEC. This may be for the terrain in the defender's hex, or along the hexsides of the defending hex (**Example: Rivers**). If more than one defensive terrain shift applies, the defending player uses the single best one.

Important: The river column shift is only awarded if all attacking units attack across a river hexside. Column shifts awarded for rivers are cumulative with the terrain shifts awarded for the terrain in the defender's hex.

Entrenchments: Award one column shift to the left if the defender occupies an entrenchment. This shift is in addition to any terrain bonuses/shifts.

Important: The defender ignores any DR results.

13.4 Combat Restrictions

Units cannot attack across all-sea hex sides or all major lake hexes. Roads and railroads do not negate terrain combat shifts.

13.5 Implementation of Combat Results

Results are implemented as stated below by the owning player.

AD (Attacker defeated): Eliminate all attacking units other than divisions. Then breakdown all attacking divisions into component brigades or regiments. Retreat all surviving attacking units two hexes.

AE (Attacker eliminated): Eliminate all attacking units.

AR (Attacker retreats): Retreat all attacking units one hex.

BB (Bloodbath): Eliminate all units from the side with fewest combat factors. The other player must eliminate units whose total combat factors at least equal the enemy's combat factors. Attacking units may advance one hex (13.8).

Important: Air and naval units are not counted or included when determining losses.

CA (Counterattack): Defender must conduct a counterattack (13.6).

DD (Defender defeated): Eliminate all defending units other than divisions. Breakdown all defending divisions into component brigades or regiments. Retreat all surviving defending units two hexes. There is no advance.

DE (Defender eliminated): Eliminate all defending units. Attacking units may advance after combat (13.8).

DR (Defender retreats): Retreat all defending units one hex. Attacking units may advance one hex (13.8).

Example: An Allied 15 strength division attacks a CP two strength brigade and a (1) strength supply. The combat result is **BB**. The CP units are eliminated. The Allies break down the division into three three-strength point brigades, and then eliminates one of them. The Allied units may advance.

13.6 Counterattack

All defending units must launch an attack against any one hex of attacking units (counterattacking player choice). This combat is resolved per (13.1).

Exception: The counterattacking force gains one shift to the right.

- Units with parenthesized (logistics) and/or support units add their combat factor to the counterattack. Ignore all other shifts (terrain, air, support etc.) other than the one for the counterattack.
- If a counterattack results in a **CA** result, treat the result as a no effect.

Important: The one column right shift means all attacks will be resolved (at a minimum) on the 50–99% column.

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13.7 Retreat

The player whose units are affected must move those units one or two hexes, per the result (13.5). The retreat may be in any direction, within the following restrictions:

- 1) The retreating units may not enter a hex containing an enemy unit, or EZOC, or a hex they could not normally enter.
 - 2) Units making a two hex retreat must end their retreat two hexes from their start hex.
 - 3) Units cannot end their retreat overstacked. Units may retreat an additional hex to avoid over-stacking.
 - 4) Partisans cannot retreat across a border.
- Units blocked from retreating are eliminated.
 - Static units forced to retreat are eliminated.
 - Units may not breakdown during a retreat.

13.8 Advance After Combat

If an attack or counterattack clears a defending hex of all enemy units (by elimination and/or retreat), the attacker may move any/all mobile ground units into the cleared hex. Such advances are at the attacker's discretion and must be conducted immediately.

- Advance after combat does not require the expenditure of MF and may be through EZOC (at no penalty).
- All units with a movement factor of six or higher may advance up to two hexes. The first hex must be the vacated hex, the second hex can be in any direction.
- Units must be able to enter the hexes.
- Units cannot breakdown in advances after combat.
- If an attacker is eliminated or retreats, defending units may not advance after combat.

14.0 AIR SUPPORT



Air units are based in the Agent, Air, & Naval Staging Area when recruited.

- When flying missions, air units are placed on the map in hexes within range (14.2), deploying to support friendly attacking or defending ground units.
- Air units are always placed in the defending hex.
- After the mission is complete, surviving air units are returned to the Agent, Air, & Naval Staging Area.

Important: See [Recycle Table results](#).

- Air units are committed to combat as follows:
 - 1) First the attacker may commit up to one available air unit per ground combat if within range. The air unit is placed on the defending hex.
 - 2) Then the defender may commit up to one available air unit per ground combat if within range. The air unit is placed on the defending hex.

