

Pursuit of Glory

THE GREAT WAR IN THE NEAR EAST



PLAY BOOK

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SCENARIOS

S1.0 Campaign Scenario

S1.1 Marker Set-up

A number of Markers are set up on the map or next to it. Others are reserved for later use, to designate certain events. Note: All Markers with “1914” printed on them are set up on their 1914 side (the other side signifies some later change due to events).

- Place the Turn Marker in the “Fall 1914” space on the Turn Track.
- Place the VP Marker on the “10” space on the General Records Track.
- Place the RU VP Marker and the Jihad Marker on the “0” space of the General Records Track.
- Place all War Status Markers and Replacement (RP) Markers next to the General Records Track.
- Place the AP and CP Mandated Offensive (MO) Markers on the “RU” space on each player’s MO Track. Place the “Enver to the Front” Marker next to the CP MO Track, and place the “AP MO Modifier” Marker on the 0 box of that Track.
- Place the “Cyprus (1914)” marker in the box adjacent to Cyprus.
- Each player places his “LCUs in Restricted Areas” Marker on the first space on the Maximum LCUs in Restricted Areas Track.
- Each player places his six Action Markers near his Action Round Chart.
- The various Markers for neutrality or rebellion in Neutral Persia, Egypt, India, Afghanistan, and Central Asia should be set in or near those countries on the map, as indicated.
- The “GE Supply to TU” Marker should be set in its place in the CP Reserve Box on its 1914 side.
- The “RU Amphibious Assault Allowed” Marker is placed in the Allied (AP) Reserve Box.
- Neither player has Air Superiority, so that Marker is set aside until the *FLIEGERABTEILUNG* or *ROYAL FLYING CORPS* event is played.
- Place the Move/Attack Activation Markers where both players can reach them.
- Keep all the other information counters (i.e., TU Max RP, Subs in the Med, etc.) near the board for use when the appropriate cards are played.

S1.2 Unit Set-up

Place units in the spaces listed on the 1914 Set-Up Card. Note that some LCUs start in the Corps Assets Box, and some SCUs start in the Reserve Box. Also note that some units start on their weaker side—these “reduced” units are listed in [square brackets].

Units’ 1914 set-up locations are marked on the map with their national flags. To ease the chore of set-up, city names are indexed to the grid references around the outer edge of the map. After all units are placed, any remaining Tribes are put on the Tribal Warfare Key.

OPTIONAL: The four Indian units that start on the Shatt al-Arab Beachhead may start on any Persian Gulf Beachhead.

S1.3 Initial Strategy Cards

(S1.3.1) If he wishes, the AP Player takes the *RUSSO-BRITISH ASSAULT* card. He then shuffles the AP Mobilization cards and draws a hand of seven cards (counting the *RUSSO-BRITISH ASSAULT* card, if chosen). This choice is public knowledge. Note: Choosing *RUSSO-BRITISH ASSAULT* does not require that this event be played, but the card may only be played as an event during the first Action Round of Fall 1914.

(S1.3.2) Next, the CP Player may, if he wishes, select one of his 4 OPS Mobilization cards. He then shuffles the remaining CP Mobilization cards and draws a hand of seven cards (counting the 4 OPS card, if chosen). This choice is public knowledge. Note: The CP Player is not obligated to play the card he chose, nor is he required to play it as an event if it is played.

(S1.3.3) Players may, if they agree, use eight-card hands (25.7).

S1.4 Fall 1914 Restrictions

The following restrictions apply on Turn 1:

- Players do not roll for a Mandated Offensive (MO) on Turn 1, but instead both start with RU MOs.
- Skip the War Status Phase on Turn 1.
- Neither player’s War Commitment Level may advance to Limited War on Turn 1, even if his War Status is 4 or higher.
- Neutral Persian spaces cannot be entered by either player’s units until the *PERSIAN PUSH* or *SECRET TREATY* event is played. Note: This restriction continues past Fall 1914. After either of these events occurs, both players’ units may enter Neutral Persia for the remainder of the game (19.6). Note: Azerbaijan, Arabistan, and the three Persian Regions may be entered by both players at the outset since they are already within the Russian and British spheres of influence.
- Reinforcement events can be played on the first turn (unlike in original *Paths of Glory*).
- Neither player may enter Serbia or Bulgaria until the *BULGARIA* event is played. Neither player may enter Romania until the *ROMANIA* event is played.

