

Rifle & Spade

Series Rules



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1.0 Introduction

Rifle and Spade

significant tactical interactions.

This system depicts the difficulty that large human organizations battlefield. Depending on the army organization, orders are issued to

ment activate to dig, fire, move, or assault, before the units of the next

Fire is ranged fire of infantry and artillery weapons. Assault is close quarters fire and melee. Losses can result from these activities and from failed Morale Checks. Over time the losses of Officer Points and

1.1 How the Rules are Organized

Italic text

- Capitalizations are used when defining terms, in rules references,

is to save space. For example, read “Add/remove Boffin markers to/from units that were boffed on the current/preceding turn,” as “Add Boffin markers to units that were boffed on the current turn,” or “Remove Boffin markers from units that were boffed on the

- Game-specific rules and specific cases can modify or replace a

1.2 Game Scale

Different games in the series might use different scales. The following

1.2.1 Each hexagon (hex) is 400 meters from (flat) side to side. The

1.2.2

1.2.3 A rifle step is 200 men. An artillery step is two guns. MG units have firepower, but no steps.

1.3 Glossary of Working Terms

Use these as definitions until the rules define them more completely.

Adjacent.

Brigiment.

DRM (Die Roll Modifier; Plural: DRMs).

Hiding.

Immune. The status of a target unit where a specific type of fire is

In Contact.

LOS (Line of Sight). Used for spotting and firing between hexes.

MA, MP.

Morale Check. A modified dice roll against the printed morale rating

Movement to Assault.

Opportunity Fire Trigger.

allows the other (usually inactive) side to immediately fire upon it in

Release. A status change after which an on-map or off-map reinforcing

Stack.

Us/Them.

1.4 Conventions of Play

1.4.1 Range

1.4.2 Dice

1.4.3 Successful Die (Dice) Roll. A (possibly modified) roll that is

1.4.4 Multiple Dice. Significant time can be saved by rolling up to five dice to resolve tasks. For example, to resolve fire the green die is

1.4.5 Rounding Fractions. When calculating the final value of frac

Exceptions:

1.4.6 Decimal Rounding.

1.4.7 Halving Values.

1.4.8 Honor System.

Exceptions:

4. Activations Phase

Initiative Segment

Each player rolls a modified die, the winner of which decides

Sequencing Segment

Brigiment Activation Segment

2.0 Sequence of Play

1. Reinforcement Phase

2. Supply Phase

3. Command Phase

Isolated Units Segment

Formation Adjustment Segment

Adjust Officer Points Segment

All Brigiments check to see if they gain or lose Officer Points

Orders Continuation Segment

Change Orders Segment

Exception:

Load the Cup Segment

Commanded Fire Subsegment

Movement Subsegment

Assault Subsegment

For each of the Subsegments in Step 4 (c) above:

5. End of Turn Phase

(a) Remove Activity Count markers used to track artillery fires

2.1 Load the Cup Segment

one opaque cup will be required for each player. Empty coffee cups

2.1.1

Chits of unreleased (On-Map or Off-Map) Brigiments (15).

2.2 Activations Phase

1. Initiative Segment.

2. Sequencing Segment.

Players should remember that there is an Initiative Segment before the activation of each Brigiment.

2.2.1

2.2.2

Hint: For many players it won't really matter who rolls the dice for initiative and sequencing. Time can be saved by rolling three dice for initiative—one for each player, plus a neutral die for the sequencing. For example, red for Entente, green for Central Powers, white for sequencing. In effect these two segments can be compressed into a single *de facto* segment. You can roll your own initiative dice, if you prefer.

2.3 Initiative Segment

lowest modified score is the Active Player and has the initiative:

2.3.1 Initiative DRMs Table

2.3.2 If the modified rolls are tied, then the player who did not pull the last Command Chit pulls the next chit, unless this is the first Command Chit pull of the turn, in which case keep rolling off until there is no tie.

2.3.3

2.3.4 A scenario may define who the first player is for a given game

2.4 Sequencing Segment

2.4.1 Sequencing Threshold Table

2.4.2 If the modified roll is less than or equal to the threshold num

3.0 Counters

The game pieces, also known as counters, come in five varieties:

3.1 Units & Unit Symbols

3.1.1 Unit Key

3.1.2

3.1.3


3.1.4 There are five types of units, usually available in multiple sizes:

 **Rifle.**

(¼ step). Rifle units are infantry armed with rifles, bayonets, and *Half-battalions are the most common.*

 **Machine Gun (MG):**

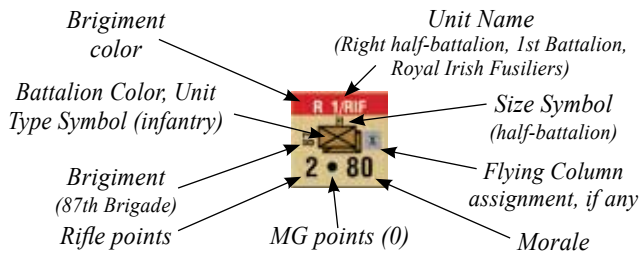
 **Artillery.**

 **Cavalry.** Squadrons (1 step). Cavalry follow the rules for rifle infantry, except that they have different MAs and terrain MP costs. *By 1915 cavalry were trained as mounted infantry—they moved as cavalry but dismounted and fought with rifles and bayonets. It is true that there were some traditional cavalry charges during the Great War—these will be covered by game specific rules.*

 **Headquarters (HQ).**

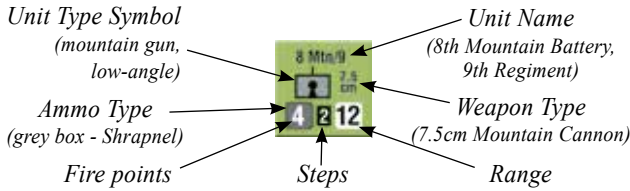
3.1.5 Infantry is a term used for rifle, machine gun, and, except for

1. Rifle Fire Points



3.1.6 A unit can fire both its rifle and MG values if the target is within range. Add the values together (see Section 17.2 for usage of fire). *Half-battalions and smaller units usually either have rifle fire points or MG fire points, but not both. Some games in this series might have battalion-sized counters with both rifle and MG fire points. A fire point represents the fire of 100 men or one machine gun.*

3.1.7



3.1.8

3.1.9

3.2 Reorganizing Units

3.2.1

e.g., a company (1 step) could reorganize into a half-battalion flipped

3.2.2

3.2.3 Exception:

3.2.4

regiment can combine into one rifle step of that Brigiment (do not worry about battalion affiliation). This step may be added to an existing

3.2.5 Exception:

They are busy with the Assault.

3.3 Unit Markers



3.3.1 Artillery Fired

ber of times an artillery unit has fired in a game turn. See



3.3.2 Assault



3.3.3 Column

to fire. See Column (14.2).



3.3.4 Confused

suffered a (hopefully) temporary morale failure and are less effective than usual. See Section 16.



3.3.5 Digging



3.3.6 Fire/Moved



3.3.8 Isolated



3.3.9 Limbered

loaded on mules). Limbered artillery can move but not fire.



3.3.10 On Top



3.3.11 Number





3.3.12 Stack markers represent stacks that are in off-map



3.3.13 Us/Them



3.3.14 Waiting

3.4 Fieldworks Markers



3.4.1 Rifle Pit.



3.4.2 Gun Pit.



3.4.3 Shallow Trench.



3.4.4 Fire Trench.



3.4.5 Barbed Wire.



3.4.6 Cut Wire.



3.4.7 Telephone.

3.5 Brigiment Markers

the on-map and off-map status of that Brigiment.



3.5.1 Command Chit



3.5.2 Orders



3.5.3 Officer Points (OPs)
Officer Points in the Brigiment on the Army Status Display

merals. The reverse side shows the number of Officer Points gained or lost during the Adjust Officer Points Segment. See Section 10.



3.5.4 Rout identifies rout losses in the Routed Holding



3.5.5 Gain Step/No Gain

cover a destroyed rifle step on the current turn.



3.5.6 Brigiment Objective



3.5.7 Point Objective



3.5.8 Dummy Objective



3.5.9 In Support



3.5.10 Out of Supply

3.6 Game Status Markers



3.6.1 Game Turn.



3.6.2 Phase.

3.6.3 Weather.
potential effects of weather.

3.7 Stacking

3.7.1 MG and HQ units do not count toward stacking limits.

3.7.2 Rifle and cavalry steps count toward rifle stacking limits.

3.7.3 Stacking Order of Units.

the rifle/cavalry unit with the most steps, remaining rifle/cavalry units.

3.7.4 top of the unit(s) that they affect.

3.7.5

scribes that hex on the Terrain Effects Chart (14.1.3). These overall

rifle and artillery units (3.7.8), units in Fieldworks (3.7.9), and units

3.7.6

Gallipoli 1915

step artillery counter and pro-rate the fire value accordingly.

3.7.7

3.7.8 The stacking limits for rifle and artillery units are independent of each other. The stacking sub-limits for rifle units in Column (14.2)

Exception: Rifle units in Column (14.2) and Limbered artillery

or track, the stacking sub-limits for rifle steps in Column or Limbered

For example, a

Steep Scrub hex has overall limits of 16 steps of rifle units and (ignoring mountain artillery) 1 step of non-mountain artillery (unlimbered only, an unusual restriction). It could contain 16 steps of rifles (2 in Column or not) plus 1 step of non-mountain artillery (unlimbered). If the hex contained a road, then it could have 16 steps of rifle units (not in Column), 1 step of non-mountain artillery (unlimbered) and, on the road, either a) 2 steps of rifle units (in Column) or b) 1 entire artillery unit (Libered).

3.7.9

3.7.10

all hex limits (3.7.5): 4 steps of rifles plus rifles in Fieldworks, and,

3.7.11 The total number of friendly steps in a hex affect enemy fire;

3.7.12

Note: This rule and the much lower limit on Column (14.2) stacking on roads/tracks mean that columns on roads/tracks cannot pass through each other.

3.8 Inspecting Stacks

3.8.1

3.8.2 **Exception:** When firing reveal the number of firing strength points of each type (artillery, MG, rifle) from each hex. The target stack of the fire will also reveal all applicable Fire DRMs for the

3.8.3 **Exception:**

4.0 Game Displays

4.1 Army Status Displays

4.1.1 Across the top is the Officer Points Track (10.1.1). The Officer

Brigiment are shown above the track. Move the Brigiment Officer Points marker as that Brigiment gains or loses Officer Points (10.1).

