

PLANNING MAPS & FORMS

Landing Forms

106.1.1	Landing Force Planning Form.	2
106.8.2	Landing Sled for Twilight and Night Landings.	3

Special Scenario Maps

102.2.4	Kemal's Counterattack, Entente Orders.	4
102.2.4	Kemal's Counterattack, Ottoman Orders.	5
102.3.4	Historical Anzac, Entente Orders.	6
102.4.4	Historical Helles, Entente Orders.	7
102.4.4	Historical Helles	8

Large-Scale Tiled Maps

Tile 1	Anzac	9
Tile 2	Boghali	10
Tile 3	Kum Tepe	11
Tile 4	Serafim Farm	12
Tile 5	Helles (Grid aligned)	13
Tile 6	Soganlı	14

Small-Scale Peninsula Maps

Peninsula 1	Upper	15
Peninsula 2	Lower	16
Peninsula 3	All	17
	Index to Maps	18

106.1.1 Landing Force Planning Forms

Permission is granted to reproduce this page for personal game play.

Landing Force

Division	Planned Objective Hex	Capacity (steps/turn)	Zero Hour:		Main Body
			Wave 1 Max ½ Rifle Steps	Wave 2 Remaining Rifles, MG, HQ	
					Initial Attack
Covering Force					Initial Attack
					General Reserve
			Artillery Lighters		

Landing Force

Division	Planned Objective Hex	Capacity (steps/turn)	Zero Hour:		Main Body
			Wave 1 Max ½ Rifle Steps	Wave 2 Remaining Rifles, MG, HQ	
					Initial Attack
Covering Force					Initial Attack
					General Reserve
			Artillery Lighters		

106.8.2 Landing Sled for Twilight and Night Landings

Permission is granted to reproduce this page for personal game play.

Turn 2		Turn 1		Enemy Coast =>
Amphibious Landing		Amphibious Assault		
Wave 2	Wave 1	Wave 1	Wave 2	
				Further North
				North
				Central Tow
				South
				Further South

This sled holds units in their intended beach position before they land. If it is a night landing, then move the units to the appropriate row in the rightmost column after their scatter roll. Use number markers to record the number of hexes north or south of the central tow.

- Units land as companies, MG sections, HQ units, or carried aboard *SS River Clyde* (103.7).