S2.0 Limited War Scenario

The Limited War Scenario set-up and play is identical to that of the Campaign Scenario, but ends in an Armistice during the War Status Phase of the Spring 1916 turn, unless it has ended earlier with an Automatic Victory. Note: This does not indicate that an Armistice would have occurred historically, but if it had occurred at this point, the players can determine who would have gained the advantage. If a player’s War Commitment Level reaches Total War during this scenario, he adds his Total War cards to his deck as usual.

S3.0 1916 Total War Scenario

S3.1 Unit Set-up

Place units in the spaces listed on the Total War Set-Up Card. To ease the chore of set-up, city names are indexed to the grid references around the outer edge of the map. Note: The flags in the spaces on the map represent the 1914 starting locations and are not used in the Total War scenario.

S3.2 Marker Set-up

General Records Track:

- VP = 7
- Jihad! = 6
- TU MAX RPs = 11
- War Status: CP = 11, AP = 12, Combined = 23

On Map:

- LCUs in Restricted Areas: AP = 3, CP = 2
- GE Supply to TU Marker = *Bulgarian Railroad Open*
- AP MO Modifier = 1
- RU Amphib Assault Not Allowed
- CP Air Superiority
- U-Boats in the Med
- Egyptian Rebellion Allowed
- Indian Mutiny Not Allowed
- C. Asia Revolt Allowed
- Afghan Alliance Allowed
- Cyprus (BR) marker in the box adjacent to Cyprus.
- Persian Neutrality Violated

Turn Track:

- Turn marker = Turn 8
- *Parvus* = Turn 5
- *Russian Revolution* = Turn 9
- *Long Live the Czar!* = Turn 11
- *Suez Railroad Marker* = Turn 11

Keep all of the other information counters (e.g., TU Max RP, Subs in the Med, etc) near the board for use when the appropriate cards are played.

S3.3 Captured VP Spaces

- RU VPs: Trabzon, Erzerum, Van, Teheran, Hamadan, Isfahan
- Other: Basra

S3.4 Control of Spaces

All VP spaces are controlled by the player who can trace supply from that space to one of his Supply Sources. To clarify:

- CP controls: Belgrade, Skopje, Medina
- AP controls: Qum (a Jihad space)

S3.5 Important Notes

- Forts Destroyed: Fao, Seddul Bahr, Kum Kale, Trabzon, Erzerum
- Serbia has collapsed.

S3.6 Initial Strategy Cards

AP: Begin with *ROMANIA* event in hand and six random cards. Deck is composed of all Total War cards, plus all “1916” cards: *SHORE BOMBARDMENT*, *PROJECT ALEXANDRIA*, *GURKHAS*, *ARMENIAN DRUZHINY*, *ARMORED CARS*, *ALLIED SOLIDARITY*, *LET THE FRENCH BLEED*. All other events have been played. *JAFAR PASHA* is face up in front of the AP player.

CP: Begin with *SANDSTORMS AND MOSQUITOS* event in hand and six random cards. Deck is composed of all Total War cards, plus all “1916” cards: *GERMAN HIGH COMMAND*, *PARLIAMENTARY INQUIRY*, *INDIAN MUTINY*, *I ORDER YOU TO DIE!*, *BULL’S EYE DIRECTIVE*, *KING CONSTANTINE*, *FLIEGERABTEILUNG* and *ENVER-FALKENHAYN SUMMIT*. *NO PRISONERS* is face up in front of the CP player.

Railroads: *MURRAY TAKES COMMAND* has been played, and the Sinai Railroad will be built on Turn 11. The *BERLIN-BAGHDAD RAILROAD* event has not been played, so the tunnels near Adana are not complete.

S3.7 Optional Rules

Rule 25.2 is recommended in this scenario.