4.1.2 Just below and cross-referenced from the Officer Points Track is the Orders Change/Continue Table (11.1.2); the modified dice roll

4.1.3

4.1.4 Use the Orders DRMs Table (11.1.3) to find DRMs for rolls on

4.2 Holding Box Displays

4.2.1

4.2.2

4.2.3

marker for the stack. Stack markers have no effect on game play: in

4.3 Counter Sleds

4.4 Viewing Displays

5.0 Map and Terrain

The map represents a battlefield. Hexes are overlaid to regulate game

5.1 General Terrain Notes

The series rules define broad types of terrain. Individual games in the series define specific terrain types, with specific movement costs

5.1.1 Hex Elevation

Contours & Height Levels.

height above sea level. Except for specific cases in the Line of Sight

ing or descending a Contour can cost MPs (see specific game rules).

5.1.2 Whole-Hex Terrain

Close Terrain.

Open Terrain.

fields and pastures. Units in Open Terrain cannot Hide; see Section 7.

5.1.3 Hexside Terrain

terrain Movement Point costs affect Opportunity Fire by rifle and MG

Barbed Wire

Cliffs are Ridges

Contours (hexsides between hexes at different elevations) are

Military Crest. A Contour with a sufficiently steep slope that it

Ravines are very steep gullies that provide cover from direct fire.

Ridges affect movement, Line of Sight (5.2), and allow a form of

Effect on Line of Sight (5.1.5).

Roads & Tracks

5.1.4 Point Terrain Features

These are small terrain features that neither fill a whole hex nor cover

Most Fieldworks. Rifle Pits, Shallow Trenches, Fire Trenches, Gun

No Man's Land. This is the prepared fire zone in front of a Fire

Communications Features.

5.1.5 Terrain Effect on Line of Sight

Blocking

and other defined terrain types might qualify.

Elevated Blocking

Down-Slope Blocking (DSB)

5.2 Line of Sight (LOS)

only, it can also be traced to a hexside). LOS is affected by observation

5.2.1 Observation Range Table

5.2.2 Observation Range.

spotting/firing unit for there to be a LOS. Consult the Observation

5.2.3 **Illuminated Zones** may be defined for some games. A hex in an

5.2.4

affects the LOS; also see Sections 5.1.3 and 5.1.5. Game-specific rules can also define terrain effects on LOS.

5.2.5 **Blocked Partial Open.** Low-angle fire (17.1.1) and

Blocked. Open LOS and Partial LOS allow fire and spotting; Partial

5.2.6

Exceptions:

5.2.7 **LOS effects are not the same as Hiding.** LOS defines the vis

target stack could be within LOS but the fire prohibited.

5.2.8

fire. See Section 17.8 Friendly Fire Restrictions.

5.2.9

to the spotter or the target, and the effect of that hexside is:

- effect of that hexside; otherwise
- (b) the effect of the hexside is the effect of the least blocking of the

5.2.10 Treat Cliffs as Ridges for the LOS Procedure (5.2.13).

5.2.11

one elevation level higher than the lower of its two straddled land hexes (therefore if the Cliff is adjacent to

5.2.12

hexside

hex

5.2.13 **LOS Procedure**

Blocked Partial Open

Blocked.

Open.

Blocked.

Blocked.

Blocked.

Skip this Case

Blocked

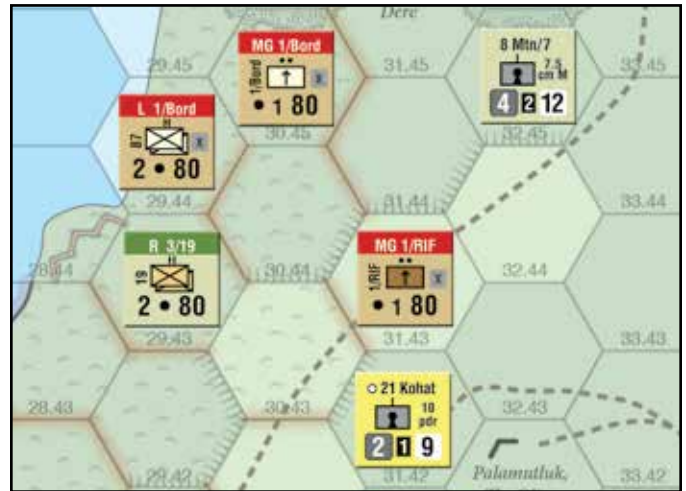
Partial

only

Partial.

target is at the Ridge height for this fire. **Partial.**

Open.



LOS Example 1: LOS Procedure (5.2.13), Cases 1, 2, 4, 8, 9.

Cases 1, 2: L 1/Bord to R 3/19. Range 1: Open during day and twilight, Blocked at night.

Case 4, Blocked by hex: 8 Mtn/7 to 21 Kohat. Hexes 31.43 and 34.22 are higher than these units.

Case 4, Blocked by hexside: The ridge between L 1/Bord and 8 Mtn/7 is not adjacent to either unit and is higher (level 2) than both units (level 1).

Case 4, Blocked by Ridge: The LOS from MG 1/Bord to R 3/19 directly traces a non-Adjacent Ridge that is higher than both units; see Rule 5.2.9 (a).

Case 8, Partial: If R 3/19 had just moved north across the ridge from hex 29.42 into 29.43, then L 1/Bord's Opportunity Fire against it would have a Partial LOS DRM.

Case 9, Open: The LOS from MG 1/RIF to 8 Mtn/7 directly traces a non-Adjacent hexside that straddles two non-blocking terrain hexes; see Rule 5.2.9 (b).

Case 9, Open: The LOS from 8 Mtn/7 to MG 1/Bord. While it crosses a Ridge, Cases 4 and 7 do not apply as the Ridge is Adjacent. Case 5 does not apply because the Ridge is a Blocking hexside, not a hex. The troops of MG 1/Bord are assumed to be in position for spotting and fire, unless they elect to Hide.



LOS Example 2: LOS Procedure (5.2.13), Cases 6, 7.

Case 6, Contour versus Military Crest: The French 31°/1° Batterie has Partial LOS to 5 Sqrn and L 2/57. The cavalry and infantry are on the lower side of a contour change, along a contiguous line of DSB (Scrub) hexes leading back to the contour change. LOS is Open to the Istanbul Jandarmerie because although there is a contour change between it and the French, the Jandarmerie are not in DSB hexes contiguously linked along the LOS to the contour change. If the contour change next to 5 Sqrn had been a Military Crest then the LOS to both that unit and L 2/57 would be Blocked while that to the Istanbul Jandarmerie would remain Open.

Case 7, Ridge: LOS between 31°/1° Batterie and L 3/19 is Partial due to the Ridge on the north side of 33.46. It is at level 2, whereas the battery is also at level 2. Therefore it does not block LOS; it merely reduces the LOS to Partial.

5.3 Imminent Threat

A hex is under Imminent Threat if it is almost at risk of being fired on by small arms fire. Imminent Threat is a condition used for issuing,

5.3.1

6.0 Fieldworks

that are a form of man-made terrain with specific effects. A hex con

Rifle Pits are the pits and scrapes dug by individual soldiers. As the rifle pits are joined together by narrow, waist deep trenches they become a **Shallow Trench**. A **Fire Trench** is a line of connected shallow trenches, with firing steps, a primitive parapet, and traverses to reduce enfilading fire.

6.1 General

Communications Features (5.1.4) may be defined for some Fieldworks

6.1.1 For a unit there are five possible locations within a hex contain

No marker.

is protected by favorable DRMs, but exposes itself in order to fire.

Hiding.

against fire, but cannot itself fire. See Section 7.

On Top. Fieldwork has no effect.

On Top & Hiding.

Us/Them.

On Gallipoli, at Quinn's Post each side could hide only a company or two in the gullies below the Ridge.

6.1.2

work's capacity should be marked On Top; see the Terrain Effects

6.1.3

6.1.4 On Top.

portunity Fire (17.4.5) will affect this unit as if it is On Top. When a Fieldwork from On Top and vice versa; see the Terrain Effects Chart

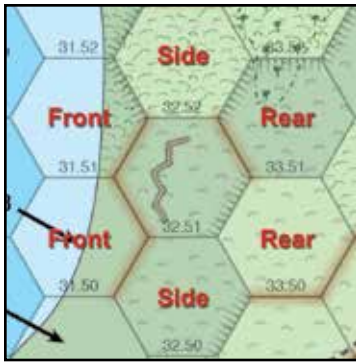
Exception:

some adjacent hexes without ever being On Top; see the specific *The intent of this rule is that a unit moving into a hex with a trench can be fired at before they enter the trench.*

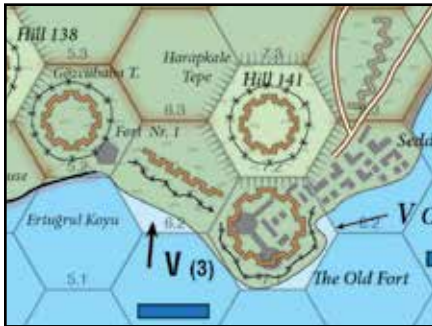
6.1.5 For each side, one infantry Fieldwork (Rifle Pit or trench of

time. For Fieldworks on different sides see Rule 6.1.1 Case 5 above.

Exception:



Shallow Trench Example: Note facings. See Case 6.1.6.



Fire Trench Examples: Three circular Fire Trenches (Gözcübaba Tepe, Hill 141, and The Old Fort), one non-connecting linear Fire Trench with wire (V Beach). Note Barbed Wire on all Fire Trenches, and a Shallow Trench northeast of Hill 141.

6.1.6 Relative Position to an Enemy Fieldwork.

have facings. For example, Gun Pits have facing hexsides for firing

the same hex as the Fieldwork, its relative position is defined by the

Fieldwork is not affected by facing: it is present in the Fire Resolution

a firing unit might generate DRMs that partially or fully negate this benefit; for example, see Enfilade Fire (6.4.6). Relative position is also used for firing from a Gun Pit (6.3), No Man's Land (6.4.10), and
 See the graphic examples nearby.

6.1.7

relative position to an enemy occupied Fieldwork. Different units under Us/Them may have different relative positions. This will affect

See the graphic example below.