14.1 Air Unit Effects

Attacker: Shift the combat one column to the right.

Defender: Shift the combat one column to the left.

Important: If both the attacker and defender commit air units, their shifts are cancelled out.

14.2 Range & Sorties

To use an air unit, the air unit must be within the range of a friendly depot.

- Range is exclusive of the depot hex and inclusive of the target hex.
- Range may be traced through any type of terrain, enemy units, and EZOC.
- Use of an air unit does not expend the depot.
- One depot can support any number of air units.
- Each air unit can be used only once per Combat Phase.
- An air unit may be used in the First and Second Combat Phases (both friendly and enemy) of each GT.

Important: This means an air unit could be used up to four times in one GT.

- Air Units:
 - 1) Cannot attack or defend alone.
 - 2) Are never affected by combat results. and do not exert ZOCs.
 - 3) May fly defensive missions in the hex that contains their depot (base) if it is under attack.
 - 4) May support any friendly contingent.

Designer's Note: The results of the Air Recycling Table may remove an air unit temporarily from the map or return it to the Reinforcements & Reorganizations Display.

14.3 Air Unit Recycling

At the conclusion of combat, the owning player must roll on the Air Recycling Table for each air unit employed. Certain results are applied only if the enemy has committed an air unit to the combat.

Repair: Place the air unit on the Turn Record Track in the next GT box. It is received as a reinforcement on that GT (in the friendly Mobilization Phase at no RP cost).

Return: Place the air unit in the Air Staging Area; it can be deployed again in a subsequent Combat Phase during the current GT.

Shoot-down: If the enemy has also committed an air unit to the combat, eliminate the friendly air unit. Return it to the Reinforcements & Reorganizations Display (it may be recruited later). If no enemy air unit was present, treat as a "Repair" result.

14.4 Air Supply

See Optional rule (31.0).

15.0 ALLIED NAVAL SUPPORT



The Royal Navy (RN) naval support unit represents naval gunfire and landing parties. The Allied player can use the naval support unit to support friendly ground units when attacking or defending.

- When recruited, place it in the Agent, Air, & Naval Staging Area.
- When used, place it on the map temporarily, then return to the Agent, Air, & Naval Staging Area after completion of the current combat.
- The naval unit may be used in the First and Second Combat Phases (both friendly and enemy) of each GT.

Important: This means the naval unit could be used four times in one GT.

- The naval unit:
 - 1) May only be used once per Combat Phase.
 - 2) May be used when friendly units are attacking from or defending in coastal hexes and ports in the Persian Gulf.

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- 3) Cannot attack or defend by itself.
- 4) Is not affected by combat results.
- 5) Does not require supply.

15.1 Naval Effects

The naval unit awards one column shift to the right when supporting attacking Allied units and one column shift to the left when supporting defending Allied units.

16.0 SUPPLY/DEPOT UNITS



Supply units have two sides. The front is their mobile supply side. The reverse is their static depot side.

- Supply units do not count for stacking.
- Supply units can only defend, never attack; they may counterattack.
- If eliminated, supply units are returned to the pool of supply units.
- The number of supply units in the game is a design limit.
- Players may flip any or all mobile units to depot status, and/or depot units to mobile units, during any friendly Reorganization Phase.

16.1 Support Radius

The support radius of a supply unit is traced from the supply unit to the hex being supported (do not count the hex the depot is in but do count the supported units hex).

- A mobile supply unit provides support to all units in the same hex.
- A depot unit provides support to all units a distance in hexes up to the support radius (printed on the counter).
- The hexes counted in a supply trace cannot contain enemy units, EZOC or all-sea hexes or hexsides, nor can the supply line go off-map.
- The support radius may be traced to a unit in an EZOC but not out of that hex.

Designer's Note: *One tactic is to expend a supply unit to place other supply units in supply so they can move in a Second Player Turn Movement Phase.*

16.1 Supply Unit Functions

Unless otherwise stated, all friendly units may use any friendly supply unit (unless otherwise stated).

- During the friendly Supply Phase, the player may expend supply/depot units to place units in supply, for the Second Player Turn; Movement, Combat, and Attrition Phases.
- Supply units that are expended are removed from the map and returned to the Reinforcements & Reorganizations Display.
- A supply unit can be expended for only one function in each GT.
- Supply units provide and are expended for the following functions:
 - 1) Place units in supply for Second Player Turn Movement (9.0) and Second Combat Phases (12.0).
 - 2) Prevent Attrition (17.0).
 - 3) Allow the combination/reorganization of regiments/brigades into divisions (18.0).
 - 4) Build infrastructure (22.0), railroad construction (23.0) and entrenchments (24.0).
 - 5) Function as air bases (14.0).