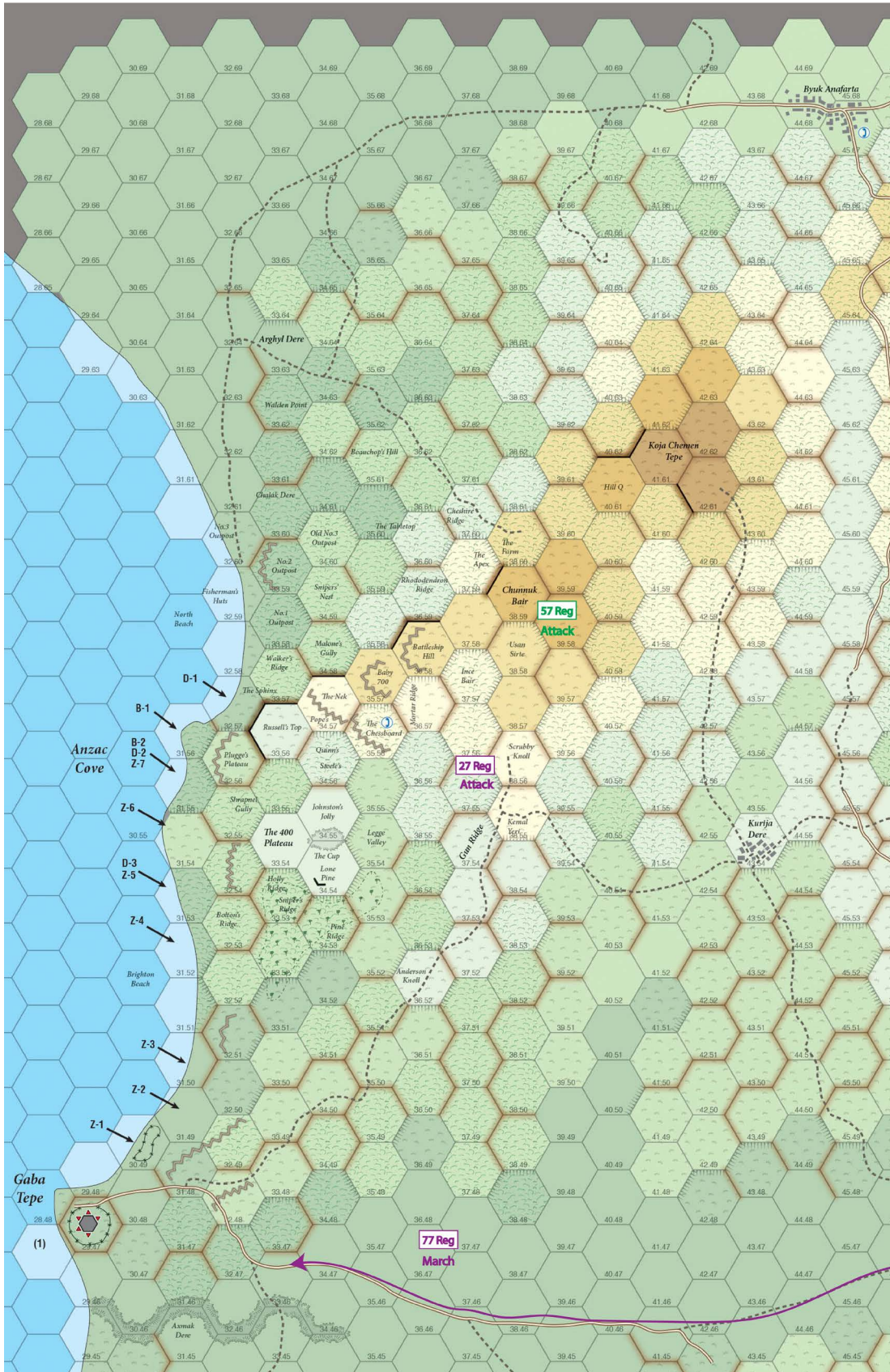
Wave 1

- Rowing Subsegment: place units in All Sea hex one hex offshore. Units land in their assigned or scattered beach hex, with 6 MP.
- If Tactical Surprise (103.4.6) is achieved then no Opportunity Fire when a unit first lands or assaults on a beach hex.
- Each beach in Wave 1 may be subjected to 0.5 points of Pinnacle MG Fire (103.4.5) per landing company; for *SS River Clyde* see Case 103.7.8.

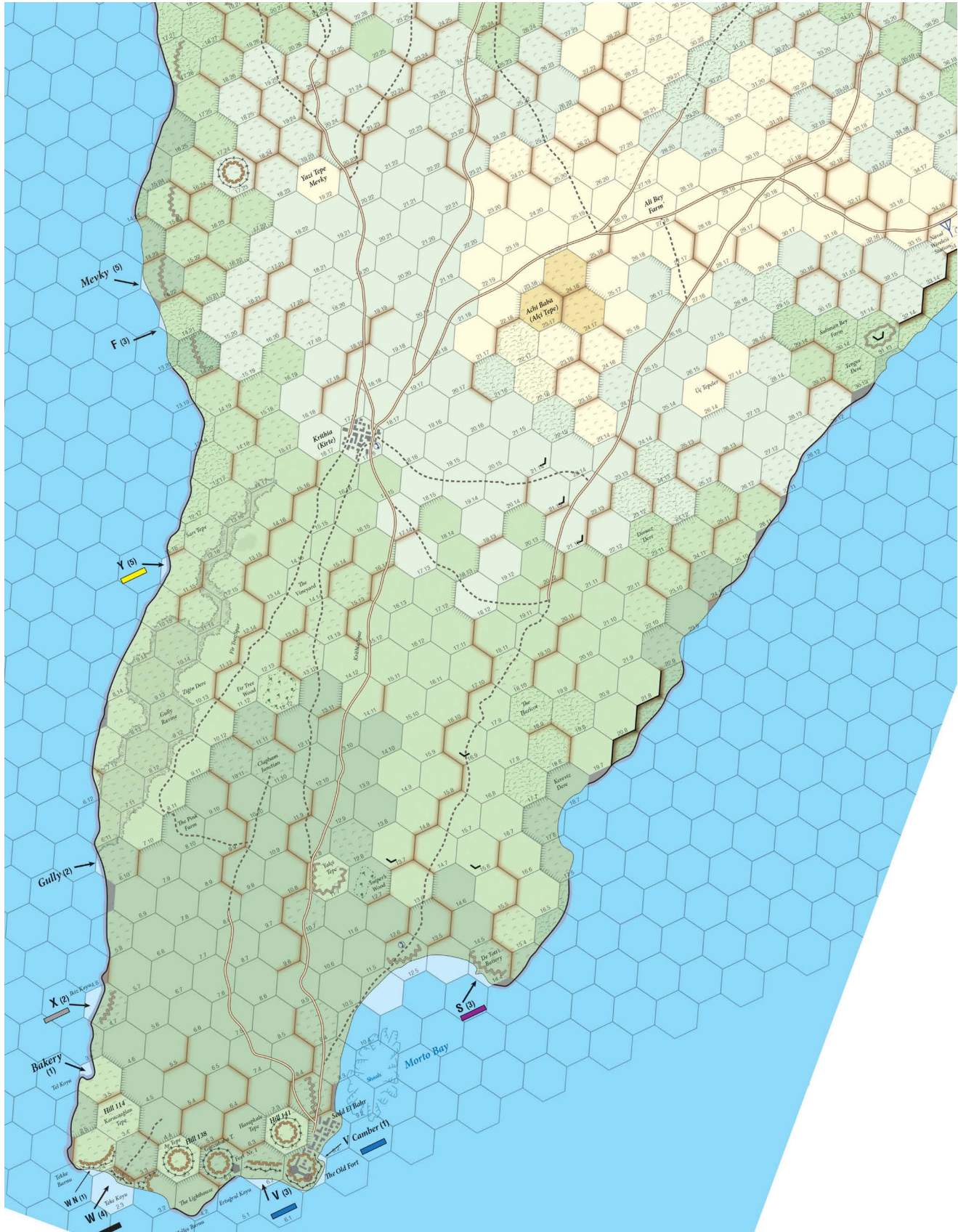
Wave 2

- Rowing Subsegment: place units in All Sea hex one hex offshore. Units land after all Wave 1 have moved and assaulted.
- Does not have tactical surprise and is therefore subject to Opportunity Fire.
- Only has 4 MP.

