

# The Landing: Gallipoli 1915

A Solitaire Game by Joe Schmidt

The Landing tells the story of the Australian and New Zealand Army Corps (ANZAC) landing on the beaches of Gallipoli in the early morning of April 25th, 1915. You are a Lance Corporal (LCPL), a Non-Commissioned Officer in the Australian Army. You must lead your fellow Aussies and work together with your Kiwi and Indian allies in the desperate fight to take and hold the heights overlooking the Dardanelles.

## Overview

Over three Rounds, you will push your soldiers across the battlefield, represented by 6 Terrain Cards, in order to capture the high ground. Your opponent will fight you from better ground and with equal ferocity. Through the careful use of your resources, and not a little bit of luck, you can clear the Ottomans off the ridge and make the operation a success.

## Components

- 2 Characters (You, the LCPL, and the Ottoman Sergeant)
- 4 Australian counters
- 3 New Zealand counters
- 7 Ottoman counters
- 3 Dice
- 1 each Round and 2 Spirit markers
- Paper and pencil for the Journal Phase (not included)

## Cards

- Unit cards (11th Bn, Auckland Bn, 27 In Rgt)
- 7 ANZAC Operation Cards
- 6 Ottoman Operation Cards
- Beach, Boats, and Round Cards
- 9 Terrain Cards

## Setup

1. Setup the terrain by placing the Boats card, the Beach card, and 6 randomly drawn, face down Terrain cards, in that order from left to right.
2. Place the Round-tracking card with the Round Marker in the Dawn space.

3. Put a Spirit marker on the 3 Spirit space on the Ottoman Sergeant card, and place the Ottoman markers nearby.

4. Put a Spirit marker on the 3 Spirit space on the LCPL card and place his counter on the Boats Card. Shake the 4 Australian counters and drop them on the Boats Card.\*

5. Shake the 3 New Zealand counters and drop them on the Auckland BN card.\*

6. From the ANZAC Operation Cards, take out the Indian Artillery Card and set it aside until the second round begins. Then shuffle the rest.

\* This randomizes which facing each counter starts the game on (ready or unnerved).

## Goal of the Game

You are trying to have at least one ANZAC or the LCPL counter on the last Terrain card with no Ottoman or Sergeant counters there.

## Sequence of Play

The game consists of 3 Rounds: Dawn, Noon and Dusk. No ANZAC counters begin on the Beach at the start of the Dawn Round.

Before starting the Noon Round, add the counters from the Auckland BN to the Beach Card, and add the Indian Artillery to the ANZAC Operation Card deck. At the start of each Round shuffle all\* the cards of the ANZAC and Ottoman Operation decks. Then, draw 4 ANZAC Operation cards. You can look at your cards.

\* Unless removed from the game.

Each Round has 4 Turns, and each Turn has 4 Phases. The order of the Phases is:

- ANZAC Phase,
- Ottoman Phase,
- Close Combat Phase
- Journal Phase.

Game ends at the end of the Dusk Round.

## ANZAC Phase

During the ANZAC Phase you must play/use one of your 4 Operation Cards. If you play the Fear card,

immediately proceed to the Ottoman Phase. Otherwise, play the effects of the card and take 3 Actions. You can choose to discard the Operation Card (never the Fear Card) to reroll the die/dice for one Action and NOT take the effects of the card. If you reroll a die you cannot use the card's effects at all for this phase, even if you used the card to reroll the first action and have 2 actions left. You must eventually play a Fear card if it is drawn, you cannot avoid it.

## Actions:

Here are the Actions that you may choose from (you can choose any combination for your 3 actions):

1. Advance: Roll 1 die. Number rolled = number of counters (including the LCPL) you can advance to the next card MINUS the next card's Terrain Value (the number in the top left corner of the card). You are attempting to advance all the counters on one card to the next card only, you cannot split your advances and have counters move onto 2 or more cards.

*Example: you roll a 2, and the next card's Terrain Value is 1, you may move 1 counter onto the next Terrain Card.*

A zero or negative result does not move any counters. If you are attempting to advance into a card that hasn't been revealed yet, you must commit to advancing at least one counter, reveal the card, then roll the die. You can advance into, but not past, a tile with Ottoman units. This is considered the "front line".

2. Rally: Choose a Terrain Card without Ottoman counters or the Beach. Roll a die. On a 2+, one Unnerved counter rallies, and is no longer Unnerved (flip it over). If you roll a 6, Rally again. This may continue until you have Rallied all counters on a card.