S3.8 Permanently Removed Units

(S3.8.1) CP Units

- **TU:** 2 x Elite Inf; Cav; Special (Stanke Bey); 2 x Cav;
- **TU-A:** Special (Camel Corps),
- **PE:** Persian Uprising

(S3.8.2) AP Units

- **BR:** VIII CORPS; IX CORPS; 3 x Elite Inf; Cav; Inf
- **ANZ:** ANZAC CORPS; 2 x Inf
- **IN:** 3 x Elite Inf; 3 x Inf
- **RU:** Elite Inf; 4 x Inf
- **ARM:** Armenian Uprising

SAMPLE GAME



We encourage first-time players to set-up and play through this sample game. After two turns, you should be familiar enough with the basic rules that you can continue the sample game on your own. It leaves both players in fairly balanced positions – in essence, the final position of the units is the set-up for a Limited War scenario!

Use the standard 1914 set-up. Place the Indian (IN) invasion forces and Beachhead Marker on the Shatt al-Arab Beachhead space adjacent to Fao.

Both players take their deck of Mobilization cards, setting the Limited War and Total War decks aside. As is his right, the AP Player chooses to include the *RUSSO-BRITISH ASSAULT* card in his initial hand of seven cards. The CP Player decides to exercise his option to include one of his 4 OPS card in his initial hand and chooses *PAN-TURKISM*. Each player then draws six more cards, bringing their starting hand up to the requisite seven.

Hands for Turn 1

AP Player

- RUSSO-BRITISH ASSAULT*
- ANZAC REINFORCEMENTS*
- CHURCHILL PREVAILS*
- SECRET TREATY*
- KITCHENER*
- ENVER GOES EAST*
- EGYPTIAN COUP*

CP Player

- PAN-TURKISM*
- RESERVES TO THE FRONT*
- FRESH RECRUITS*
- INDIAN MUTINY*
- SAVE TIFLIS*
- GOEBEN*
- LIBERATE SUEZ*

TURN 1—FALL 1914

Mandated Offensive Phase

Normally, players roll to determine their Mandated Offensive (MO) at the beginning of the game. But in the Fall 1914 turn, both players automatically set their MOs to “RU” (Russian).

Action Phase

ACTION ROUND 1

AP Action 1



The AP Player plays *RUSSO-BRITISH ASSAULT* as an event and permanently removes it from the game (since the card has an asterisk after its name). The parenthetical number after the event title indicates that the AP War Status and Combined War Status both increase by two. As stated in the event, the IN units on the Shatt al-Arab Beachhead (two IN 1-1-3 Inf Divs and an IN 1-1-5 Cav Div) advance to Fao and mark the Fort with a Destroyed Marker. The AP Player then Activates the

Fao space for Attack and then chooses two Russian spaces up north

to activate for attacks: Sarikamis, Julfa. The event states that these attacks do not count as Mandated Offensives (MOs).

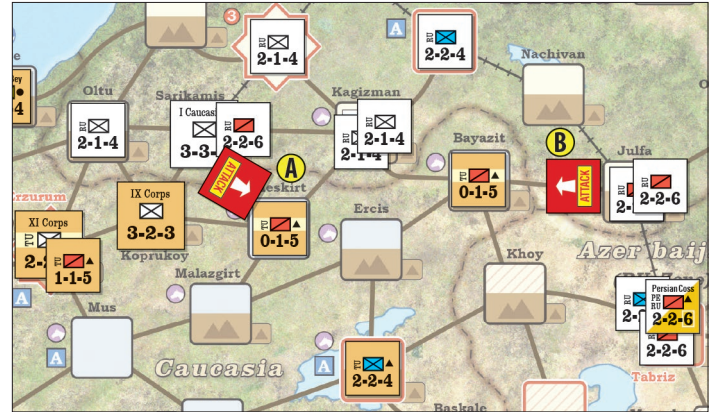


Three Indian divisions invade Iraq and attack Basra.