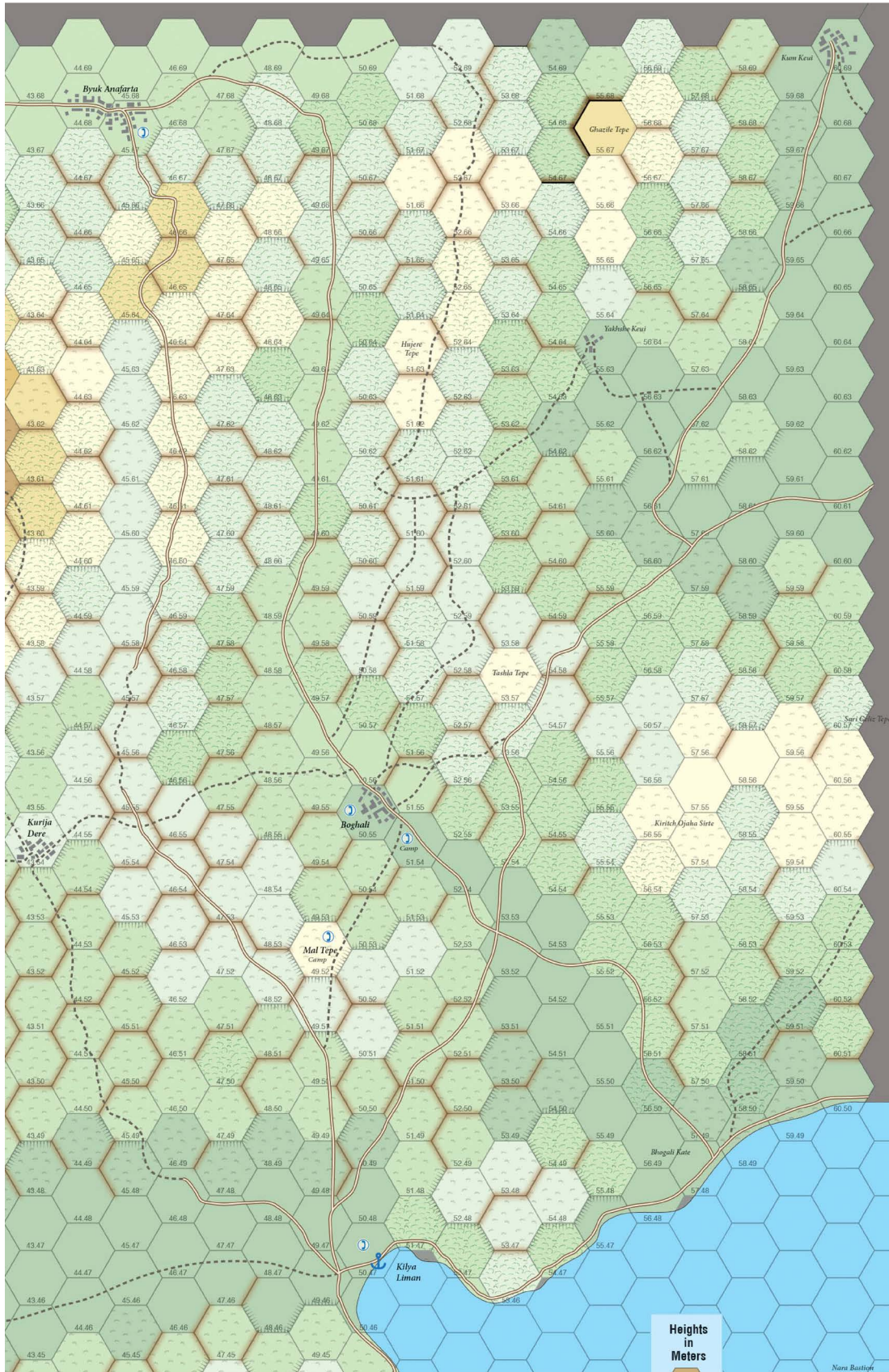
102.2.4 Kemal's Counterattack, Ottoman Orders