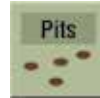


Relative Position Example:

The three units are all in hex 32.56 (Plugge's Plateau) underneath the Us/Them marker. They have been separated for clarity. The Ottoman picket is the original occupier of the hex and therefore occupies the trench and therefore in front of the trench at range 0. R 14 Bn entered from the north and is therefore enfilading the trench, also at range 0.

trench at range 0. R 14 Bn entered from the north and is therefore enfilading the trench, also at range 0.

6.2 Rifle Pits



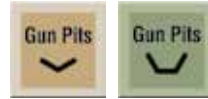
happen to be. Rifle Pits only protect infantry.

6.2.1 Rifle Pits do not have a facing.

6.2.2 Rifle Pits do not connect; Case 6.1.4 applies.

6.2.3 Rifle Pits are not immune to Crossfire (17.6).

6.3 Gun Pits



Gun Pits are small Fieldworks offering good

6.3.1

6.3.2 Artillery in Gun Pits can only fire through the facing hexsides as

to fire through the other hexsides they must go On Top. Alternately

typically face the wrong way.

6.3.3

For example, a hex could contain three Gun Pits, all possibly facing in different directions.

6.3.4

Pull your guns out at night!

6.3.5 Non-fixed guns in Gun Pits can go On Top by Prolonging (14.3.7). Fixed guns are identified on the Unit Key (3.1.1). Fixed

6.3.6

6.3.7

6.3.8

no effect on infantry.

6.4 Trenches

6.4.1

6.4.2

6.4.3

6.4.4

Exceptions:

connected empty or friendly

occupied trench
 nity Fire but it will receive the Trench DRM against that fire. A unit

empty or friendly occupied

This reflects communications trenches that are not explicitly shown as a separate trench type in the game.

6.4.5

6.4.6 Enfilade Fire. When part of the fire against a unit inside a Shallow Trench passes through the trench side, the firing units have the Enfilade Fire DRM (17.2.1).

6.4.7 Exception: Units in Fire Trenches cannot be Enfiladed.

6.4.8 Exception: Units in a circular trenches cannot be Enfiladed.

6.4.9 Units in trenches are not affected by Crossfire (17.6).

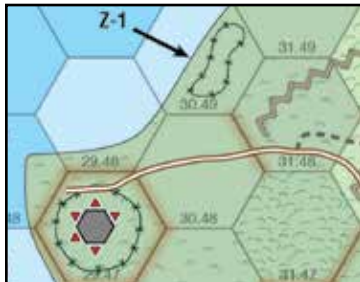
6.4.10 No Man's Land.

Defending officers have supervised the construction of Fire Trenches so as to remove all dead ground.

6.4.11

6.5 Barbed Wire

is usually associated with Trenches, Gun Pits, and conceivably Rifle



Barbed Wire Examples: Showing Barbed Wire around Fire Trenches, an isolated section of Barbed Wire on Z-1 Beach, and no Barbed Wire on the Shallow Trenches

6.5.1

6.5.2

first and second rounds

This is very important because the defender is typically in a trench, which has good DRMs.

6.5.3

6.5.4

6.6 Forts



Fort Example: Red arrows are artillery firing facings.

6.6.1

facings and 2) have a better DRM when fired upon (17.2.1).

6.6.2

7.0 Hiding

The troops are behind small folds in the ground within the hex. Field-works produce a similar effect. If the troops want to fire or move then they must expose themselves.

Hiding and LOS are related but different concepts. LOS applies to the hex; Hiding is a posture of the units within the hex. It is common to have LOS to a hex containing a Hiding unit. While LOS might allow fire, Hiding might either degrade or eliminate the damaging effect of fire altogether.

7.1 Initial Requirements

7.1.1

7.1.2

and the Terrain Effects Chart (14.1.3). An overly large stack cannot

7.1.3

7.1.4 Specific game rules and tables may limit which forms of Hiding

7.2 General

7.2.1

after

not receive the benefits of Hiding until after the fire effects and any

7.2.2

before

may reduce or obviate the destructive effects of the Commanded Fire, but the firing units are still committed to firing at the now Hiding stack. Forcing units to hide creates fire dominance.

7.2.3

before

7.2.4

Exceptions:

7.2.5

7.2.6

7.2.7 **Hiding Options.** Units can Hide in a hex using different means

7.3 Hiding While Moving in a Fire Trench

7.4 Hiding Behind a Ridge

or

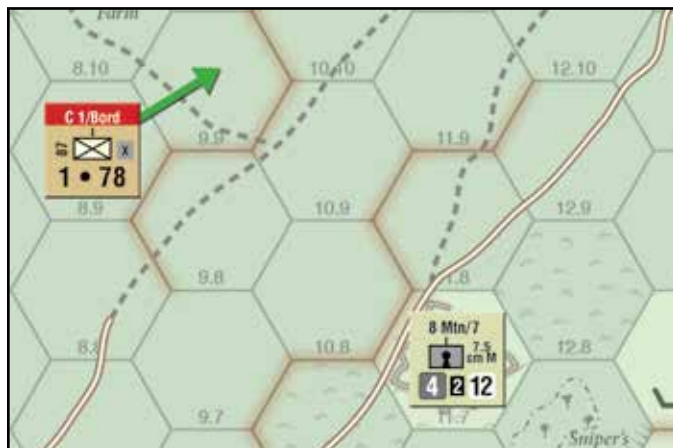
crossing over) Ridge or Cliff hexsides may declare that it is Hiding

7.4.1

or Cliff hexside.

7.4.2

across the Ridge/Cliff hexside(s). The stack is not Hiding from adjacent



Hiding Behind a Ridge: The infantry unit can move as shown and remain hidden from the artillery unit.

7.5 Benefits of Hiding

While there are common benefits for all Hiding some forms of Hiding have additional benefits.

7.5.1

types of enemy fire. Even though an LOS exists, fire from which all units are immune is not added into the total fire when it is resolved;

For example,

infantry Hiding in Rifle Pits cannot be fired at by infantry fire from their own elevation or lower; but can still be fired at by infantry at a higher elevation (plunging fire), and artillery.

7.5.2

ting or fire only from the enemy units that would spot or fire across one of the affecting Ridge hexsides. **Exception:** high-angle fire can cross the affecting Ridge hexside; see Case 17.7.6.

7.5.3

fire. See the Fire Mods Table (17.2.1).

7.6 Restrictions of Hiding

Hiding places restrictions on the ability of a unit to dig, move, fire,

7.6.1

Exception:

Sapping might be allowed in a later edition of these rules.

7.6.2 **Movement and Engineering Actions.**

Exceptions:

7.6.3 **Hiding units cannot Fire.**

Reminder:

not cross an adjacent Ridge/Cliff hexside; they can fire along such

Exception: High-angle firing units can fire

7.6.4 **Hiding units do not contribute to Crossfire (17.6).**

7.6.5

receive this fire before it has a chance to fire itself. This fire is

4. Receive fire from Hiding enemy units that chose to come out of

firing range of each other. If A comes out of Hiding to fire on a unit, then after it resolves its fire, X could come out of Hiding to perform Counter-Fire on A. After X's fire is resolved, B performs Counter-Fire

7.6.6 No unit can fire twice during Counter-Fire due to 7.6.5 Case 2. This rule prevents infinite loops.

7.6.7

Resisting an assault could expose the attackers and defenders, although they might be in a trench fighting with picks and bayonets. No one else can fire into an Assault hex, hence it is not a trigger. This is partly a “friendly fire” rule.

8.0 Us/Them



Us/Them models the incredibly close front lines on the beachheads on Gallipoli: each side owns a section of the hex. Both sides were only armed with direct fire weapons (rifles and machine guns) and lacked (effective) grenades and mortars: as a result they could be separated by only a few meters. On 25th April this happened at Quinn’s, Courtney’s, Steele’s Posts, and during the street fighting at Sedd el Bahr.

8.1 Entering Us/Them

occurs as the result of Assault (18): the attackers fight at least one

8.2 Benefits of Us/Them

The chief benefit of Us/Them is tactical: it allows an attacker to grab

8.2.1

the benefits of Hiding; see Section 7.5.

8.2.2 Artillery may not fire into Us/Them from outside the hex; see

8.3 Restrictions of Us/Them

8.3.1

Move out of the hex.

Units in Us/Them have restricted knowledge of their neighborhood so will only move out into known friendly terrain.

Assault the enemy units in the same hex.

of Movement to Assault; see Section 14.4. The difference with that

Perform Opportunity Fire (17.4) against an enemy unit that is entering its hex or comes out of Hiding in its hex. Such fire will require the firing unit to temporarily emerge from Hiding,

Fire against the firing unit. See Case 7.6.5. In this situation, once it

A unit in Us/Them cannot fire outside its own hex.

Perform Counter-Fire against Enemy units in its own hex.

Units in Us/Them have all their attention focused on the enemy on their doorstep, distant threats are unimportant.

8.3.2

Fieldwork is removed. Multiple Gun Pits with different facings can

8.3.3

If one side leaves the hex, then the other side is still Hiding, unless it explicitly does something else.

8.3.4

not

The remaining units are not Hiding after the Assault because they had to expose themselves for that firefight.

8.3.5 Reinforcing Us/Them.

8.3.6 Spotting from Us/Them.

9.0 Formations and Command

9.1 General

9.1.1 Corps

9.1.2 Division

and Independent units organic to the Division. Division HQs affect the

9.1.3 Brigiment

or

writing "Brigade or Regiment."

9.1.4 Square Brigade

Early-war French, German, and late-war US divisions used this organization, but typically orders were issued to the regiments, not the brigades.

9.1.5 Flying Column

9.1.6 Battalion

9.1.7 Class

and depth of its command and communications staff. Brigiments are

9.2 HQ Units

9.2.1

9.2.2

9.2.3

9.2.4

9.2.5 HQ units are not affected by fire.

9.2.6

9.2.7

9.2.8

9.2.9

9.2.10 HQ units cannot fire (17.1.6).

9.2.11

9.2.12

to see if additional Officer Point losses are called for; apply Section divide these Officer Points losses as equally as possible (using whole Officer Points) among the subordinate Brigiments.

9.3 Messaging Range

Exception:

9.3.1

Two hexes

A single runner can hide easily in Close Terrain, and won't be targeted by artillery.

One hex

The runners are picked off by snipers or MG fire.