Fao combat: The AP Player announces an attack on Basra. The IN units have a total of 3 Combat Factors from three units (two IN 1-1-3 Inf Divs and a IN 1-1-5 Cav Div). Thus, they fire on the 3 Light Fire Table (since they have no LCU in the attack, they cannot use the Heavy Fire Table). The defenders are in a swamp, which shifts the AP attack one column left to the 2 column. The Turkish-Arab (TU-A) unit has a 0 Combat Factor (it is a reduced TU-A Inf Div, with 0-1-4 values on its reduced side). Thus, the Turks fire back on the 0 column of the Light Fire Table. Neither side plays any Combat Cards (CCs). The CP Player announces a Turkish Withdrawal from combat (meaning that his unit will fade away prior to the IN units making contact, possibly reducing the damage the Turkish-Arab troops sustain). The IN units receive a +1 Die Roll Modifier (DRM) for their attack, because they have a cavalry unit and the Turks do not. The AP Player rolls a 1 and adds his +1 DRM, for a total of 2. He references this on the 2 column on the Light Fire Table, which indicates that he has a 1 Loss Number. Since the Turks announced a withdrawal from combat, this Loss Number is reduced by 1. Thus, the net AP Loss Number is 0 – the Turks take no damage at all! Simultaneously, the Turks roll to see what damage they inflict on the IN units. The CP Player rolls a 4 and references this on the 0 column of the Light Fire Table. This indicates a 1 Loss Number. The AP Player must flip a unit with a 1 Loss Factor; he chooses to flip a 1-1-3 infantry division. The reduced TU-A 1-1-4 Inf Div (current value 0-1-4) must retreat one space (since it announced a withdrawal); it retreats to Qurna. The IN 1-1-3 Inf Div and IN 1-1-5 Cavalry Division (Cav Div) in Fao advance to Basra, leaving the reduced IN 1-1-3 Inf Div (current value 0-1-3) at Fao (normally, reduced units cannot Advance After Combat, but in response to a Turkish Withdrawal, the AP Player may advance even reduced units, if he so chooses). The IN units enter Basra, and it is under AP Control. Because it is a VP space, the VP Level shifts -1 (from 10 to 9).

(A) Sarikamis combat: The AP Player announces an attack on Eleskirt. His Russian (RU) units have a total of 5 Combat Factors (the AP Player has a RU 3-3-4 I Caucasian Corps and a 2-2-6 Cav Div in Sarikamis), and since an LCU is present, they will use the Heavy Fire Table. The defending reduced Turkish (TU) 1-1-5 Cav Div (current value 0-1-5) has a Combat Factor of 0 and must use the Light Fire Table (since no LCU is present). Neither player plays

a Combat Card. The CP Player may not announce a Turkish Withdrawal, since there is no defensive terrain or trench in the space. There is no DRM, since both sides have cavalry in the battle. The AP Player rolls a 6, getting a 5 Loss Number. The CP Player also rolls a 5, getting a 1 Loss Number. The defending cavalry is destroyed. Usually, destroyed units are placed in the Eliminated/Replaceable Units Box, but since the cavalry is marked with a black triangle, it can never be rebuilt and is removed from the game. The RU units all have a Loss Factor greater than the 1 damage the Turks could inflict, so they all shrug off this potential damage with no effect. The AP Player chooses to not Advance After Combat, although he could have done so.



Two Russian attacks into Turkey.

(B) Julfa Combat: The AP Player announces an attack on Bayazit. His units will roll on the 4 column of the Light Fire Table (the AP Player has two RU 2-2-6 Cav). The defenders are in mountains, which shifts the attack one left to the 3 column. The defenders fire back on the 0 Light Fire Table as they are a reduced TU 1-1-5 Cav Div (current value 0-1-5). Neither player plays a CC. The CP Player announces a Turkish Withdrawal. There is no DRM since both sides have cavalry. The AP Player rolls a 6 for a 2 loss number. The Turkish Withdrawal reduces this by 1, so the net Loss Number is 1. The CP Player rolls a 1 for a 0 Loss Number. The reduced TU 1-1-5 Cav Div (current value 0-1-5) takes a step loss and is destroyed. Again, because the unit is marked by a black triangle, it is permanently removed from the game. Both RU 2-2-6 Cav Divs advance to Bayazit.

CP Action 1

3/4 ¹¹ **MOBILIZATION**

SAVE TIFLIS* CC

AP Player must retreat all RU units in Azerbaijan, Neutral Persia, and Turkey one space closer to Tiflis. Play after Retreat portion of combat.