Important: Supply units are not expended when serving as an air base.

Example: A supply depot expended for entrenching could emplace entrenchment markers for all units within range, but not be used to build a railroad. A supply unit expended to provide Movement/Combat support does not provide Second Player Turn unit support for attrition checks.

Designer's Note: *Logistics were a major factor in the campaign. The rules reflect the situation of supporting forces in a theater of operations with poor infrastructure. The ability to get supply units to the right place will be a major factor in a winning game strategy.*

17.0 ATTRITION

During the Attrition Check Phase, the phasing player checks all friendly units for attrition. The phase is at the end of each player's Second Player Turn.

- The below units are not required to check for attrition:
 - 1) Units in cities or towns that are not under siege.
 - 2) Supply Units
 - 3) Riverine Units
 - 4) Camel Corps
 - 5) Partisans
 - 6) British Units in Baku
 - 7) Persians in Persia
 - 8) Kuwaitis in Kuwait
 - 9) Units in Off-Map Displays
 - 10) Air and Naval Support Units
- A player may expend supply units to prevent attrition checks.
- An expended supply unit provides supply for all friendly units within the supply radius (16.1).
- Any units that do not meet the above requirements must check for attrition. Roll one die for each unit and apply the following results:
 - 1-3: No Effect
 - 4-6: Eliminate the unit

Example: The British have two infantry divisions in a town hex under siege. The Allied player rolls two dice and the result is a five and a three. Eliminate one infantry division.

Designer's Note: *This represents the mass surrender situations such as Kut in April 1916.*

18.0 UNIT REORGANIZATION

Players can break down certain large units into smaller units and build up certain smaller units into large units. This is termed Reorganization. Players conduct reorganization:

- 1) In a friendly Reorganization Phase.
- 2) As a result of combat.
- 3) At other times as specified by rules.

18.1 Unit Equivalents

Units must be built up and broken down into specific sized units as follows:

British:

15-4 Infantry Division: Three 3-4 Infantry Brigades

8-7 Cavalry Division: Three 2-7 Cavalry Brigades

Russian:

6-7 Cavalry Division: Two 2-7 Cavalry Brigades

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Turkish:

12-4 Infantry Division: Three 3-4 Infantry Regiments

9-5 Infantry Division: Two 3-5 Composite Brigades

8-4 Infantry Division: Two 3-4 Infantry Regiments

5-6 Cavalry Division: Two 2-6 Cavalry Brigades

If Turkish/Yildirim option rule (29.0) is in effect:

15-4 Infantry Division: Three 3-4 Infantry Regiments

Important: No other unit types may reorganize.

18.2 Breakdown & Reorganization

To breakdown or build up, all units must be in the same hex.

- Remove the units and replace them with the reorganized counters.
- Units may reorganize in EZOC and operate normally in the same GT.
- Expend a supply unit within radius to build regiments/brigades into divisions (in either Reorganization Phase).
- No supply expenditure is needed to breakdown divisions.

18.3 Breakdown as a Result of Combat

A player may breakdown units during combat to extract certain types of losses. This is done after the result has been determined.

- If there are insufficient brigades or regiments, then a player may only use the available units.
- Players may not combine units due to combat.

18.4 Mustering

All eliminated units are available for reorganization.

- A player may reorganize units in off-map displays; this does not require supply.
- Certain events call for withdrawal, attrition, or reinforcement in terms of divisions or component units (7.0).
- Divisions may be broken down into component regiments/brigades, or units selected in terms of divisional equivalents.
- The player cannot break down or combine units during initial setup unless scenario instructions allow.

19.0 AGENTS & PARTISANS



Agents can be recruited and then converted into partisan units. Agents are printed on the front side of the counter, and partisans on the reverse.

Important: The number on the agent side of the counter are the die roll range required to raise a partisan unit. Agents may not move, or participate in combat.

19.1 Agents

When recruiting an agent, randomly pick one counter from the Reinforcements & Reorganizations Display and place it in the friendly Agent, Air, & Naval Staging Area.