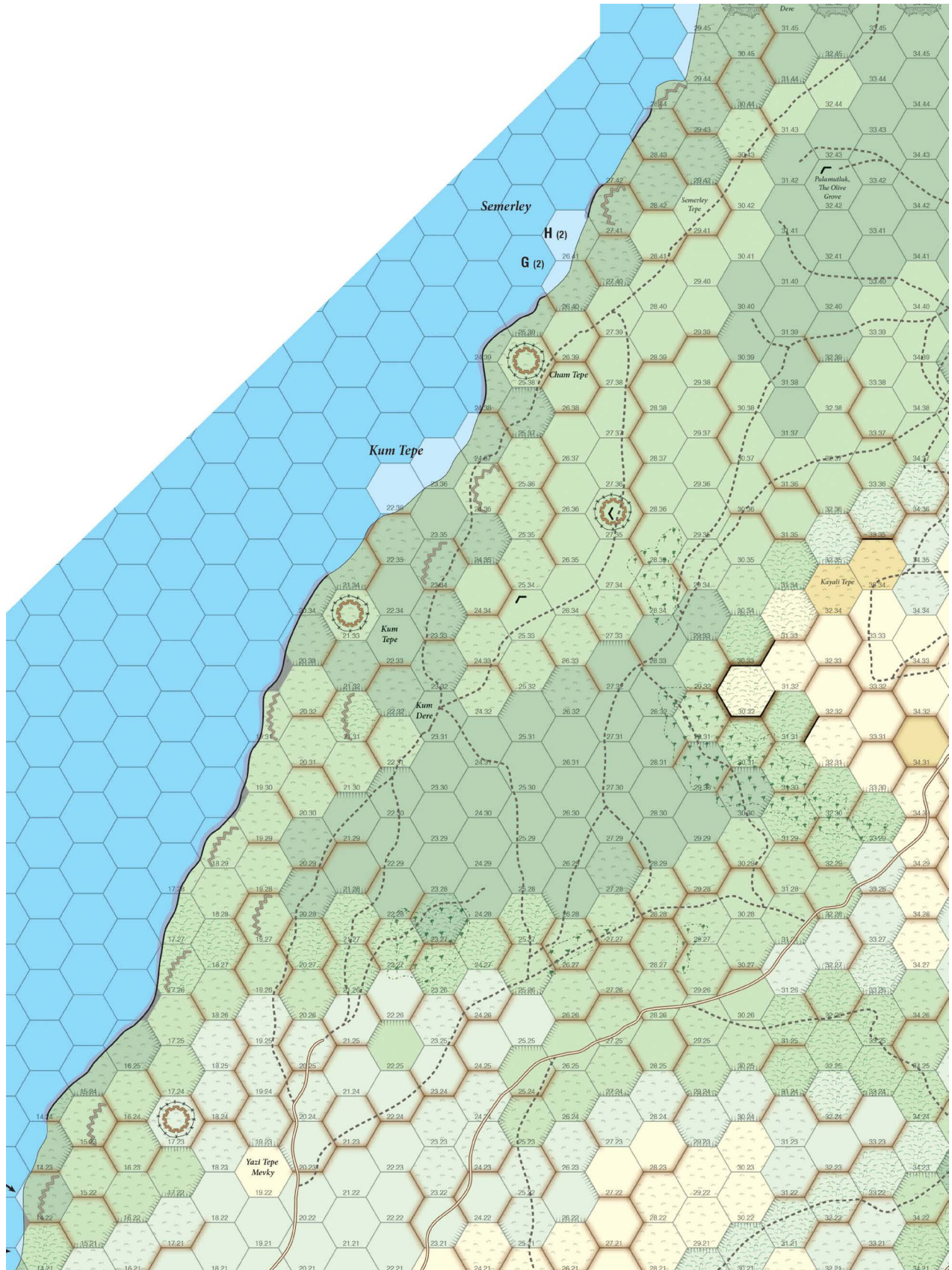
102.4.4 Historical Helles