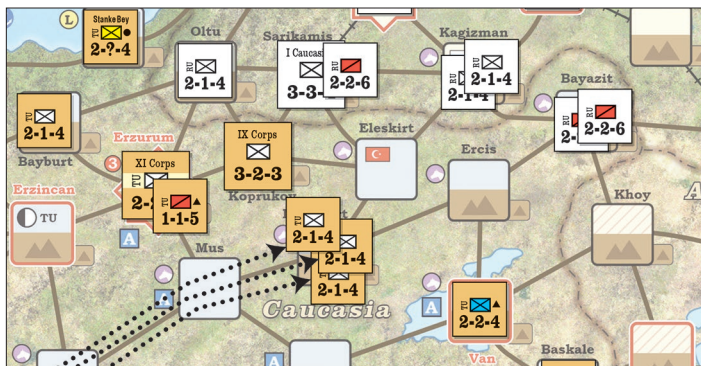
Units may remain in place if: in a Fort space, with Yudenich HQ, if a legal retreat impossible, or if retreat cannot bring unit closer to Tiflis. Full-strength TU/TU-A units in this combat may Advance as normal.

Pre-req: TU LCU attacks RU LCU in this combat. Cannot play after **GRAND DUKE TO TIFLIS**.

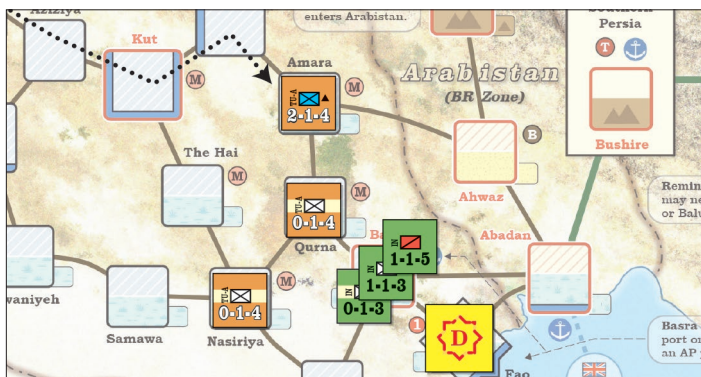
TU:2 GE:1

The CP Player plays *SAVE TIFLIS* for 4 Strategic Redeployment (SR) points, putting the card in the discard pile (it is not removed from the game, since the event was not played). He then marks the play on the Action Round Chart (this is especially important, since he cannot play two SR cards consecutively). The CP Player decides to SR four SCUs, rather than SR-ing one LCU (either choice would cost four SR points). He SRs a TU 2-1-4 Inf Div from Yozgat to Malazgirt; a TU

2-1-4 Inf Div from Kastamonu to Malazgirt; a TU 2-1-4 Inf Div from Ankara to Malazgirt; and a TU-A 2-1-4 Inf Div from Homs to Amara.



The CP player SRs three divisions to the Caucasus....




...and SRs one TU-Elite division from Homs to Amara.

ACTION ROUND 2

4/4 MOBILIZATION ¹⁴

KITCHENER* (2)



For the remainder of the turn, +1 DRM to all attacks by RU units vs. spaces in Caucasia.

Record RPs: 1 BR, 1 IN, 1 AP-Allied, 1 RU.


May now convert 1 BR RP to 1 RU RP each turn.

May not be played after LLOYD GEORGE TAKES COMMAND.

Allied: 1 BR: 2 IN: 2 RU: 3

4/4 MOBILIZATION ¹³

PAN-TURKISM* (2)



Units: 2 TU Elite Inf Div, 1 TU Cav Div.

Use for Ops. Record 1 TU Bonus RP. +1 Jihad.

CP player may not roll for Jihad Revolts prior to this event.

Allows AP to play ARMENIAN UPRISING.