- Agents are placed on the map only to raise partisan units (19.2).
- Agents may be placed on the map on the GT they are raised, or held for use in a later GT.
- If an enemy unit enters a hex occupied by an agent, the agent is permanently removed from play.

Important: The owning player may attempt to raise partisans from an agent during the same Mobilization Phase in which the agent was placed on the map.

19.2 Raising Partisan Units

Partisans are raised during the Mobilization Phase.

- A player may convert any number of agents to partisans in a single Mobilization Phase.
- To raise partisans, follow the below procedure:
 - 1)** The phasing player selects any number of agents from the Agent & Air Staging Area and places them on the map.
 - a)** The hex cannot contain an enemy unit or be in an EZOC.
 - b)** No more than one agent can be placed per hex in a player turn.
 - 2)** The phasing player then rolls one die and applies the below result:
 - a)** If the result is within the range of numbers on the agent side of the counter, flip the agent to its partisan side.
 - b)** If the number is not within the range, the agent is permanently eliminated (it cannot be replaced).

19.3 Partisan Operations

Partisans operate as ground units.

- Once placed on the map, a partisan unit cannot cross a border.
- Partisan ZOCs do extend across borders, and they can attack (but not advance or retreat) across borders.
- An eliminated partisan may not be replaced unless an event allows.
- Partisans have normal supply requirements. However, they never roll for attrition.

20.0 RIVERINE UNITS



Riverine units represent river transports and gunboats. They conduct operations along major river hexsides as a modified form of ground operations and can transport units.

20.1 Riverine Operations

Riverine units have a ZOC and operate as ground units, with certain exceptions.

- Up to three friendly riverine units may stack in a hex in addition to other land units.
- Riverine units may only be deployed in ports adjacent to a major river hexside.
- Riverine units can only move along connected major river hexes.
- Riverine units may move an unlimited number of hexes.
- Riverine units must cease movement when entering an EZOC.
- Riverine units may engage in combat but only attack enemy units on hexes containing a major river hexside.
- Riverine units gain no terrain benefits when defending in combat if alone in a hex.
- Riverine units advance and retreat only along connected major river hexsides.

20.2 Transport

A riverine unit may embark (pick up) friendly land units and move them.

- A riverine unit may disembark (drop off) units at any time during the move.
- Riverine units must disembark all units at the end of their own movement (units cannot remain embarked).
- A riverine unit may conduct transport only once per Movement Phase.

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- Units can only be transported once per Movement Phase and cannot move before or after.
- All units to be transported must be picked up from one origination hex and disembarked in a single destination hex.
- Riverine units cannot transport another riverine unit.
- Each riverine unit can transport one supply unit or one regiment, brigade, or smaller unit.
- If three riverine units are stacked together, they can transport one division.

21.0 NAVAL TRANSPORT & PORTS

Only British units and Allied supply units can conduct naval movement in the Persian Gulf. This is conducted in the friendly Movement Phase. All other Allied units cannot use naval transport.

- The unit(s) must either:
 - 1) Start in a port and then be moved to another port. Units pay one MF; **or**,
 - 2) Start in a port and move to a non-port coastal hex. Units pay all MF; **or**,
 - 3) Start in a non-port coastal hex and move to an Allied occupied port. Units pay all MF.

Important: A unit cannot move directly from one non-port coastal hex to another.

21.1 Capacity & Restrictions

There is no limit to the number of units that can make a naval move.

- Units cannot land in enemy-occupied hexes but can start or end their move in EZOC.
- The presence of EZOC does not affect naval transport at sea.
- A unit can make only one naval move per friendly Movement Phase.
- Units may attack normally after a naval move.
- Units must end their move on land. They cannot remain at sea.
- Naval moves in the Second Player Turn Movement Phase require the use of a supply unit.
- There are no amphibious attacks from all-sea hexes against enemy-occupied coastal hexes.

21.2 Ports



Basrah (hex 3410) and Abadan (hex 3408) are inland ports. The Allied player may only use them as ports only if there are no CP units or EZOC occupying any hexes on the rivers leading to the Persian Gulf.

22.0 INFRASTRUCTURE OPERATIONS



Players can build up infrastructure in certain hexes to gain extra RP. This is done in the friendly Reorganization Phase by expending supply units.

22.1 Improving Ports

The Allied player (only) can improve the ports of Basrah and Abadan.