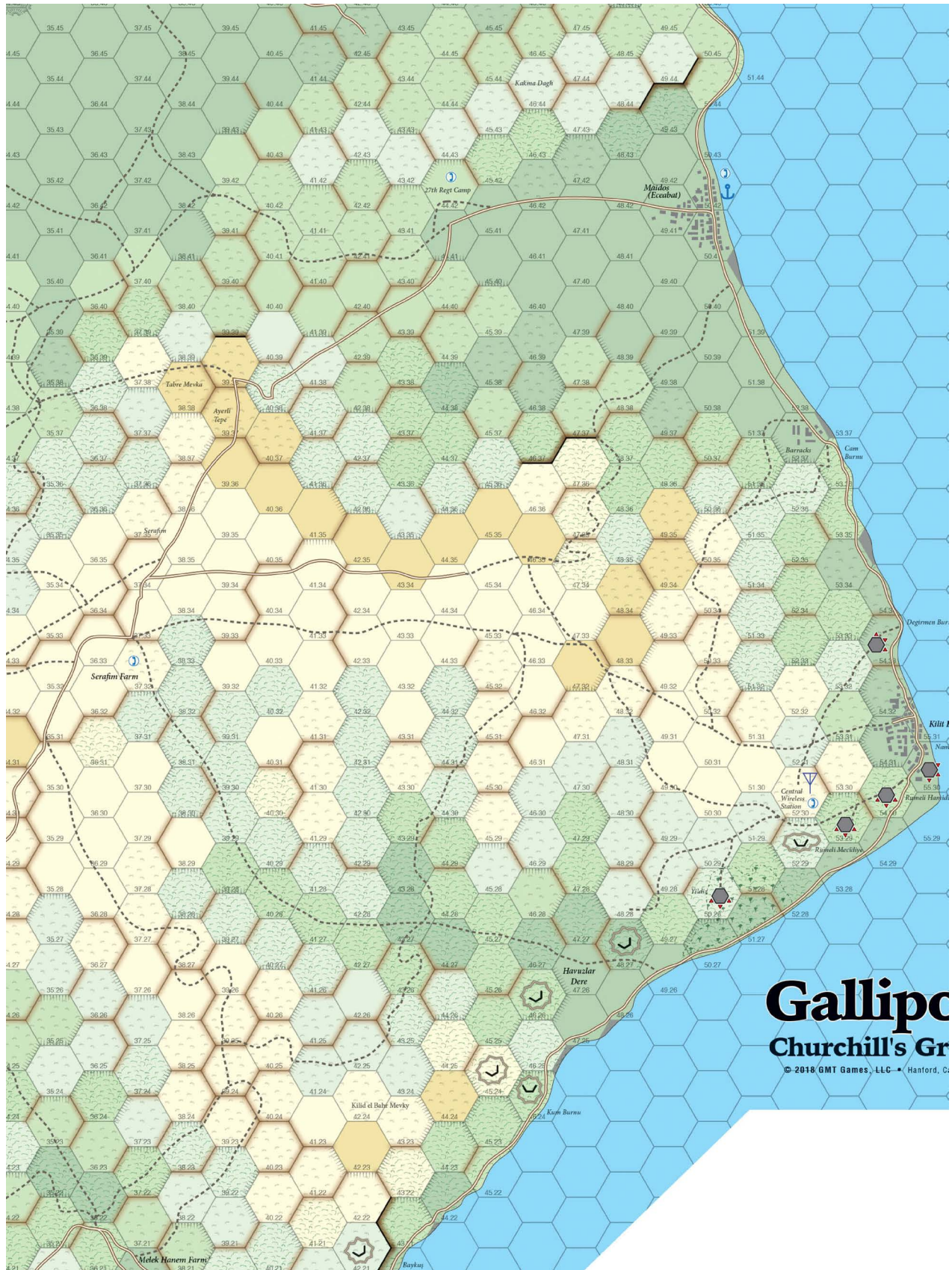
Tile 2: Boghali



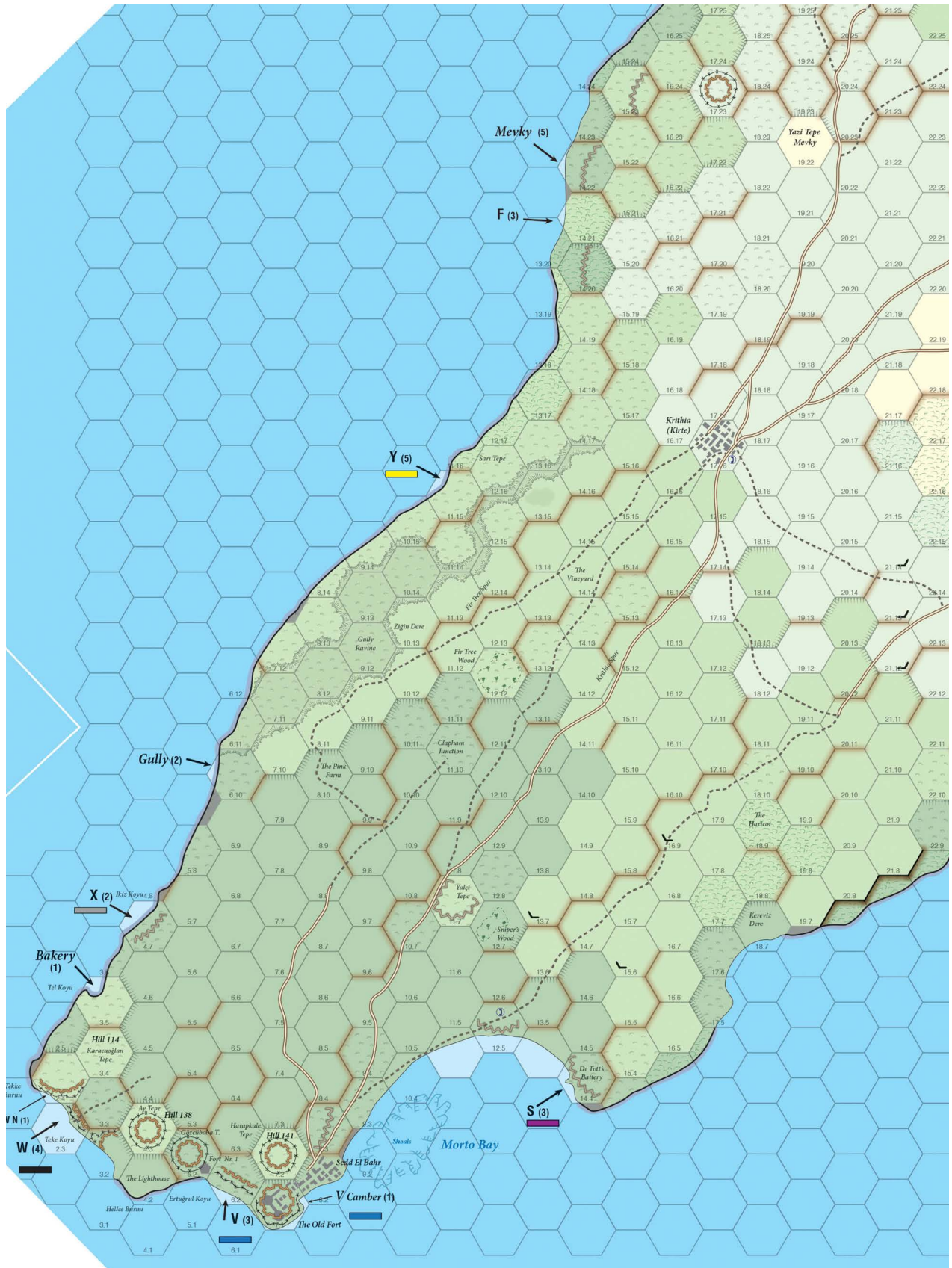