9.3.2 Isolated Units.

9.3.3 The effects of Isolation are found in Section 11.6.

9.3.4 Some orders, specifically Initial Attack (11.9), Cordon Defense

9.3.5

Artillery batteries were cross-attached regularly. They generally selected their own targets.



Messaging Range Example: Consider the units of the 1 Australian Brigade. L 3 Bn is adjacent to the Brigade HQ. The stack with MG 1 Bn is adjacent to L 3 Bn and is therefore not Isolated because it can trace to the Brigade HQ via a chain of units. R 1 Bn is within two hexes of L 3 Bn, and the intervening hex is Scrub (Close Terrain), so is also not Isolated. However, although L 2 Bn is within two hexes of the MG stack, the intervening hex is Open Terrain, so it is not within Messaging Range of a connected unit of the Brigade: therefore it is isolated. For the Ottoman 39th Regiment, the main body includes the Regimental HQ. All three units are adjacent to each other—not Isolated. L 2/39 is within two hexes of the Regimental HQ but the intervening hex is clear, so it is Isolated. The 2 Field/9 Battery in Krithia is not Isolated because it is an Independent unit.

9.4 Brigiments

9.4.1 Class (9.1.7) of a Brigiment is shown on the Officer Points

9.4.2 The Officer Points of a Brigiment are tracked on the **Officer Points Track**

9.4.3 **Orders Tableau**

9.4.4

9.4.5 Assigned Units

Kampfgruppe, US Combat Commands, and the elastic Commonwealth Brigades are WWII phenomena.

9.5 Flying Columns

created or modified during the Formation Adjustment Segment of the

Due to their ad hoc nature Flying Columns will not perform as well as organic Formations. In the Cape Helles landings at Gallipoli the flying column at Y beach landed and then did nothing, even though they were unopposed. The orders had not specified who was in command and the two battalion commanders could not agree.

9.5.1 Deliberate Flying Columns

In , the Beach Columns for S, V, W, X, and Y Beaches at Helles are Deliberate Flying Columns. A special Army Status Display is provided for them.

9.5.2 Emergency Flying Columns.

subtract that number from the Brigiment Officer Points. Allocate the remaining Officer Points to the new Flying Column in the proportion

of different values. officer Points from the contributing Brigiment. The Emergency Flying Column's Maximum and Half-Maximum Officer Points thresholds are pre-set on its Officer Points Track. The contributing Brigiment adjusts its Maximum and Half-Maximum Officer Points thresholds using the

9.5.3

of different values.

9.5.4

9.5.5 Track the Officer Points and Orders status of the new Column

Example of Forming an Emergency Flying Column: *Emergency Flying Columns are rare and best avoided. This example demonstrates the full rules.*

Suppose that the Anzac bridgehead has been cut in two (!) and the Anzac player decides to create an Emergency Flying Column using 2 battalions of the NZ Brigade. Suppose that the two NZ battalions have 6 steps between them, the remainder of the NZ Bde has 5 steps, and the Brigade has 9 Officer Points remaining.

Roll on the Leader Casualty Table (10.3.1) Table with a -2 DRM. The roll of 8 modifies to a 6, therefore the loss of 2 Officer Points from NZ Bde. Therefore the new Flying Column receives $7 \times 6 / (5 + 6) = 3.82$ Officer Points from the NZ Brigade. After rounding the new Flying Column receives 3 Officer Points and the NZ Brigade loses 5 (3 plus the 2 lost to roll on the Leader Casualty Table (10.3.1)).

The new Flying Column is "FC Alpha." It will be Class III, one Class worse than the Class of the NZ Bde. Set up the Brigiment markers for FC Alpha on the "Class III, 2 bns" row of the Entente Emergency Flying Column Display and place the HQ onto one of the two battalions. If one battalion of 1 Royal Navy Brigade was also badly isolated then it would form its own Flying Column (FC Beta), or join FC Alpha.

9.5.6

when within Messaging Range of their organic Brigiment HQ. Officer

For example, the Royal Fusiliers Battalion, part of Beach X Flying Column, link up with their organic 86 Brigade on Hill 114. If the Flying Column currently has 3 battalions and 8 Officer Points, then $8/3 = 2.67$ points transfer to 86 Brigade. Roll percentile dice, if the result is 67 or less, then three points transfer, otherwise two points, leaving 87th Brigade with 4 or 5 points respectively.

9.6 Division Communications

This check is a different calculation from Messaging Range (9.3). The

9.6.1

it cannot cross Cliffs or All-Sea hexsides), and cannot pass through an

9.6.2 Exceptions:

Brigiments under these orders are more prepared for their missions.

9.7 Independent Units

9.7.1

9.7.2

particular Brigiment, and can activate with a different Brigiment on

9.7.3

9.7.4 Independent Units never expend Officer Points (10.2.4).

For example, in the 8 Mtn/9 Artillery Battery is stacked with the 57th Regiment, and chooses to activate with that regiment so it can move as part of a single group. On a later game turn that day it chooses to activate with the 72nd Regiment so that all the batteries on Gun Ridge can fire at once.

9.8 Intermingled Units

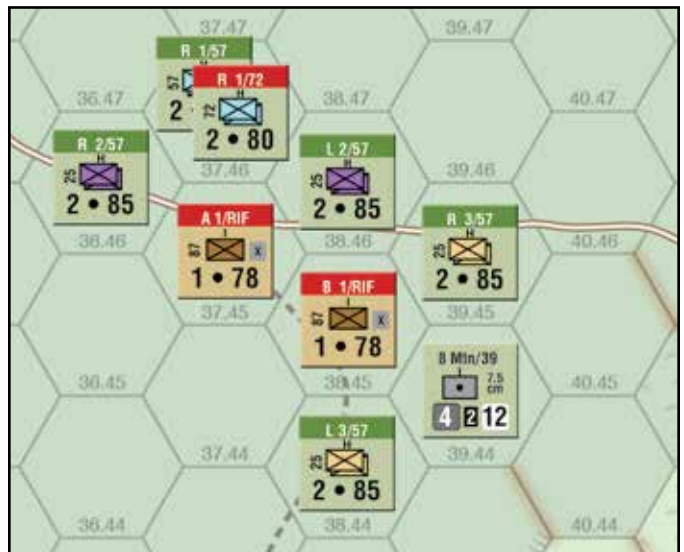
effective communications. Check for this status during the Orders

9.8.1 Intermingled Units Check.

through

ment. Enemy units have no effect on Intermingling.

9.8.2 Exceptions:



Intermingling Example: The Ottoman 57th Regiment is intermingled for two reasons: 1) R 1/57 is between the units of 2/57 Battalion; and 2) R 1/72, a unit from a different regiment, sits between the units of the 57th Regiment; either reason would suffice. Note that 8 Mtn/39 is not causing intermingled status as it is an independent unit.

9.8.3 Reminder:

9.8.4 Effect of Intermingled Status.

Orders DRMs Table

10.0 Officer Points

Every Brigiment has an Officer Points pool. This pool is tracked on the Officer Points Track; it can go to zero, but not less.

The loss of Officer Points represents the friction of combat that causes operations to grind to a halt: officers and NCOs become casualties, runners are lost, and written orders become outdated.

10.1 Adjust Officer Points

During the Adjust Officer Points Segment of the Command Phase, each Brigiment gains or loses a certain number of Officer Points per

Loss Matrix on the reverse of the Officer Points (OPs) marker. This yields the number of Officer Points with which to adjust the Officer
Officer Points Track

10.1.1 Officer Points Track

10.1.2 Officer Points Marker, Gain/Loss Matrix

The reverse side of the Officer Points marker for each Brigiment shows how many Officer Points it gains or loses during this Segment. The first

to Night turns. The first column is for Attack-type orders (11.1.7), the

(11.13) orders gain half the number of Officer Points as Defense. Use

neither gain nor lose Officer Points during this segment.

Attack
Defense
Regroup

0 1 1½

-3 1 1½

88 Bde

Day

Night

Consider the 88th Brigade marker (shown at left) during this Segment. During a Night turn on Attack orders it would lose three Officer Points. If on Disorganized Defense a roll of '4' or less on one die would gain the 88th Brigade one Officer Point.

10.1.3 Exception:

10.1.4 When a Brigiment is first available for activation (typically when it is set up or released in the scenario) place its Officer Points marker at the Officer Points Maximum (10.1.5) value as indicated on the Officer Points Track (10.1.1). Unless a scenario instructs otherwise, Brigiments will start a scenario with Officer Points at this value.

10.1.5 Officer Points Maximum. A Brigiment cannot gain Officer Points beyond its maximum shown on the Officer Points Track (10.1.1).

10.1.6 Officer Points Half-Maximum. A Brigiment whose Officer Points are less than half the maximum shown on the Officer Points Track (10.1.1) cannot gain Officer Points beyond

For example, a Brigiment with a maximum of 9 Officer Points, and a current total of 2, could not regain more than 2 until it successfully Regroups.

10.1.7 Dawn Bonus. Brigiments often receive extra Officer Points per battalion during the 4am turn, as specified in scenarios. Use Decimal
Dawn is ever the hope of men.

10.2 Expending Officer Points

A Brigiment's Officer Points are expended when units of that Brigiment are summarized on the Officer Point Costs Table (10.2.1).

10.2.1 Officer Point Costs Table

10.2.2

sufficient Officer Points. *For example, an Assault cannot be launched unless there are sufficient Officer Points.* **Exception:**

10.2.3 A Brigiment cannot go below zero Officer Points. If it takes casualties that would take it below zero Officer Points then stop at zero.

10.2.4 Losses to Independent Units (9.7) do not cost Officer Points

10.3 Extraordinary Officer Point Losses

Some events may call for an extraordinary loss of Officer Points using

10.3.1 Leader Casualty Table

On Gallipoli, Mustafa Kemal was almost shot on Battleship Hill. The British 29th Division lost brigadiers during the landings as they personally rallied the troops on the beaches.

11.0 Orders

difficult to change.

World War I battles were characterized by an inability to react effectively once an attack had begun. Often the results were either to continue to throw men away pointlessly, or to fail to reinforce an actual success. The orders system is the heart of the Rifle and Spade system. However, it requires the ability to laugh at one's own misfortunes.

Rifle and Spade

scenario that does not require Orders—players may elect to try it first

11.1 General

define the initial Order for every Brigiment.