TU: 3 GE: 2 Allied: 1

AP Action 2

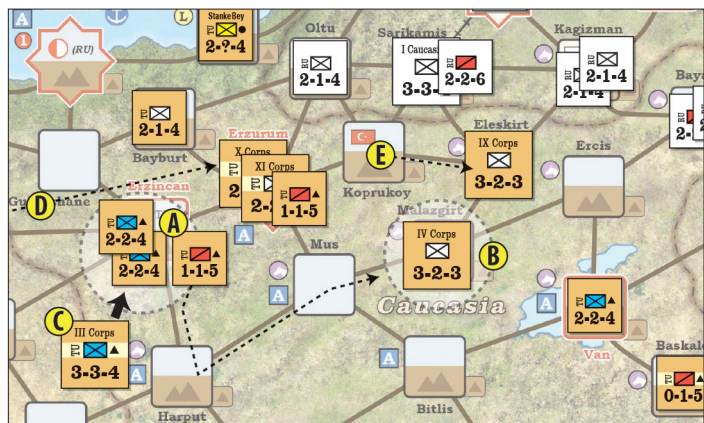
The AP Player also decides to SR units and plays *KITCHENER* for 4 SR points. The AP Player SRs two IN 2-1-3 Inf Div from India to Ahwaz; an IN 1-1-5 Cav Div from Baluchistan to Sollum, Egypt; and a IN 1-1-3 Inf Div from Baluchistan to Pt. Said, Egypt.

CP Action 2

The CP Player plays *PAN-TURKISM* as the event, permanently removing it from play (due to the asterisk). The CP War Status (WS) advances to 2, and the Combined WS advances to 4. The CP Player places the two 2-2-4 Elite Inf Divs and the 1-1-5 Cav

Div in Erzincan. He then records 1 TU RP and increases the Jihad Level +1. The increase in Jihad Level allows him to immediately place a tribe on the map—a Marsh Arab is removed from the Tribal Warfare Key and joins the TU-A unit in Qurna.

Since this card is marked with a yellow box in its upper left corner, the event also allows the player to use the 4 OPS. The CP Player Activates the following spaces for movement: Malazgirt, Sivas, Erzincan, Kopruckay.

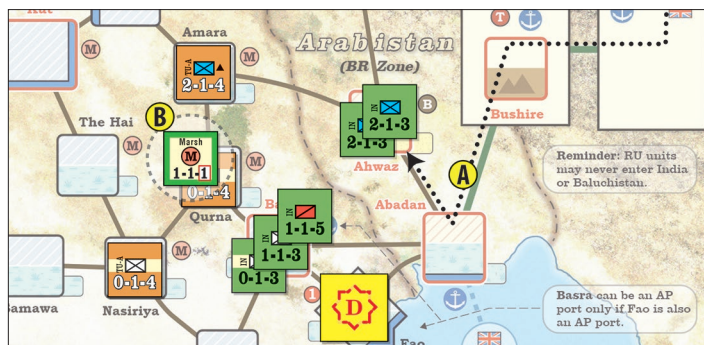


A) Reinforcements from the Pan-Turkism event arrive at Erzincan. B) The IV Corps is built at Malazgirt. C) The Elite III Corps is built at Erzincan at its reduced strength. D) X Corps moves to Erzurum. E) The IX Corps moves to Eleskirt.

Malazgirt: The CP Player builds the TU IV Corps using the three 2-1-4 divisions at Malazgirt. One is removed from the game, one is put in the Eliminated Units Box, and the third is placed in the Reserve Box. The IV Corps is taken from the Corps Assets Box and placed in Malazgirt.

Erzincan: The 1-1-5 Cav moves to Malazgirt. Rather than move the two TU Elite Inf Divs, the CP Player decides to build the TU III Corps, which is currently in the Corps Assets Box. Since there are only two divisions at Erzincan, the corps will appear at reduced strength (note that building TU III Corps requires at least two TU Elite Inf Divs, since the corps is Elite). One of the elite divisions is placed in the Reserve Box; the other is removed from the board (but is not permanently eliminated).

Sivas and Kopruckay: The reduced TU X Corps moves to Erzurum and the TU IX Corps moves to Eleskirt.