Tile 3: Kum Tepe



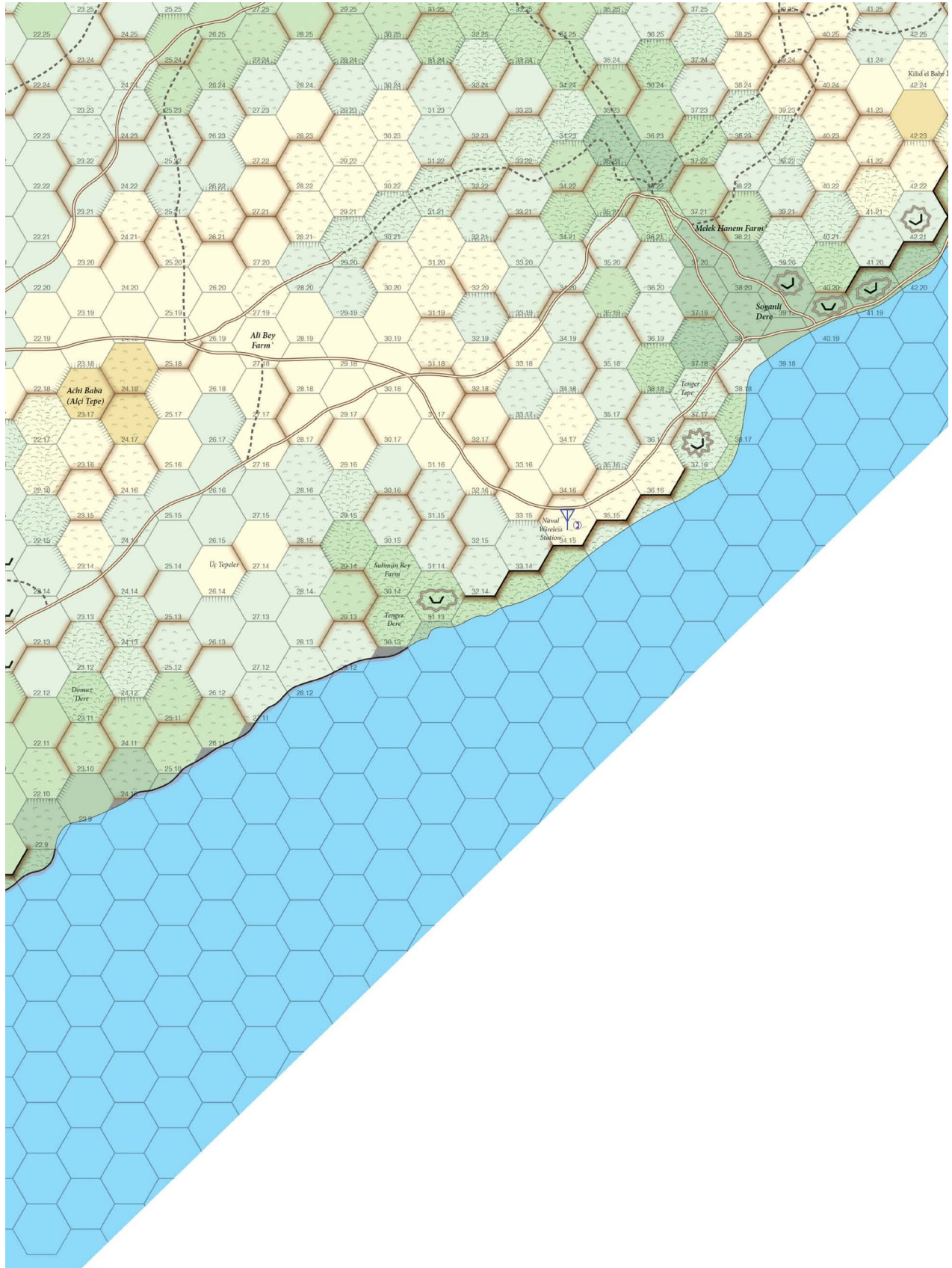
Tile 4: Serafim Farm