11.1.1 Orders Tableau

11.1.2 Orders Change/Continue Table

11.1.3 Orders DRMs Table

11.1.4

11.1.5 In Support

reserves of a Brigiment as assigned in the specific Order. See Sec

11.1.6 In Line

11.1.7 Order Types.

Attack-type:

Attack

Defense-type:
Defense

Neutral
Regroup

Rear Area
General Reserve

11.2.3 Continue Orders Check.

Orders Change/Continue Table

(11.1.2) and find the appropriate Orders Continuation (not Change Orders) column for the current number of Officer Points in the Brigi

Fails its Orders
the DRMs from the Orders DRMs Table (11.1.3). If the modified dice

Fails its Orders

11.2.4 Degraded Order.

11.2.5

11.3 Change Orders

11.3.1 Change Orders Matrix

11.3.2 Change Orders Check.

Change/Continue Table (11.1.2) find the appropriate Change Orders (not Orders Continuation) column for the current number of Officer

Roll percentile dice and add the net DRM to the roll. If this modified

11.3.3 Result:

Characteristics (11.1.8). The new Order comes into effect immediately.

11.3.4

*It is prudent to check the most criti-
cal Brigiment first.*

11.3.5

Exception: This rule has no effect on an Attack order that was previously

11.3.6

11.1.8 Order Characteristics.

11.1.9 Order Life Cycle.

When Issued.

While In Effect.

divided into the effects on:

Failure Conditions

11.1.10 Completed Order

Exceptions:

11.2 Orders Continuation

11.2.1 Mandatory Failure. Under certain Orders the loss of all Officer

Fail its Orders

11.2.2 Automatic Failure.

Fail its Orders

11.4 Objectives

(11.1.6). Objectives may be defined on the map using Brigiment Objec

Most players prefer using the planning maps, although markers are provided as an alternative to those who dislike “paper work.”

11.4.1

11.4.2 Where Objectives May be Placed. Objectives define the planned positions for units. An Objective may only be defined if, at

11.4.3

11.4.4 Intermediate Objectives are single hexes that are defined

11.4.5 Point Objectives

may be modified by a radius to create a zone of hexes. A

11.4.6 Battalion Objectives

11.4.7 Objective Lines



tive Line (if any); the connected hexes define the Battalion Objectives

11.4.8

11.4.9 Route of March.

of hexes between the current location of a unit In Line and the final

or any other friendly Brigiment

restrictions. A Route of March may only be defined if, when the Order



Example of an Attack Order: In this example the 175th Regiment is attacking at a slight angle. The Objective Line is 4 hexes long—sufficient for 4 half-battalions to remain within Messaging Range of each other. The default final positions and Routes Of March of In Line battalions are marked, showing that they do not cross. The 3rd Battalion is In Support: its two units must remain within or behind the Channel of March, and, of course, they cannot lead the attack.

11.4.10 Default Route of March.

designate the Default Route of March: it is implicitly defined by the



If a player needs to switch a battalion from one hex to another, place the battalion In Support and move it sideways before it crosses the start line. Commanders always tried to maintain an orderly line of battle.

11.4.11

issued, the Route of March be defined so as to never cause a unit to

pass through, to employ a different Order type or, if neither approach

For example, a March order might require attempting to find a detour around enemy units.

11.4.12 Units In Line Movement Obligation.

when a unit In Line moves, it must move toward its Objective along the Route of March

11.4.13

do not have defined Objectives and therefore no Routes of March. Isolated units treat their Objectives differently; see Section 11.6.

11.4.14

11.4.15 Channel of March. This is the map area defined by the paths *one-hex deviation from this restriction is allowed*

11.4.16 Planning Maps

game book to find them.



11.4.17 Brigiment Objective

11.5.7

Exception:

Exception:

11.5.8

(“Attempt” because the movement might not be successful if they fail a Morale Check due to Opportunity Fire)

11.5.9 Commit Requirement.

11.5.10 Committing Units In Support.

Committing a unit In Support does not constitute changing the Order of the Brigiment as a whole.

11.5 Battalions In Support

The term “In Support” is used because the term “Supports” was commonly used in WWI, and it avoids confusion with the General Reserve Order.

11.5.11 Commit Objective.

11.5.1 Battalions In Support Table

11.5.2

11.5.12 Commit Action.

11.5.3

Battalions In Support Table

11.5.4

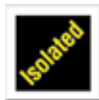
Exception:

11.5.5

11.5.6

Exception:

11.6 Isolated Units



Units marked Isolated (9.3.2) have a different relationship

11.6.1 Under Existing Orders.

11.6.2 Under Degraded Orders.

11.6.3 Under Changed Orders.

not

unit is not affected by MA adjustments from the new Order.

an activation it finds itself In Contact, it must either move away

11.7 Tactical Surprise

nario—everyone is completely alert after the gunfire starts. Scenarios

11.7.1

(17.4) for any activity in the first hex that they depart or enter (for landing scenarios, the first hex entered is a Beach hex). Therefore there is no

Exception:

only the first wave entering a hex does not trigger Opportunity Fire.

11.8 Attack

11.8.1 Scheduled Attack.

option

It is not a requirement to schedule an Attack order. A Scheduled Attack is the only means for a Brigiment to attack on the midnight-4am game turn, otherwise Section 11.3.5 applies.

11.8.2 Objectives.

11.8.3 Make Progress Requirement.

Attacks in World War I often continued past the point of reasonable returns, producing huge casualty lists.

11.8.4 Construction

11.8.5 Commit Objective.

11.8.6 Failure.

Brigiment either 1) has zero Officer Points or 2) fails its Continue

11.8.7 Degraded Order:

11.9 Initial Attack

nario. It benefits from intelligence gathering, planning, training, and

11.9.1 Prescribed Start.

tack may be performed, usually the first turn. If the scenario is written

11.9.2 Orders Change.

11.9.3 Objectives.

In the Anzac landing in _____, the 9th Battalion was split in two, one half to attack Gaba Tepe, the other half sent to Gun Ridge.

11.9.4 Initial Attack Benefit.

implicitly) an Initial Attack has the following three benefits:

1. On the first turn of this Attack order, no stack is required to pass

achieved for this Attack then apply those effects.

11.10 Stalled Attack

Use the time in Stalled Attack to consolidate before your units can no longer move in Disorganized Defense.

11.10.1 Orders Change.

11.10.2 Units In Support.

11.10.3 Make Progress Requirement.

11.10.4 Units In Line have half Movement Allowance.

11.10.5 Failure.

11.10.6 Degraded Order.

For example, if a Brigiment on Attack fails orders during the Command Phase of Turn 3, then it will spend Turn 3 in a Stalled Attack. During the Command Phase of Turn 4 it automatically fails to Disorganized Defense.

11.11 Defense

This Order can also be used to allow a Brigiment to relieve units in existing defensive positions, but not take ground that belongs to the enemy.

11.11.1 Objectives.

11.11.2 Objective Placements.

11.11.3 Routes of March.

11.11.4 Moving Adjacent to an Enemy Unit.

Exception:

11.11.5 Occupy Defenses Requirement.

Defense is a defensive Order, not an attacking Order.

11.11.6 Movement to Assault

11.11.7 Construction.

11.11.8 Commit Objective.

11.11.9 Commit Action.

order is slightly different. The committed unit may only Move to As

11.11.10 Failure.

Brigiment has zero Officer Points, or 2) the Brigiment fails its Continue

11.11.11 Degraded Order:

11.12 Cordon Defense

11.12.1 Prescribed Start.

11.12.2 Orders Change.

11.12.3 Objectives.

11.12.4 Objective Placements.

On Gallipoli, this was the posture adopted by the Ottomans in anticipation of the landing—a widely dispersed crust of platoon, section, and even subsection pickets, backed up by regiments in reserve. Telephone lines were laid in advance to good vantage points and to the coastal defense artillery. This arrangement took weeks to establish—senior officers had to tour the area in advance, and then assign pickets to widely dispersed locations with prearranged instructions. Poor communications during World War I discouraged wider deployments that were seen later.

11.12.5 Occupy Defenses Requirement.

The units are on their Objectives.

11.12.6 Cordon Requirement.

On Gallipoli, the Ottoman 27th Regiment distributed its 2nd Battalion as pickets. The 2/27 distributed three of its companies as platoon and section pickets, retaining the 5th Company as Battalion reserve.

2. The order must define a Rally Point for each Battalion on Picket

11.12.7 Pickets.

are created. A Picket is treated as a unit In Line—it may fire and defend

1. Defend its assigned position—fire, and defend against Assault in

Exception:

Pickets cannot freely maneuver—they lacked the doctrine and communications. The exception allows for the occasional initiative shown by the platoon commanders. For example, at Anzac Cove, one platoon abandoned its irrelevant post near Fisherman's Post and moved up into the main battle on Russel's Top.

11.12.8 Construction.

or campaign rules may define how to create, upgrade, or remove Field works prior to the start of the scenario. Pickets can only dig Rifle Pits.

11.12.9 Pickets Under Other Orders.

(11.13), all pickets must first be recombined into larger units or routed, as specified in Section 11.12.7. See Reorganizing Units (3.2).

11.13 Disorganized Defense

modified below.

11.13.1 Orders Change.

11.13.2 Objectives.

Exception:

11.13.3 Hold The Line.

11.13.4 Fall Back.

11.13.5 Units In Line

is in effect and their Objective is their HQ, in which case they have

Reminder:

11.13.6 Units In Support.

11.13.7 Pickets.

Reminder:

11.13.8 In Contact Units Requirement.

11.13.9 Construction. Units In Line may only dig Rifle Pits. See the

11.13.10 Committing Units In Support.

11.13.11 Failure.

Nothing is more basic than "Hold the line or we are all done for!"

11.14 Regroup

subsequent Adjust Officer Points Segments of the Command Phase,

officers and men catch up on sleep, etc. In game terms Officer Points

Recoverable Losses Count. On the first turn (only) of Entering

Regrouping a Brigiment can win you the game.

11.14.1 Orders Change.

Change Orders Matrix

11.14.2 Objective.

11.14.3 Objective Placement.

the number of routed steps and record this number using a different

Note:

11.14.4 Officer Points.

The Brigiment receives Officer Points at the

11.14.5 Withdrawal Requirement.

For example, the 3rd Brigade starts with an Officer Points Maximum of 14. After a disastrous morning the Brigade's units on the map are missing 5 rifle steps, two 2-step half-battalions are in the Destroyed units box and 3 steps are in the Rout box. Upon the first Adjust Officer Points Segment after Entering Regroup place Number markers totaling or $(5+4)/2 = 4$ recoverable steps, plus 3 routed steps, for a total of 7 recoverable steps.