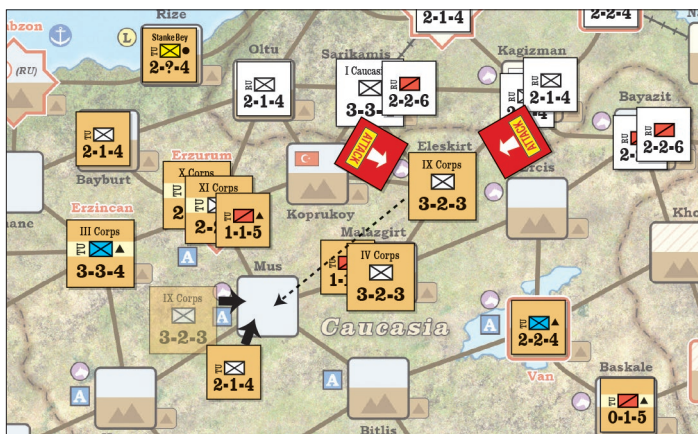
A) Two Indian divisions SR from India. B) Marsh Arabs appear at Qurna due to the increase in the Jihad level.

ACTION ROUND 3



AP Action 3

The AP Player plays *EGYPTIAN COUP* for 2 OPS and Activates both Sarikamis and Kagizman for combat. Both stacks attack Eleskirt. A flank attack is announced. The AP Player has the 3-3-4 RU I Caucasian Corps and a 2-2-6 Cav in Sarikamis and two 2-1-4 Inf Divs in Kagizman. This adds up to 9. The AP will roll on the 9–11 column on the Heavy Fire Table (HFT). The Turks will fire back on the 3 column on the HFT. Neither player plays CCs. Sarikamis pins the flank attack. Kagizman is not adjacent to another hostile unit, thus the flank attack is at +1 DRM. The AP Player rolls a 3, +1 DRM for a total of 4. The flank attack is successful. The attacker fires first, with +1 DRM for cavalry. He rolls a 1 plus the +1 DRM, for a total of 2, which results in a Loss Number (LN) of 4. Due to the successful Flank Attack, the Turkish corps must take damage immediately. Before firing back, it absorbs 2 points of damage (flips to its reduced side) and then absorbs another 2 points of damage (eliminating the LCU, which is placed in the Eliminated/Replaceable Units Box). The LCU is replaced on the map by a TU 2-1-4 Inf SCU from the Reserve Box. The CP Player then fires back with this Inf SCU on the 2 column of the Light Fire Table (LFT). He rolls a 6, resulting in a LN of 2. The AP Player chooses to reduce the RU 2-2-6 Cav SCU in Sarikamis in order to absorb the damage. Next, since the AP Loss Number was 2 higher than the CP Loss Number, the AP won the combat, and since the AP still has a full-strength attacker, the surviving TU Inf SCU must retreat exactly 2 spaces; it goes to Mus.



The Turkish IX Corps is nearly destroyed at Eleskirt by a Russian Flank Attack but resurrects at Mus thanks to reserves.

Remember: the winner of the combat is decided by comparing the Loss Numbers, not the actual damage absorbed by units.

The CP Player now chooses to play a Combat Card, playing *RESERVES TO THE FRONT*, discarding it permanently. He is able to immediately rebuild his destroyed LCU at full-strength (for 2 RPs) in Mus. The Inf SCU remains in Mus as well.

The AP Player chooses not to Advance After Combat.

The AP Player has fulfilled his Russian Mandated Offensive and moves the MO Marker to “Made.”

CP Action 3

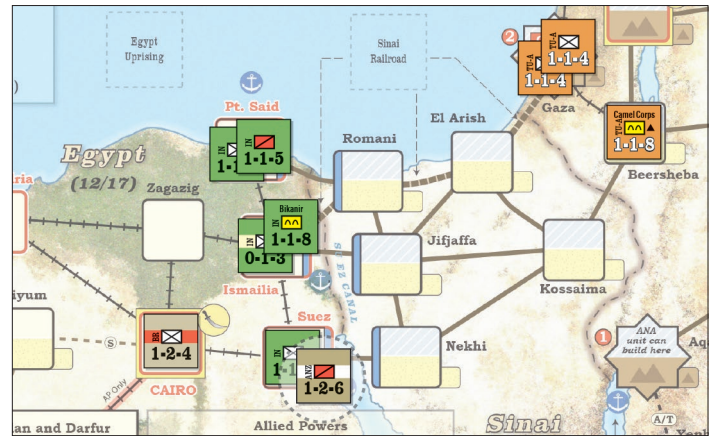
The CP plays *LIBERATE SUEZ* for RPs, recording 3 TU, 2 GE, and 1 CP-Allied RPs. This brings the TU RPs to a total of 4 TU RPs recorded for use at the end of the turn. Again, the CP Player must carefully record this action on the Action Record Chart, since he cannot play a card for RPs two Action Rounds in a row.