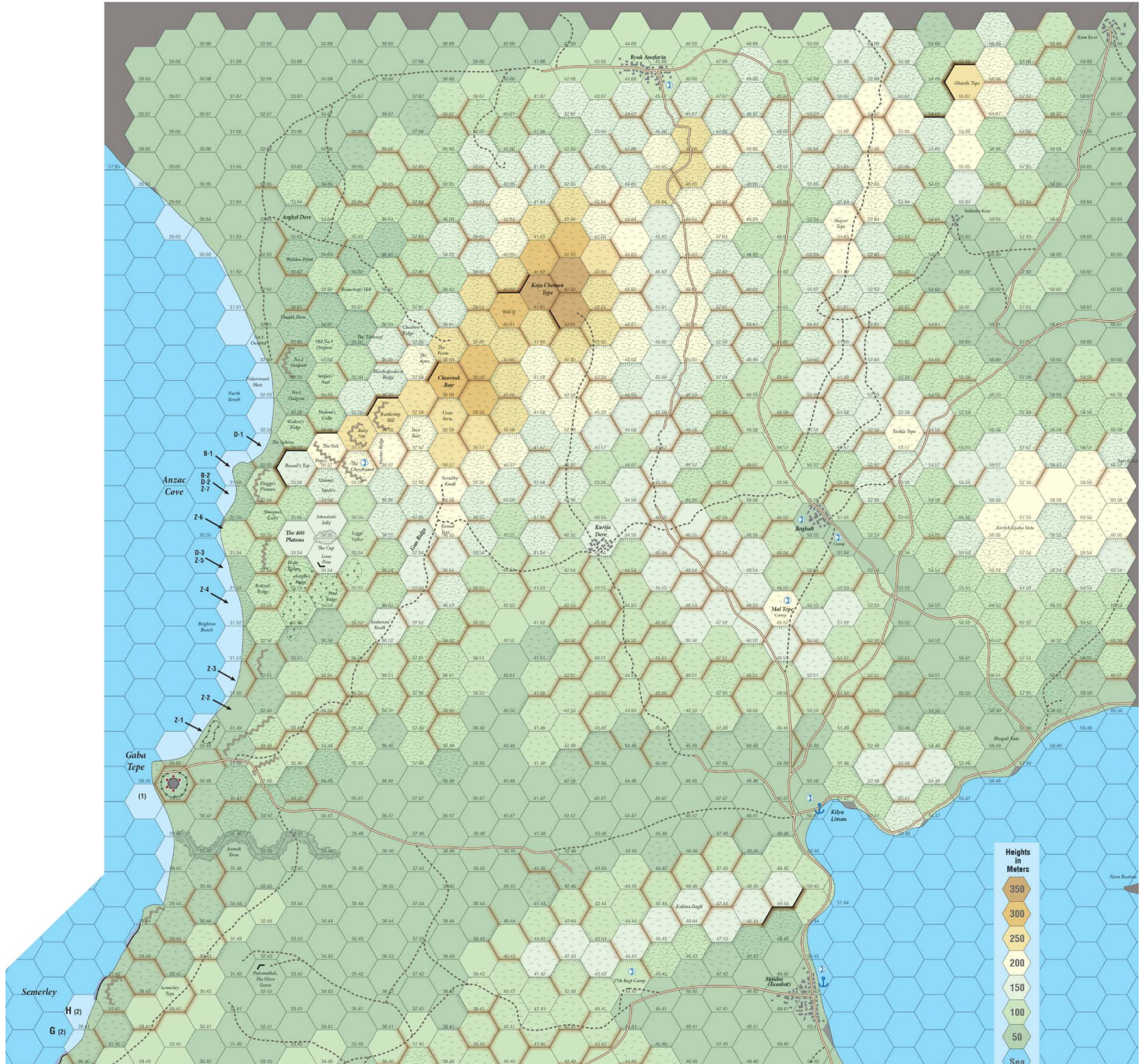
Tile 5: Helles (Grid aligned)