Exception:

11.14.6 Move Adjacent to an Enemy Unit.

The Ottomans spent days rounding up men from the 77th Regiment after it routed on the night of the 25th of April.

Reminder:

11.14.7 Movement to Assault

11.14.8 Commanded Fire

Men rejoin their unit after carrying the wounded back, or after having "become lost in the scrub."

11.14.9 Construction

11.14.10 Units In Support.

Reminder:

Due to heavy losses at the Cape Helles landing, the Royal Dublin Fusiliers and the Royal Munster Fusiliers were combined into a composite battalion known as the "Dubsters." The battalions were split again when reinforcing drafts brought them back up to strength.

5. Every turn Officer Points are regained at the Regroup order rate

11.14.11 Commit Objective.

11.14.13 Recoverable Steps. Rifle steps lost to Fire, Assault, and

11.14.14 Surrendered Steps. Under certain conditions lost rifle

11.14.12 Entering Regroup.

11.14.15 Unrecoverable Step Types.

11.14.16

position to the first unit that stopped. Units behind along the road or first unit before stopping.

The Brigiment command has been allocated a reserve location that they assume is in the tactical rear of the army; this assumption may not be correct.

11.14.17 Leaving Regroup.

new Officer Points Maximum (10.1.5) and Half-Maximum (10.1.6).

Current Battalion Count.

rifle steps one half of a battalion; each battalion larger than one half of its original rifle steps counts as one battalion. The sum of

Officer Points Maximum Count. Recalculate the Officer Points

the original Maximum Officer Points for the Brigiment (before

Maximum Officer Points for the Brigiment. Half of this value, dropping fractions, is the new Officer Points Half-Maximum for

Continuing the previous example of the 3rd Brigade. Suppose that the Brigade Leaves Regroup after regaining 2 steps. It now has three battalions with at least 50% of their steps. Therefore the new Officer Points Maximum value would be $3/4 \times 14 = 10.5$ rounded to 10, and the new Officer Points Half-Maximum value would be 5.

11.14.18 Completed Order.

11.14.19 Failure.

zero Officer Points or 2) fails its Continue Orders Check (11.2.3)

11.14.20 Degraded Order:

11.15 General Reserve

effect on a battle.

The key to victory is the careful management of reserves.

11.15.1 Orders Change.

11.15.2 Objective. The Brigiment specifies a single Point Objective

be the Objective (the Brigiment is a floating reserve).

11.15.3 Objective Placement.

11.15.4 Routes of March.

11.15.5 Battalions In Support

11.15.6 March Requirement.

11.15.7 Movement to Assault

11.15.8 Commanded Fire

11.15.9 Construction

11.15.10 Failure.

11.15.11 Degraded Order:

11.16 March

11.16.1 Objective Placement.

11.16.2 Routes of March.

(14.2) or Limbered (14.3) movement (as appropriate) to first get onto
Reminder:

11.16.3 Rapid March Benefit.

11.16.4 Movement Allowance.

units must first enter Column or limber before moving under this or

11.16.5 Independent units

11.16.6 Degraded Order:

track behind the stopped first unit, then they stop at the same relative

12.0 Actions

13.1.5

Exception: 13.1.6

12.1 General

13.1.7

13.1.8

12.1.1 Some Actions have sub-types as defined in their respective
For example, Prolonging Guns (14.3.7) is a type of Movement Action; Construction is a type of Engineering Action.

13.1.9

12.1.2

Exception: 13.1.10
 ing Rifle Pits (6.2).

13.1.11

12.2 Long Action

(e.g., digging a Rifle Pit) or a Movement action that takes an entire

13.1.12

For example, changing the facing of a Fire Trench takes the same amount of time as it does to construct a Fire Trench from a Shallow Trench.

Long Action Table

13.1.13

In 1914-15, armies generally did not have stocks of barbed wire on hand during a battle.

12.2.1 Long Action Table

13.1.14

13.1.15 Interrupted Construction.

13.0 Engineering

ress is lost (the efforts of previous turns are retained). Interruptions

13.1 General

Fieldworks Construction Table

completed an Engineering action flip the Fieldwork marker to its

Exception:

13.1.16



This is an example of a Construction marker and its reverse side as a completed Shallow Trench.

13.1.1 Fieldworks Construction Table

13.1.2 The eligibility of units to construct each specific type of Field

13.1.17 Close-Quarters Fieldworks.

13.1.18

Fieldwork it is first necessary to end the Us/Them (8) condition in

specific Orders under which construction is allowed are also shown

This allows for the situation at Quinn's Post on Gallipoli—both sides carefully dug in a few meters from each other. The Anzac side was never connected to the rest of the trench system.

13.1.3

13.1.19 Paused Construction.

13.1.4

13.1.20 Captured Construction.

14.0 Movement

14.1 General

Movement Allowances

Table

14.1.1 Movement Allowances Table

14.1.2

14.1.3 Terrain Effects Chart

14.1.4 Orders (11) can affect a unit's MA and restrict the areas into

14.1.5

14.1.6 There are two different forms of Movement Point costs for terrain on the Terrain Effects Chart—foot and wheeled. Foot includes

14.1.7

are inactive and will stay behind). A stack may drop off units while

14.1.8

tion:

14.1.9

map key or the Terrain Effects Chart (14.1.3).

14.1.10

14.1.11 One Hex Minimum Movement.

14.1.12

14.1.13

14.2 Column

14.2.1

14.2.2

14.2.3

Exceptions:

14.2.4

MPs under a March order). The unit must have sufficient MPs remain

For example, suppose a rifle unit enters Column (3 MPs), moves 4 hexes on a road (2 MPs), and comes out of column (another 3 MPs, total of 8 MPs). It is now has a Standard MA of 6 MPs. It has spent 8 MPs, so it stops. Astute readers will notice that no movement can be gained by switching in and out of Column during the same game turn but the option exists to allow for unforeseen tactical circumstances.

14.2.5

14.2.6 Roads and Tracks

14.2.7

14.2.8 Leaving Column Under Fire or Assault.

that is fired upon *may* after the fire is resolved. A unit in Column within an Assault hex must leave Column after the first round of Assault Combat (18.4); Limbered artillery are destroyed before the first round (18.1.1). If the unit in

14.2.9

14.2.10 Confusion Effect.

14.3 Artillery Movement



ber” or “loading onto a mule”—the game effect does not distinguish

Field artillery and mountain artillery move at infantry speeds because the gunners walk. Only horse artillery provides horses for the gunners.

14.3.1

14.3.2

14.3.3 Limbered Movement

14.3.4

14.3.5

14.3.6

14.3.7 Prolonging the Guns.

The crews attached ropes around the rims of the wheels and pulled the guns. Moving guns out of a Gun Pit allowed them to fire in every direction. This was very hard work, not something to be prolonged or dragged out.

14.3.8 Dragging Artillery.

dragged by rifle infantry. An artillery unit (battery or less) can move step of rifle infantry is stacked with it for the entire Movement Subseg

14.3.9 Fixed Artillery

14.3.10 Artillery Lacking Transport

Examples of Fixed Artillery and Artillery Lacking Transport:

- 3rd Battery, Extra Siege Battalion: CD battery lacking transport, armed with 12cm breech-loading, low-angle guns.
- Yildiz Fortress artillery: Fixed CD artillery, 22cm of 22 calibers, low-angle.
- Yildiz Mortar battery: Fixed CD artillery, high-angle, 21cm mortar.
- Palamutluk Heavy Battery: CD artillery lacking transport, high-angle, 15 cm howitzers.

14.4 Movement to Assault

14.4.1 Movement to Assault Morale Check.

Officer Point and then performs a Morale Check (16.2) on the stack.

14.4.2

14.4.3

On Gallipoli, the Anzacs carried MGs with them in the assault at Lone Pine, but all crews were shot down because they moved so slowly.

14.4.4 Cavalry participate as rifle units for this rule. It is not a cavalry charge. Specific games will include rules for cavalry charges.

14.4.5

14.4.6 Multi-Brigiment Movement to Assault.

multiple stacks from different Brigiments wish to Assault together,

Brigiment. The units must have sufficient Movement Points to enter

Officer Point and the (sub-)stack must pass the Morale Check. This is

15.0 Reinforcements

15.1 General

Off-Map, On-Map, At-Sea.

15.1.1 Off-Map

turn. Newly arrived Off-Map reinforcements are placed next to the

For example, if six infantry half-battalions want to enter on a road in Column, then they will occupy six notional road hexes, one behind the other. The units pay the cost of entering each notional hex before entering the map.

15.1.2 On-Map

cannot be activated or fire until released. Scenario rules will define

For example, in all units of the Ottoman 19th Division are On-Map reinforcements, unable to perform any actions until released.

15.1.3 At-Sea

15.1.4

15.1.5

16.0 Morale

and yet keep going. A failed Morale Check can have various effects:

16.1 Morale State

16.1.1 Good

performs actions, and fires normally.

16.1.2 Confused morale reflects suppression, disorganization and the loss of control by the officers. It affects a unit in the following ways:

enter Column; the unit may not Move to Assault; the fire points of

16.1.3

16.2 Morale Check

Morale Check Events & Effects Table

sault, suffering a Near Miss to enemy Fire (17.2.5), and Moving to

3. Roll percentile dice for the unmodified dice roll.

4. Add the net DRM to the unmodified dice roll to create the modified

modified dice roll. If the modified dice roll is less than or equal to

16.2.1 Morale Check Events & Effects Table

16.2.2 Morale DRMs Table

16.2.3 Unit Rout Table

16.3 Failing a Morale Check

A stack that fails a Morale Check suffers from one or more of the following effects. These steps are summarized on the Morale Events & Effects Table (16.2.1). Proceed down this list.

Stop here:

are no additional effects.

Assault (18), and the raw unmodified dice roll is within the values
the stack

If the

stack Routs stop here: There are no additional effects.

Exception:

Stop here.

16.3.1

16.4 Rout

Infantry and artillery units Rout differently. Rout is an instantaneous

16.4.1

box under the Rout marker for their Brigiment. Rifle units and steps

16.4.2

away from fire, preferably to cover; they do not lose any steps. If they cannot limber (are fixed or lack transport), or there is insufficient

16.5 Rally

some circumstances costs Officer Points; see the Officer Point Costs (10.2.1). Rallying must be the first activity a unit takes during

16.6 Leading From the Front

A stack with sufficient Officer Points can ignore a Morale Check.