## CARD CLARIFICATIONS:

- **Rifle/Indian Artillery:** If you play either the Rifle or Indian Artillery Operations card, using the card's ability will also count as one of your Actions. You can repeat this action again, at the cost of an additional action.

- **Bayonets:** Take your 3 actions like normal, the effect occurs in Close Combat.

## Ottoman Phase

Reveal the top Ottoman Operation card from the deck and carrying out the card's effect.

## Close Combat Phase

The Close Combat Phase only occurs when both sides have counters on the same Terrain Card. Both sides roll 1 die for each counter (either soldier or character) on the card. On a 5+, the counter inflicts a hit on the other side. There is only one Round of Close Combat. This Phase can end with one or both sides eliminated, or with both sides having counters remaining. The most dice that can be used for Close Combat is 3 dice on each side, regardless of the number of counters present.

## Journal Phase

This Phase is your chance to tell your character's story. This can be in the form of a letter home to a loved one, or just a diary entry. Write about what happened during the Round (the heroics of certain soldiers, the tough Ottoman defenses, etc.). It only has to be a sentence or two, but use it as an opportunity to reflect on the soldier's experience on April 25th, 1915.

## Additional Rules:

### Hits and Stress

You choose whether a counter or the LCPL receives the hit. Hits must be taken on the LCPL or the ANZAC counters closest to the front line.

- A steady ANZAC counter that receives a hit becomes Unnerved.
- An Unnerved ANZAC counter that receives a hit is removed from the game.
- Every hit against an Ottoman counter eliminates them from the game.
- Characters: Hits against either the LCPL or the Ottoman Sergeant reduce the character's Spirit. When the character loses its last Spirit, the character is removed from the game. Spirit cannot be added back by a Rally Action.
- Stress can only be taken against the LCPL. If an Ottoman action requires a stress result it must be against the LCPL. If the LCPL has been removed the stress result is now considered a hit, and will be used

on a counter.

- The Ottomans take hits on the Sergeant's spirit first, then the counters. Sergeant can only take hits after he is revealed on the last Terrain Card.
- Wounds (one of the Ottoman cards) used against a counter removes it, regardless of which side the counter is on. If used against the LCPL a wound counts as 2 stress.

## Terrain Cards

When turning over a new Terrain Card, add Ottoman counters for each red cube shown on the card.

## IMPORTANT:

Add all remaining (not eliminated) Ottoman counters and the Ottoman Sergeant to the 6th Terrain Card once it is flipped.

## Winning the Game

You win by having the only counters on the 6th (last) Terrain Card by the end of the game. Otherwise you descend into the horrors of trench warfare...

No matter the result, write one final Journal entry reflecting on your experience in the game. Then, if you are interested, I'd suggest doing a bit of reading on Gallipoli- or, you can just give the game another go!