- The Allied player must expend four supply units to improve one port.
- Once improved, the Allied player places a port marker in the hex.
- For each friendly occupied improved port, the Allied player receives two RP each friendly Mobilization Phase.
- An unimproved port can still be used for landing reinforcements (8.0) and naval transport (21.0).

22.2 Baghdad Station

The CP player (only) can improve Baghdad, if friendly occupied.

- The CP player must expend two supply units in the hex to place the Baghdad Station marker in the hex.
- If the marker is in place during a friendly Mobilization Phase and if the hex is occupied by a friendly unit, the CP player receives two RP each Mobilization Phase.

Designer's Note: The marker represents general improvement in the infrastructure in the central Mesopotamian area; it provides no rail movement bonus.

22.3 Restrictions on Infrastructure Building

Supply units must be present in the hex to be improved.

- Infrastructure cannot be improved in a hex under siege (11.5).
- Once built, the extra RP are received regardless of a siege.
- Once an infrastructure marker has been placed in a hex, it cannot be removed, even if the hex is then enemy occupied.
- If an enemy unit occupies the hex, the owning player gains no advantages.

23.0 RAILROAD CONSTRUCTION



The Allies may build additional railroad hexes. This is done in the friendly Reorganization Phase by expending supply units.

- Railroad construction must begin in Basrah to connect the railroad to Baghdad.
- To initiate railroad building, the Allied player must have a supply unit in Basrah.
- Move the railhead marker two hexes for each supply unit expended. A maximum of two supply units may be expended in this way each GT (for a maximum of four hexes constructed).
- Move the railhead marker along the outline of the railroad towards Baghdad.
- Once the railroad connects to Baghdad, it is linked to the railroad going north to Samarra.
- A railroad cannot be built from or into a hex containing enemy units or EZOC.
- Constructed railroads are treated as printed railroads. Both sides may use them.
- Once built, a railroad hex cannot be destroyed. The railhead marker has no other effect on play.

24.0 ENTRENCHMENTS



Players can build entrenchments in the friendly Reorganization Phase by expending supply units. Each expended supply unit can create one entrenchment marker.

- Place entrenchment markers in any hexes containing friendly units within a supply unit's supply radius.
- An entrenchment can be placed in EZOC.
- Entrenchments cannot be placed in marsh hexes.
- Entrenchments do not count for stacking and have no ZOC.
- There can never be more than one entrenchment in a hex.
- An entrenchment provides a one column defensive shift and friendly units whether attacking or defending ignore retreat results.

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- An entrenchment remains on the map if a friendly unit is in its hex. It is removed when there are no friendly units in the hex and may not be captured.

25.0 SPECIAL UNITS

25.1 Ground Support Units



Support units have a “+” sign after their red combat factor.

- Support units do not count for stacking.
- Support units cannot attack by themselves. They may only attack in conjunction with other friendly combat units.
- If the attacking force contains one or more support units, the attacker applies the support unit’s combat factor to the attack.
- The attacker also gains a single one column shift to the right regardless of the number of support units involved in the attack. The combat factors of other support units are still applied to the combat.
- Support units can be taken as losses. They retreat normally.
- Support units can advance after combat only if other friendly units advance.
- Support units do not provide any defensive combat shifts.
- They defend with their printed combat factor.
- They counterattack using their printed combat factor, but do not award a column shift.

Example: A CP attack includes one Ottoman 3-4, one Ottoman 4+3 and one Ottoman 1+4. Total attack strength is eight, with one shift to the right.

25.2 Camel Corps



Camel Corps pays only one MF to enter desert terrain (instead of two). They are exempt from attrition (17.0).

25.3 Yildirim Units



Yildirim units are used only if the Yildirim optional rule is being used.

26.0 FOG OF WAR

Both players are free to examine all the units of both sides deployed on the map. Units on the enemy’s Turn Record Track or off-map displays cannot be examined.

27.0 WEATHER

There are two types of GTs: Winter–Spring and Summer–Fall. These may have different effects on movement and combat; see the TEC.

28.0 RUSSIAN REVOLUTION

28.1 First Revolution



The first Russian Revolution event breaks down all Russian divisions into component brigades. Russian units thereafter cannot reorganize; and the Allied player cannot deploy supply units on the north map edge.