The Brigiment must have at least two available Officer Points before

16.6.1 If the roll requires the Brigiment to expend more Officer Points than it currently has, then it loses all remaining Officer Points and

On Gallipoli, Mustafa Kemal personally rallied the men of the 2/27th on Battleship Hill ...and he was nearly shot by the Anzacs for it.

17.0 Fire

Commanded Fire

multiple units or stacks can combine fire during the Commanded Fire

Opportunity Fire

fire at a stack in response to an action or activity.

17.1 Eligibility and Fire Strength

only one unit in the target hex. A unit's fire strength can be modified

17.1.1

tion) or high-angle (high trajectory, greater than 45°). Rifle and MG fire is always low-angle. Artillery fire may be either high-angle or

17.1.2 Fire Eligibility

1. Low-angle fire requires that the firing unit is within range and has
2. High-angle fire requires only that the firing unit is in range of the
3. Units inside certain Fieldworks may only be able to fire at units
4. Hiding units have severe restrictions on firing (7.6).
5. Friendly units might preclude fire. See Section 17.8.
6. Units in Column (14.2) or Limbered (14.3) cannot fire.

17.1.3 Hexside Fire Limit. A stack may only fire 2 rifle steps and 5 MG fire points across a single hexside of its hex. This limit applies before modifying final fire strengths.

17.1.4 Infantry Fire. Rifle fire has a range of 1 hex or less; MG fire

17.1.5

17.1.6 HQ units cannot fire.

17.1.7 Range Zero Fire. Rifle and MG units at range zero have their fire values doubled. Only low-angle artillery units using shrapnel may fire at half-strength. See the Fire Mods Table (17.2.1). *The Hexside Fire Limit (17.1.3) also applies at range zero*

Exception: Rifle and MG units do not double their fire values against units perform
Exception:

17.1.8 Range and other fire strength multipliers are summarized on

17.2 Fire Resolution

Fire Results Table

1. Add up the modified fire points of all eligible firing units as determined under Section 17.1. Exclude fire points for which *all* *If this sum is less than 0.25 then stop: the fire has no effect.*

Net Fire DRM adding together each of:

Target Density DRM

- (b) If artillery is firing, the **Artillery DRM**

on that table that is greatest (worst for firer) for any single firing artillery unit.

Target Activity DRM

firer) applicable DRM for any such target unit.

Base Fire DRM

any any
unit firing at it, obtain the least found sum of the remaining

the firing or target unit, or the pair of firing and target units, that

fits that case. *For example, under Case 2(d) a Commanded Fire shoots both plunging infantry and low-angle artillery fire at an Open Terrain hex, which contains both an infantry unit and a field-gun as the target stack. On the Fire Mods Table we see the following pairs of fire types and targets: a) the plunging infantry fire against the infantry unit has a DRM = -1; b) the infantry fire against the field-gun has local DRMs of -1 (plunging fire) added to +1 (field-gun as target in Open Terrain) yielding a DRM = 0; c) the low-angle artillery fire against the infantry unit in Open Terrain has a DRM = 0 (no modifiers); and d) the low-angle artillery fire against the field-gun in Open Terrain has a DRM = +3. Case 2(d) requires choosing the least DRM from any of these pairs: pair a)'s DRM of -1 will be chosen as the value for Case 2(d).*

the Modified Die row of the Fire Results Table.

Modified Die row of Step 3 to find the Fire Result.

To save time, roll five ten-sided dice (green, red, white, black, gray). The green die is the main result; the red and white dice are for the decimal rounding; and the black and gray are percentiles for the Morale Check. Add the Net Fire DRM to the green die and cross-reference the result with the column for that number of fire points (rounded down) on the Fire Results. The result will be a decimal number. The whole number is the number of definite step losses. The two-digit decimal fraction is the percentage chance of an additional step loss. Compare the percentile dice (red-white) against the percentage—if the dice roll is less than or equal to the percentage then an additional loss is scored.

For example, suppose the result is 1.34. That is 1 step loss, and a 35% chance of another step loss. If the percentile roll is 00-34 then an additional hit is scored.

17.2.1 Fire Mods Table

17.2.2 Density DRM Table

17.2.3 Fire Results Table

17.2.4 If the Modified Die roll is less than -7 , then stay on the -7 row and move one column right for each modified die roll pip less than -7 . If it is greater than 14, then move left for every modified die

For example, a modified fire result of -9 on the 2 Fire Power column is moved to the -7 row on the 3 firepower column.

On Cape Helles, a good example of DRMs and Opportunity Fire could be seen when a company lands (1 step) on V Beach. The Ottomans have a Nordenfelt gun and picket in a Fire Trench (doubled at range zero; i.e., 2×1.25), plus a picket in each flanking hex (2×0.25 fire points)—a total of 3 fire points. The company spends 2 Movement Points on hexside movement—one for landing on a beach, and one for the Barbed Wire. The step density is doubled when landing from boats—but 2 steps is still no modifier. Therefore the following DRMs apply: Crossfire -3 ; No Man's Land (firing from Fire Trench) -3 , Moving with 2 extra hexside MPs ($-3 + 2 \times -3 = -9$), Scrub $+1$; net DRM is -14 . The modified roll will therefore be between -14 and -5 . The -14 on the "3 Firepower" column result would shift 7 columns right to become the -7 result on the "6.5 Firepower" column. The result would be 2.21, enough to annihilate the 1-step company. The worst roll of 9 gives a result of -5 , which is 0.9; i.e., 10% chance of survival. Landing at V Beach is deadly, which is historically accurate.

17.2.5 Near Miss.

For example, if the Fire Result is 0.46 then a percentile roll of 47-86 is a Near Miss.

17.2.6 Applying Fire Losses.

(most exposed)

(least exposed)

first hit (defender chooses on ties). After allocating one step loss to

For example, a common case occurs with artillery and infantry. Suppose an Ottoman infantry company is in Rifle Pits, with a field artillery battery in the same hex (which is On Top, because the guns won't fit in the pits). An Ottoman half-battalion moves into the same hex, and is fired on by an Indian Mountain Artillery battery. The most exposed unit is the moving half-battalion, followed by the artillery, followed by the company in pits.

As another example, suppose that the Anzacs are firing at Gabe Tepe Fort from the rear. The Fort is occupied: the Ottoman units are the two coastal defense artillery units, a picket, and a Nordenfelt MG. The CD guns do not face, so only the MG unit and the picket can fire. However, every step loss (except the last) is applied to the artillery, not the MG or picket. After the artillery is eliminated the last step loss destroys the picket and the MG.

17.2.7 A stack that loses a step to fire must make a Morale Check; see

17.2.8 HQ units are never affected by fire; they are only destroyed

17.3 Commanded Fire

with that Formation can combine to fire at the same target.

17.3.1

17.3.2

17.3.3

17.3.4

17.4 Opportunity Fire

then fire at the activated unit. Every adjacent inactive stack and non-adjacent inactive MG unit in range, or one non-adjacent inactive stack within range of the trigger event may fire at the triggering unit(s).

firing units also must be eligible to Fire under Case 17.1.2. Combine all firing stacks into one fire. A unit can generate multiple Opportunity

17.4.1 Opportunity Fire is fire from the inactive player directed at
Exception:

Exception:

Another

17.4.2

17.4.3

17.4.4 Opportunity Fire Triggers Table

17.4.5 Moving Opportunity Fire.

the fire may be either the hex entered or the hex exited, but not both: one trigger—one fire. Due to range, LOS, Hiding, or Friendly Fire Restrictions (17.8) firing units may not be able to target one or both

17.4.6 Note:

17.4.7 Note:

17.4.8 Note: Leaving Column due to fire, a failed Morale Check, or

17.4.9 Note:

17.4.10

17.4.11 Moving Opportunity Fire DRM.

plus *MP DRM portion, a -3 per MP spent crossing Hexside Terrain also* moving of -3

Exception:

Exception:

17.4.12 Subsequent Waves during Movement to Assault.

assaulting troops. After the first Wave, for each subsequent Wave of

For example, if three waves Move to Assault a hex, firing at range zero at the second wave would have an additional +2 DRM, and, firing at the third wave, an additional +4 DRM.

17.4.13 No Man's Land and Opportunity Fire.

17.5 Plunging Fire

Plunging Fire is fire where at least one firing *infantry one or more each hex of range* favorable DRM for infantry fire and negates the immunity against infantry fire for units Hiding in certain kinds of Close Terrain; e.g., *Gallipoli 1915*

17.6 Crossfire

Crossfire occurs if the fire includes two units firing through two non-connecting hexsides of the target hex. The fires must be infantry or low-angle shrapnel fire. Hiding units, HE artillery fire (low or high), and high-angle fire cannot create Crossfire. See the Fire Mods Table

17.6.1 Exception:

Crossfire.

17.6.2 Important Exception: Crossfire only applies if at least two of the firing hexes causing Crossfire are not themselves under possible crossfire (ignoring this exception).



Crossfire Example: In this example, the only unit under Crossfire is R 3/39 (from 2/Cant and R 2 Bn). Note that 2/Cant and R 2 Bn are not under Crossfire threat themselves, so they have Crossfire over R 3/39. Notice that MG 2 Bn does not contribute to this Crossfire, because it is under possible crossfire from R 3/39. MG 2 Bn is not under Crossfire because R 3/39 is itself under Crossfire.

17.7 Artillery Fire

in the Boer War: field artillery engaged over open sights. Only siege

rect fire. *By 1917 entire barrages were fired unobserved without any registration rounds, but not in 1915. These rules might be expanded for games covering later dates.*

17.7.1 Artillery DRMs Table

17.7.2

itzers and mortars). Artillery either fire shrapnel or High Explosive (HE). Different ammunition effects may be modeled in a later edition of these rules or in specific games.

17.7.3

cannot fire at range zero. Low-angle shrapnel artillery can fire at range

17.7.4 Only high-angle artillery can fire when Hiding (17.7.6).

17.7.5 Artillery cannot fire into an Us/Them hex (17.8.4).

17.7.6 Observed Fire. An artillery unit needs a spotter to fire: a unit

(5.2.13 Case 1). Specific game rules may prevent some artillery units

17.7.7

each moving stack. Until the moving stack is within range of rifle or

Opportunity Fire. Once inside the range of rifle or MG Opportunity Fire, the artillery unit must decide to fire its one time after each Op

17.7.8 Multiple Artillery Shoots.

positive modifier against subsequent fire that it may conduct later in of preceding fires (“shoots”). Do not count Assault Combats (18.3)

17.7.9 Artillery cannot move and fire on the same turn. Use Fired/

17.8 Friendly Fire Restrictions

but fire is not allowed.