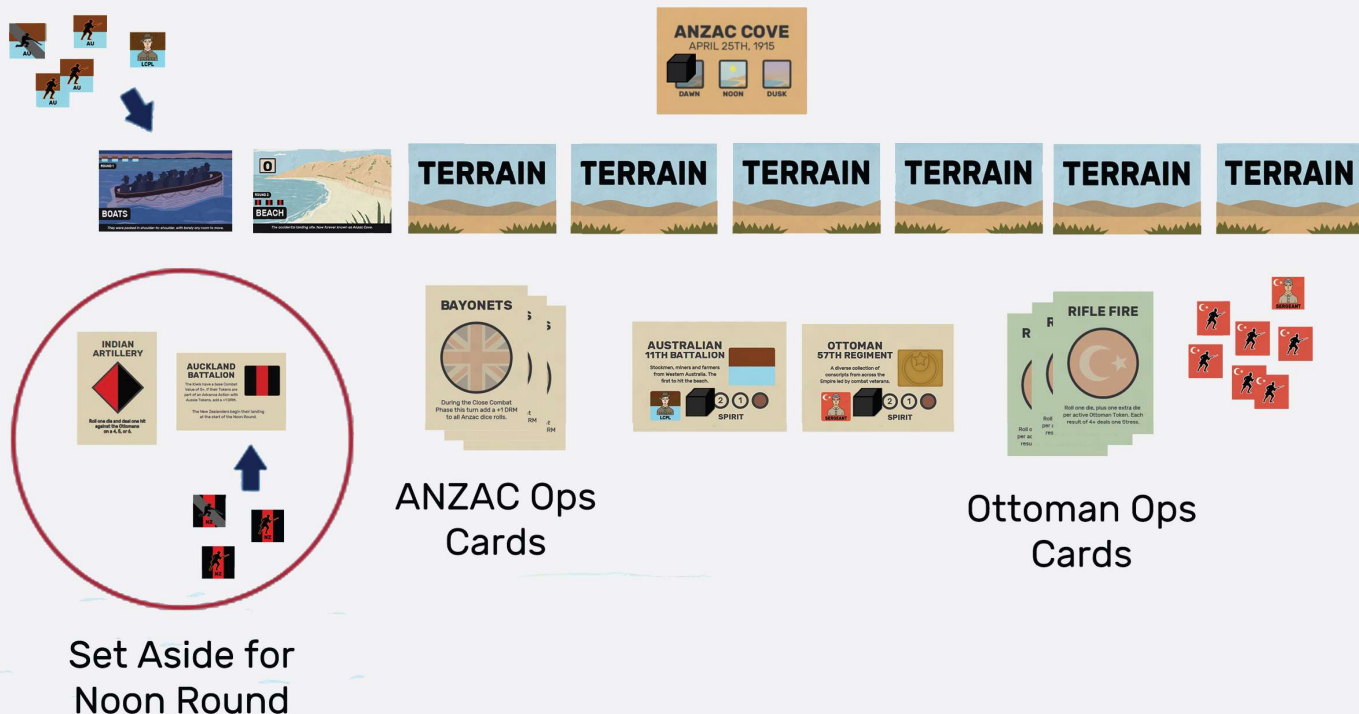
Designer: Joe Schmidt  
Developers: Aiden Brooks  
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Artist: Grace Densham

## Designer's Notes

I recently visited the Anzac Memorial in Hyde Park in Sydney, Australia. At the entrance to the exhibition there is a brass plaque that reads:

*"Designed to express with dignity and simplicity neither the glory nor the glamour of war, but those nobler attributes of human nature which the war of 1914-1918 so vividly brought forth - courage, endurance, and sacrifice".*

## Game Setup:



Reading this stopped me in my tracks. I had been studying the Landings at Gallipoli and the Anzacs for some time, in preparation for a small game I wanted to design and bring with me on our trip to Australia. And in everything I had watched, read, or seen the prevailing sentiment was always one of respect for all the humans involved in this terrible conflict.

Anzac Cove is my attempt at creating a wargame that tells the tragic story of the individual soldiers at Gallipoli rather than the glory of battles won or lost. It's purpose is to give the Player the tools of war, but not to honor them. To tell a story about the futility of the conflict, and the bravery of all of those who fought. To write and attempt to understand the slightest idea of the pain they experienced.

I hope you enjoy this experience, and I hope you take advantage of the Journal Phase. The letters and diaries of the soldiers of The Great War are beautiful expressions of human emotion. This is your opportunity to think critically about the purpose of wargames. To do additional reading to understand the background of those who fought. To see their bravery in the face of death. And, to honor them by learning from history so we can avoid repeating it.

*"Those heroes that shed their blood and lost their lives... You are now lying in the soil of a friendly country. Therefore rest in peace. There is no difference between the Johnnies and the Mehmets to us where they lie side by side here in this country of ours... You, the mothers who sent their sons from faraway countries, wipe away your tears; your sons are now lying in our bosom and are in peace. After having lost their lives on this land they have become our sons as well."*

Mustafa Kemal Atatürk, 1934

## Reading List

The works of the incredible Charles E. W. Bean, Australia's official war correspondent, can be found online for free from the Australian War Memorial. I'd also highly suggest Gallipoli: A Ridge Too Far. Edited by Ashley Ekins, this is a collection of the works of historians from seven of the countries that participated in the fighting at Gallipoli. And, if you ever find yourself in Canberra, make the trip to the Australian War Memorial. It is one of the most beautiful and moving places I have ever visited.

Anzac to Amiens by Charles E. W. Bean

Official History of Australia in the War of 1914-1918  
by Charles E. W. Bean

Gallipoli 1915: Frontal Assault on Turkey

by Phillip J. Haythornthwaite

Gallipoli by Peter Hart

Gallipoli: A Ridge Too Far edited by Ashley Ekins