28.2 Second Revolution



When a second Russian Revolution event occurs, the Allied player rolls one die for each Russian unit on the map. Apply the following results:

- 1–5: Permanently withdraw the unit.
- 6: No Effect, The Unit Remains in Play.
- No further Russian units can enter the game.
- If using the optional rules, Baku (30.0) comes into play.

Important: If the player rolls the Russian Revolution a third or subsequent time, there is no further effect. Do not check, Allied supply units operating with Russians for withdrawal.



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OPTIONAL RULES

Players can use the optional rules to address differing player skills levels.

29.0 YILDIRIM



The CP player can use the Ottoman *Yildirim* reinforcements under the following conditions:

- 1) It is a 1917+ GT; **and**,
 - 2) An Allied unit occupies Baghdad or Mosul.
- Deploy the *Yildirim* units in the CP Mobilization Phase per (8.0).
 - These units cost zero RP.
 - *Yildirim* units cannot be replaced.

Exception: The Ottoman 15-4 divisions may be rebuilt from regiments if eliminated per (18.1).

- If *Yildirim* units are used, the Allied player receives an additional three VP at the end of the game.

30.0 BAKU

30.1 Baku Activation



The second Russian Revolution event allows British units to enter the Baku Display. The following applies to British units:

- Units within the Russian Entrance Zone pay one MF and exit the north map edge.
- Units in Baku can reenter the map by paying the normal movement costs for north edge map hexes.
- Units in Baku cannot attack nor be attacked.
- They are automatically in supply.
- Up to two British brigade or battalion sized units can be in Baku, plus supply (no other units).
- If the Allied player has any units in the Baku Display at the end of the game, the Allied player gains three additional VP (4.2).

30.2 Baku Incident

At the end of the Events Phase of each GT when there are any British units in Baku, the Allied player must roll one die and apply the below result:

- 1–3: Allied player gains 1 RP.
- 4–5: All British units in Baku are placed on any one north map edge hex (hexes 1006–1013 inclusive). If no such hex is available, the units are eliminated.
- 6: Select and eliminate one British unit in Baku.

31.0 AIR SUPPLY



The Allied player may recruit the air supply unit and use it to provide supply (16.0).

- The Allied player may place the air supply unit on the map during the Attrition Phase on any hex containing Allied units (or any contingent). The hex must be within range (14.0).
- The Allied player then rolls one die and applies the below result:
 - 1–3: No Effect.
 - 4–6: All units in that hex are in supply for that phase only.
- Return the air supply unit to the Reinforcements & Reorganizations Display after each use.
- Do not check for air recycling or loss.
- Air supply does not provide a combat shift bonus, nor can it be intercepted.

32.0 ADDITIONAL LOGISTICS

32.1 Baghdad Station



If Baghdad Station has been built and is CP-controlled (not under siege), the CP can deploy one of the following:

- 1) Infantry Regiment
- 2) Cavalry Brigade
- 3) Composite Brigade
- 4) Supply Unit

32.2 Caspian Sea Amphibious Movement

The Allied player may use Enzeli on the Caspian Sea to support one naval movement per Movement Phase.

- Enzeli must be Allied controlled.
- Naval movement from Enzeli must end on a Caspian Sea coastal hex. It can also be from a Caspian coastal hex to Enzeli.
- This can be any one Russian or British unit, or one supply unit (21.0).

33.0 RP FOR MAJOR VICTORIES

The attacking player gains one RP. The defending player loses one RP (if available), if the attacker inflicts a combat result of:

- 1) DD or DE; **and**,
- 2) The defender had 15 or more combat factors; **and**,
- 3) The attacker advances after combat.

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34.0 SCENARIOS

Set up forces in the order indicated. Supply units can be set up on either their mobile or static side.

34.1 SCENARIO I

This covers the entire war in Mesopotamia and Persia.

Game Length: 1914 Summer–Fall to 1918 Summer–Fall (nine GTs).

Central Powers Order of Battle (Deploy First)

Ottoman:

Mosul: 1× 8-4 Infantry Division

Baghdad: 1× 8-4 Infantry Division, 1× Supply Unit

Basrah: 1× 8-4 Infantry Division

Kirkut: 1× 8-4 Infantry Division

Fao: 1× 2-0 Coastal Defense Brigade

Any town in Mesopotamia (other than above): 1× 2-6 Ottoman Cavalry Brigade

Pro-CP Persians:

Any cities/towns in Persia

other than Tehran, Abadan, and the Oilfield objective: 2× 3-5 Brigades (no more than one per hex)

Air Staging:

None.