17.8.1 Friendlies in the Field of Fire.

exactly opposite to the hexside fired through by the firing unit, then the fire is not allowed.



Friendlies in the Field of Fire Example: L 2/26 Moves to Assault B Company of the 1st Borderers. A and C Companies can fire. D Company cannot fire.

17.8.2 Flat Trajectory MG Fire. MG fire is not allowed at range 2

hex is at the same elevation as the firer and target. *More sophisticated machine gun fire techniques appeared as the war progressed and might be included in future games.*



Flat Trajectory MG Fire Example: The Borderer’s MG section can fire on R 2/26 because it is elevated, but not at L 3/26 as both L and R 1/Bord intervene.

17.8.3 Firing into an Assault.

marker may fire out of the hex; no unit outside of the hex may fire at **Exception:**

Fire triggered by entering the hex, including fire from outside the hex,

17.8.4 Too Close for Comfort.

artillery cannot fire into a hex containing units of both sides. *Armies tried hard not to shell their own troops.*

18.0 Assault

Assault is high-intensity fire combat at close range, with the occasional

Assault is also modeled from fire, although this is not obvious because the Assault Table has statistically collapsed multiple rounds of fire into a single dice roll. While Opportunity Fire under Movement to Assault is treated as Fire (17.4), Assault itself uses this rule.

18.1 Assault Resolution

18.1.1

ing the first round of Assault Combat in a hex.

18.1.2

18.1.3

18.1.4

For example, if a rifle unit Moves to Assault an Us/Them hex where an MG of the same side was Hiding, then the MG cannot participate in the Assault. If the rifle unit fails a Morale Check and retreats, then the MG unit will also retreat.

18.2 Eligible Units

18.2.1

18.2.2

18.2.3 Only rifle (including cavalry) units can participate on the at

For example, the hex might contain MGs or artillery units that had survived an Assault in a previous game turn.

18.2.4

in an Assault. They may benefit from the terrain and Fieldworks that

18.2.5

is no firing line: everyone is mixed up.

There

each side can have terrain DRM benefits that

18.3 Assault Fire Values

Note:

18.3.1 Assault Fire Values Table

18.3.2

example, a Confused picket)

(for

18.4 Assault Combat

Assault Results Table

treats them differently from Fire. For each round of Assault Combat

as the last step after halving. Round down to fit table values

Exception:

value of the other side is (still) off the table then simply destroy
This resolves the Assault; skip to Step 8.

Determine the Attacker and Defender Net DRMs.

The model is that the attackers enter the defender's terrain after the first round; e.g., they actually jump into the trench or the same gullies. In subsequent rounds both sides have the same modifiers so they are ignored. The exception is for Barbed Wire—the attackers are slowed in the critical fire zone, giving terrain effects for two rounds.

Determine the Final Assault Results Box.

subtracted

–2 (leftward) column shifts from the attacker's base assault value, and a –1 Defender Net DRM translates into a +1 (downward) row

Determine the Base Assault Strengths.

18.4.1 Assault Results Table																
		Attacker Assault Fire Points														
		0.25			0.5			0.75			1			1.25		
		A	D	A	D	A	D	A	D	A	D	A	D			
0.25	00-30	0	1	00-48	0	1	00-59	0	1	00-69	0	1	00-73	0	1	
	31-32	1	1	49-51	1	1	60-63	1	1	70-73	1	1	74-77	1	1	
	33+	1	0	52+	1	0	64+	1	0	74+	1	0	78+	1	0	
0.5	00-18	0	1	00-30	0	1	00-41	0	1	00-51	0	1	00-57	0	1	
	19-20	1	1	31-34	1	1	42-46	1	1	52-57	1	1	58-64	1	1	
	21+	1	0	35+	1	0	47+	1	0	58+	1	0	65+	1	0	

Determine the Base Assault Results Box.

to the nearest row/column to find the table base assault values.

Exception:

value is on 0.25 and the value of the other side is off the table
This resolves the Assault; skip to Step 8.

18.4.1 Assault Results Table															
Attacker Assault Fire Points															
	0.25	A	D	0.5	A	D	0.75	A	D	1	A	D	1.25	A	D
0.25	00-30	0	1	00-48	0	1	00-59	0	1	00-69	0	1	00-73	0	1
	31-32	1	1	49-51	1	1	60-63	1	1	70-73	1	1	74-77	1	1
	33+	1	0	52+	1	0	64+	1	0	74+	1	0	78+	1	0
0.5	00-18	0	1	00-30	0	1	00-41	0	1	00-51	0	1	00-57	0	1
	19-20	1	1	31-34	1	1	42-46	1	1	52-57	1	1	58-64	1	1
	21+	1	0	35+	1	0	47+	1	0	58+	1	0	65+	1	0

In the image above, the original odds are Attacker 0.5 and Defender 0.5. A +3 DRM applies to the defender, which is converted to one row shift against the defender, followed by two column shifts in favor of the attacker.

Determine Assault Losses.

Box roll percentile dice. There are no modifiers to this roll. The three result ranges indicate the hits inflicted on the attacker (“A”

Apply Step Losses and Morale Checks.

apply the results of the attacker’s Morale Check first. A stack that

Voluntary Retreat. The attacker may elect to retreat first; if the

Assault Termination Check.

18.4.1 Assault Results Table

18.4.2 Assault Loss Priorities.

hits to the rifle and cavalry units first, starting with the largest unit of these types present. If no rifle and cavalry units remain, then apply

Example of a Complex Assault: Suppose four full strength half-battalions Assault a company, a MG section, and a mountain battery (shrapnel value 4) in a Scrub (Close Terrain) hex with a Fire Trench and Gun Pit. The defenders are Confused. Assume that the attacker takes no casualties from Opportunity Fire as they enter the Assault hex. The base attack value is $4 \times 2 = 8$ fire points. The defender has 1 for the company, 1 for the MG section, and 2 for the mountain gun battery (low angle shrapnel stacked with infantry); this subtotal of 4 is halved to 2 because they are Confused. Since the base attack value (8) exceeds the maximum table value (6) both the attack and defense values are halved to fit the table. The now halved attacker base value is 4 and the defender base value is 1. The Attacker Net DRM is +4 for the defender’s Fire Trench (ignore the Gun Pit as it has a “Target is Artillery DRM”) The Defender Net DRM is +1 against the attacker in the Scrub hex.

Converting the DRMs to column/row shifts, the attacker column is shifted 4 columns to the left to yield a final attack value of 2 and the defender row is shifted 1 row up to yield a final defense value of 0.75. Looking at that cell, a roll of 00 through 56 will kill one defender step, a roll of 68 or greater will kill one attacker step, and a roll in the middle will kill one of each. The roll is 61—one step loss each. The attacker chooses one of the four identical half-battalions to take the loss. The defender must choose the largest infantry unit, so the one-step company is eliminated. Both players took a loss and therefore must roll Morale Checks; the attacker rolls first. Both pass. Fire points are now 7 for the attacker, and $1/2 * (1 + 2) = 1.5$ for the defender. Beginning with the attacker, each player could now decide to retreat voluntarily. Both elect to stay and so the second round of Assault begins.

Fire Trenches include Barbed Wire, so the terrain effects also apply to this round. Without Barbed Wire they would only apply to the first round. The base cell is attacker-column 3.5, defender-row 0.75. The net DRMs, and therefore the converted column shifts, are the same as before: the attacker adjusted value is 1.5 and the defender adjusted value is 0.5. The roll is 77 and the attacker takes a loss. The attacker passes the subsequent Morale Check. Fire points are now 6 for the attacker, and $1/2 * (1 + 2) = 1.5$ for the defender. No side retreats.

Round three begins: terrain effects no longer apply. As the attacker value now fits on the table, the base and final cell is attacker-column 6, defender-row 1.5. The roll is 57, again destroying one step each. The defender must destroy the MG unit—a single hit destroys all MGs and pickets. The attacker fails their Morale Check (but does not rout); they must retreat and elect to put two half-battalions into Us/Them while the remaining units retreat from the hex. Defender Opportunity Fire at the retreating attackers misses. The Assault Termination Check concludes the Assault.

While not a complete success, this is still a good result for the attacker: the defending artillery battery is now Hiding. It could choose to come out of Hiding to fire, but then it would take Counter-Fire or Opportunity Fire from nearby units—the battery is effectively neutralized.

19.0 Retreat

19.1 General

suffers a step loss and fails the resulting morale check. This is an **Involuntary Retreat**

Voluntary Retreat

19.1.1

19.1.2

19.1.3

19.1.4

19.1.5

Exception:

19.1.6

19.1.7

19.1.8

the hex being vacated or entered, or Us/Them, at the firing player's

19.1.9 Note:

19.1.10

19.1.11 Surrender.

19.2 Retreat into Us/Them

Close Terrain offers more options for Retreat by the attacker: an

19.2.1 Close Terrain is defined in Section 5.1.

19.2.2 Us/Them Not Present.

on both sides

19.2.3 Exception:

This closes a loophole whereby a tiny attacking force could cause a large defending stack into an involuntary retreat and a possible surrender. Unlikely but possible.

19.2.4 Us/Them Present.

19.2.5

20.0 Supply

At the scale depicted in this game, supply has a relatively small effect.

of supply. However, troops who were cut-off certainly became more nervous and tended to stay put. Therefore the effect of a lack of supply forward is mostly a loss of Officer Points and morale.

20.1 Supply Line

Supply Line **Supply Source**

an enemy unit. The presence of friendly units has no effect on the

20.1.1

define the Supply Sources for both players.

20.1.2

20.1.3

20.2 Out of Supply Effects

20.2.1 A Brigiment HQ without a supply line loses one Officer Point

20.2.2

20.2.3

20.2.4

20.2.5 Surrender.

These losses represent surrendering troops that will not make it back to the Brigade rally point.

21.0 Weather

With the first game in this series, *Gallipoli 1915*

in this series may cover ground conditions, visibility and their effects on observation range, Officer Points, movement, combat, and supply.

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