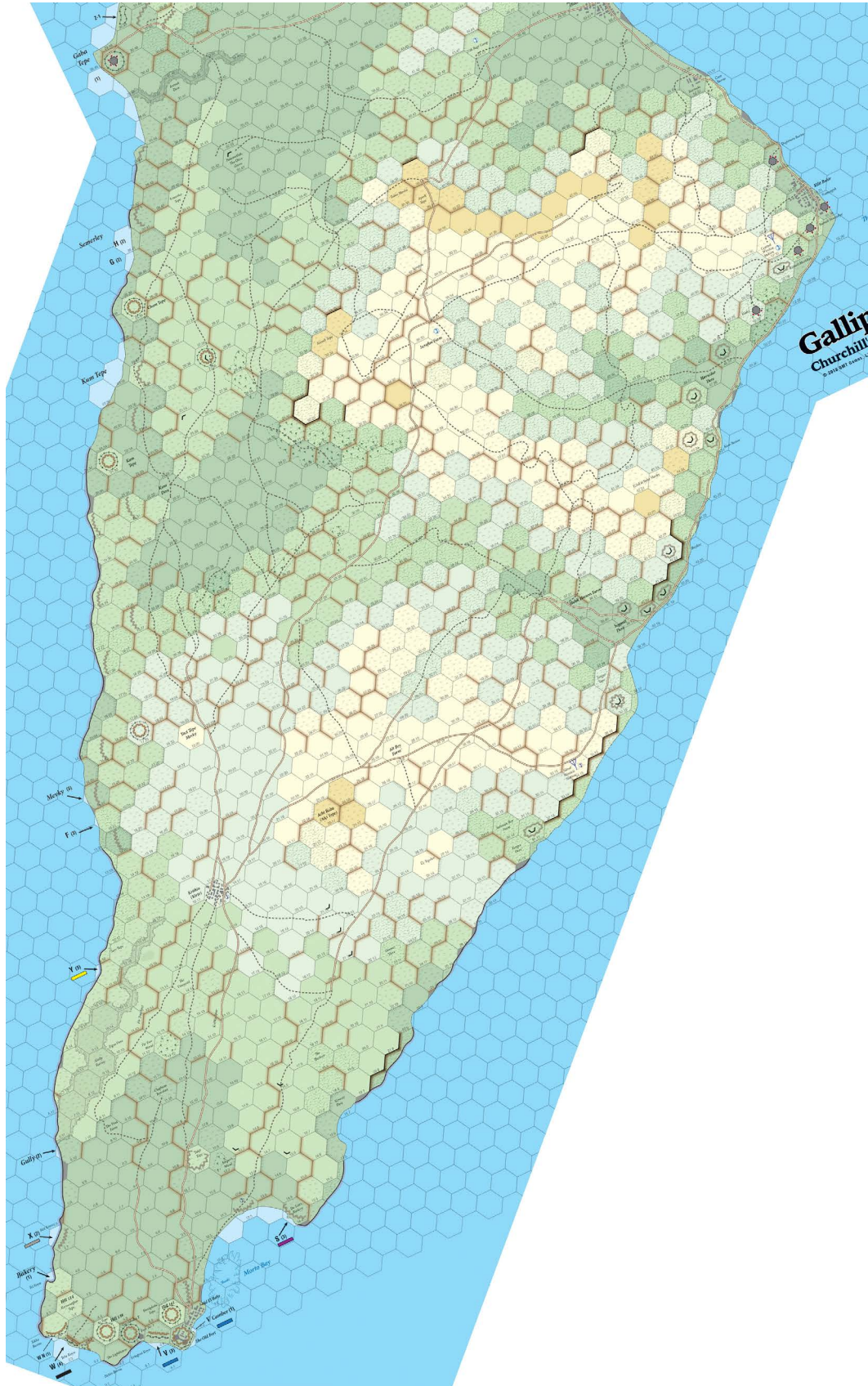
Tile 6: Soganlı



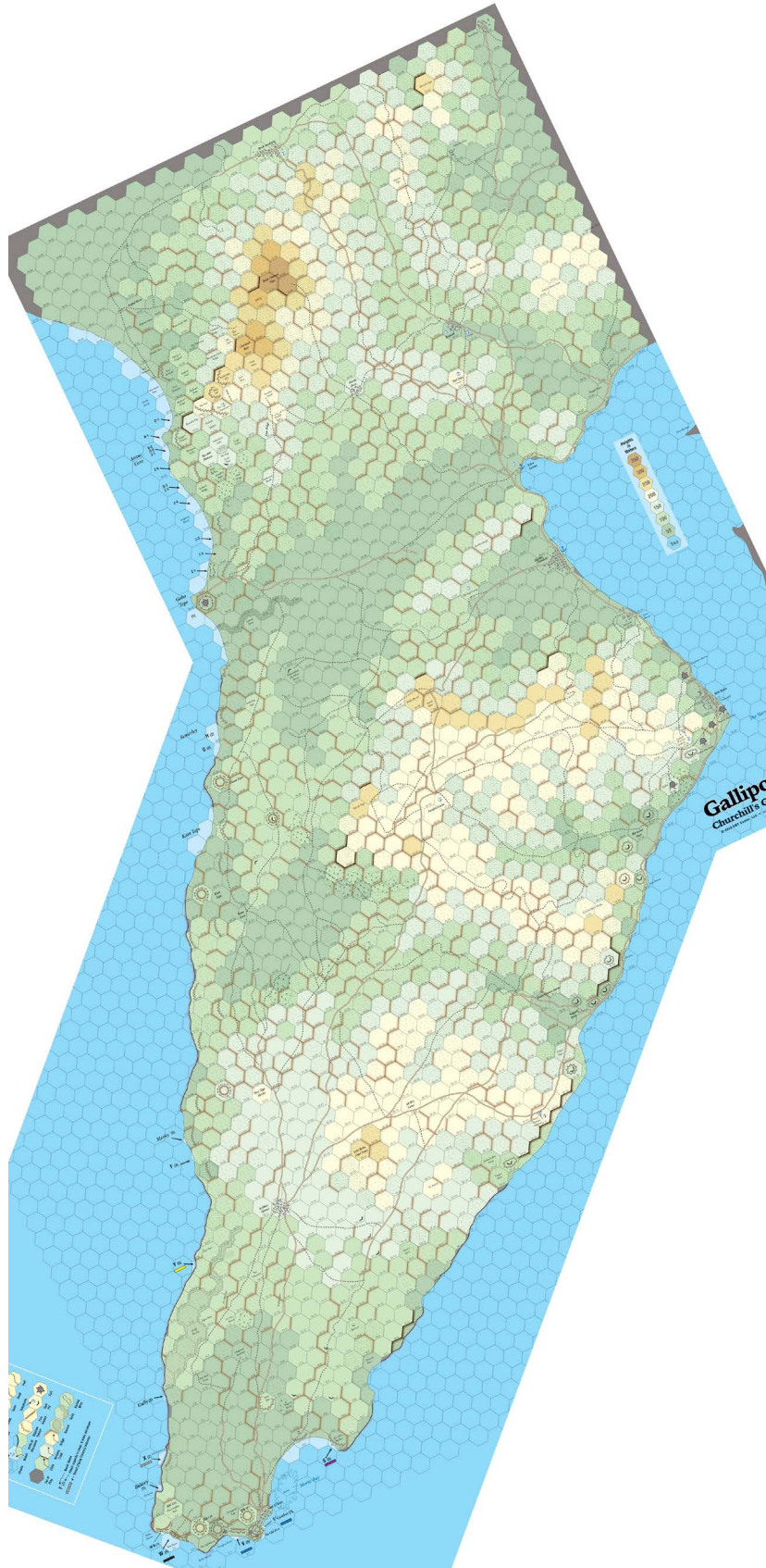
Peninsula 1: Upper



Peninsula 2: Lower



Peninsular 3: All



Index to Maps