Infrastructure: Baghdad Station not yet built.

Central Powers Reinforcements &

Reorganizations Display: All remaining Central Powers units.

Starting RP: 0.

Allied Order of Battle (Deploy Second)

British:

Abadan: 1× 3-4 Infantry Brigade

Kuwaitis:

Anywhere in Kuwait: 1× 2-5 Brigade

Pro-Allied Persians:

Any Persian city or town not containing CP units: 2× 2-7 Cavalry Brigades

Air & Naval Staging: 1× Naval Support Unit

Infrastructure: Improved Basrah & Abadan port markers, railhead not yet built.

Allied Reinforcements & Reorganizations Display: All remaining allied units

Starting RP: 6.

Special Rules

GT 1: The Allied player skips the Allied Events Phase and starts with the Mobilization Phase.

GT 1: The CP player skips the CP Mobilization Phase (they do not gain or expend RP). The CP player does roll for events.

34.2 SCENARIO II

This covers the campaign until the British capture of Baghdad in March 1917.

Game Length: 1914 Summer–Fall to 1917 Winter–Spring (six GTs).

Order of Battle & Special Rules: Same as Scenario I.

Special Victory Conditions: Baghdad is worth 6 VP.

34.3 SCENARIO III

This covers the latter part of the war from General Stanley Maude taking command in July 1916 to its conclusion in October 1918.

Game Length: 1916 Summer–Fall to 1918 Summer–Fall (five GTs).

Central Powers Order of Battle (Deploy First)

Ottoman:

Mesopotamia (on and/or north of Kut al Amara (hex 2713), Diwaniyah (hex 2816), and Nejef (hex 2917)): 4× 12-4 Infantry Divisions

Persia (on or within two hexes of Kermanshah): 3× 12-4 Infantry Divisions, 1× 5-6 Cavalry Division

With the above two groups (any combination): 2× 3-5 Composite Brigades, 2× 3-4 Infantry Regiments, 2× 2-7 Cavalry Brigades, 1× 2-6 (Camel Corps), 1× Supply Unit

Entrenchments: One each in Kut al Amara and one in Ctesiphon.

Pro-CP Persians:

Any town in Persia other than objectives: 1× 3-5 Composite Brigade

Partisans:

In Persia (not on or adjacent to a city or town): Wassmuss (Partisan Side)

Air Staging: 1× Air Unit (Ottoman)

Eliminated Agents: J-i-L, Kaunitz.

Infrastructure: Baghdad Station not yet built.

Central Powers Reinforcements &

Reorganizations Display: All remaining Central Powers units.

Starting RP: 2.

Allied Order of Battle (Deploy Second)

British:

Mesopotamia (on and/or south and east of Amara (hex 3012), Nasiriya, (hex 3113): 5× 15-4 Infantry Divisions, 1× 8-7 Cavalry Division, 2× 2-8 Armored Car Battalions, 2× 3-4 Infantry Brigades, 1× 5+4 Support Unit, 2× Riverine Units, 1× Supply Unit.

Persia (on or adjacent to Abadan and Oilfields): 1× 4-5 Composite Brigade, 2× 3-4 Infantry Brigades, 1× 2-7 Cavalry Brigade. 1× Supply Unit

Partisans:

In Persia (not on or adjacent to a city or town): Sykes (Partisan Side)

Russians

Persia (within 2 hexes of Hamadan): 3× 6-7 Infantry/Cavalry Divisions, 2× 2-7 Cavalry Brigades, 3× 3-5 Composite Brigades, 3× 3-4 Infantry Brigades, 1× 2-8 Armored Car Battalion

Kuwaitis:

Anywhere in Kuwait: 1× 2-5 Infantry Brigade

Pro-Allied Persians:

Tehran: 1× 2-7 Cavalry Brigade

Any other Persian city or town not containing CP units: 1× 2-7 Cavalry Brigade

Air & Naval Staging: 1× Naval Support, 1× Air unit, 1× Air Supply

Eliminated Agents: Lawrence, Shakespeare

Infrastructure: Basrah & Abadan port markers, railhead not yet built.

Allied Reinforcements & Reorganizations Display: All remaining Allied units.

Starting RP: 0.

Special Rules: Russian Reinforcement event has occurred and both contingents are in play.

ON TO BAGHDAD

ALLIED EVENTS TABLE

Die roll	1914–1916	1917–18
1	Attrition	Attrition
2	Command Shakeup	Logistics Push
3	Gulf Situation	Persian Situation
4	Persian Situation	Russian Revolution
5	Russian Reinforcement	Russian Revolution
6	Russian Reinforcement	Troop Withdrawal

Event Explanations

Attrition: Eliminate two Allied brigades, regiments, or supply units (any combination).

Command Shakeup:

- a) If Allied forces currently do not occupy Baghdad, then roll two dice, total them, and add the result to current RP.
- b) Otherwise, roll one die and add that result to current RP.

Gulf Situation:

- a) Recruit one agent; **and**,
- b) Replace the Kuwaiti unit if in the dead pile; deploy in Kuwait or any Allied occupied port on the Persian Gulf.

Logistics Push: Recruit one supply unit; deploy on any Allied occupied city or port.

Persian Situation: (Only if Tehran is Allied controlled):

- a) Deploy one supply unit in Tehran; **and**,
- b) Replace all Allied Persian units in the dead pile and deploy in any Allied-controlled or contested Persian city. If all Allied Persian units are on the map, then receive 1× RP.

Russian Reinforcement:

- a) The first time this occurs, Allies deploy Russian 1st Contingent this GT; next GT, deploy Russian 2nd Contingent.
- b) If rolled a second or subsequent time, replace and deploy one eliminated Russian brigade.

Russian Revolution: See Russian Revolution rule (28.0).

Troop Withdrawal: Withdraw any three British regiments/brigades (any combination) or one equivalent division (18.2). The player receives the withdrawn units as reinforcements on the next GT at no RP cost.

CENTRAL POWERS EVENTS TABLE

Die roll	1914–1916	1917–18
1	Attrition	Attrition
2	Caucasus Front Reinforcement	Attrition
3	CP Expeditionary Force	Caucasus Front Reinforcement
4	Jihad!	Command Shakeup
5	Troop Withdrawal	CP Expeditionary Force
6	Troop Withdrawal	Pan-Turanism

Event Explanations

Attrition: Eliminate two CP brigades, regiments, or supply units (any combination).

Caucasus Front Reinforcement: If there are currently any Russian units on the map: CP recruit one Ottoman 12-4 infantry division or one 5-6 cavalry division; deploy in the CP Entrance Zone or north map edge west of Lake Urmia.

Command Shakeup:

- a) If CP forces currently do not occupy Baghdad, then roll two dice, total them, and add the result to current RP.
- b) Otherwise, roll one die and add that result to current RP.

CP Expeditionary Force: CP recruit and deploy one German or Austro-Hungarian unit (from available or eliminated units). If all units are deployed, CP gains 2× RP. The reinforcement cannot be from Yildirim units.

Jihad!: CP immediately deploys one available agent on the map. It automatically becomes a partisan (do not roll for it). If all CP partisans were previously eliminated, then pick one previously eliminated partisan and deploy it per this event.

Pan-Turanism: CP recruits one 9-5 composite division or all component brigades; deploy in the CP Entrance Zone or any city currently occupied by CP units in Mesopotamia.

Troop Withdrawal: Withdraw any two Ottoman regiments/brigades (any combination) or one equivalent division (18.2). The player receives the withdrawn units as reinforcements on the next GT at no RP cost.

Combat Results

The owning player implements results as stated below:

AD (Attacker defeated): Eliminate all attacking units other than divisions. Then breakdown all attacking divisions into component brigades or regiments. Retreat all surviving attacking units two hexes.

AE (Attacker eliminated): Eliminate all attacking units.

AR (Attacker retreats): Retreat all attacking units one hex.

BB (Bloodbath): Eliminate all units from the side with fewest combat factors. The other player must eliminate units whose total combat factors at least equal the enemy's combat factors. Attacking units may advance one hex (13.8).

Important: Air and naval units are not counted or included when determining losses.

CA (Counterattack): Defender must conduct a counterattack (13.6).

DD (Defender defeated): Eliminate all defending units other than divisions. Breakdown all defending divisions into component brigades or regiments. Retreat all surviving defending units two hexes. There is no advance.

DE (Defender eliminated): Eliminate all defending units. Attacking units may advance after combat (13.8).

DR (Defender retreats): Retreat all defending units one hex. Attacking units may advance one hex (13.8).