ACTION ROUND 4



AP Action 4

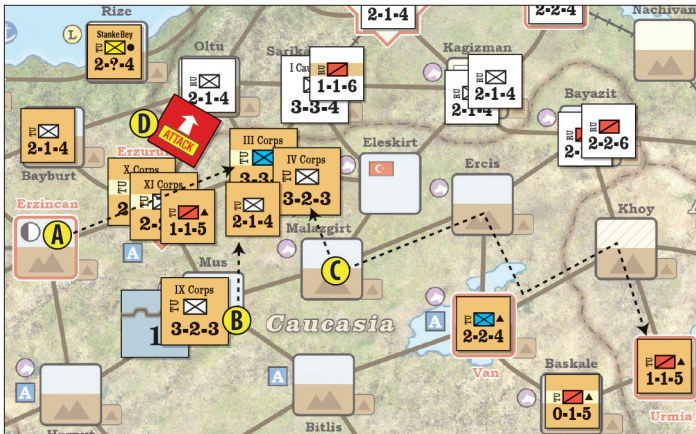
The AP plays *ANZAC REINFORCEMENTS* for the event and permanently removes the card from play. The AP War Status advances to 3 and the Combined WS advances to 5. He puts a 1-2-6 ANZ Cav Div in Suez and a 3-2-4 ANZ Inf Div in Basra. The AP can place units directly at ports, not just at Supply Sources or national capitals.



The buildup continues in Egypt with the arrival of the ANZAC cavalry division.

CP Action 4

The CP Player plays *INDIAN MUTINY* for 4 OPS. He Activates three spaces for movement (Erzincan, Mus, Malazgirt) and one space for combat (Erzurum). Movement must occur first.



Turkish units at A, B, and C move to Koprakoy. Turkish cavalry captures Urmia for a VP. The stack at D attacks Oltu.

A) Erzincan: The reduced TU 4-3-3 III Corps (current value 3-3-3) moves to Koprakay.

B) Mus: The TU 2-1-4 Inf Div moves to Koprakay. The TU IX Corps remains in Mus and attempts to build a trench. The CP Player rolls a 1 and adds a trench to the space.

C) Malazgirt: The TU 3-2-3 IV Corps moves to Koprakoy. The TU 1-1-5 Cav Div moves to Urmia, capturing that VP space. The VP Marker moves +1, from 9 to 10. Since Urmia is also a RU VP Space, the RU VP Marker is now at -1.

D) Erzurum: The CP will roll on the 5 column of the HFT. The defenders are in mountains, which shifts the CP attack to the 4 column. The AP will fire back on the 2 column of the LFT. The CP has a +1 DRM for cavalry. The CP Player rolls a 1 (+1 DRM for a total of 2) and gets a Loss Number of 2. The AP Player rolls a 3 for a LN of 1. The TU 1-1-5 Cav is reduced. The RU 2-1-4 Inf Div is destroyed and placed in the Eliminated Units Box. No CP unit can Advance, since none are full-strength.

The CP records its RU Mandated Offensive as “Made.”

ACTION ROUND 5

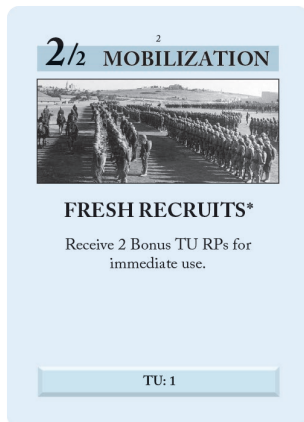
AP Action 5

The AP takes a 1 OPS (so he does not play a card). He activates Tiflis for movement. The Yudenich HQ and the RU 2-2-6 Cav Div move to Sarikamis. The two RU 2-1-4 Inf Divs move to Ardahan.

CP Action 5

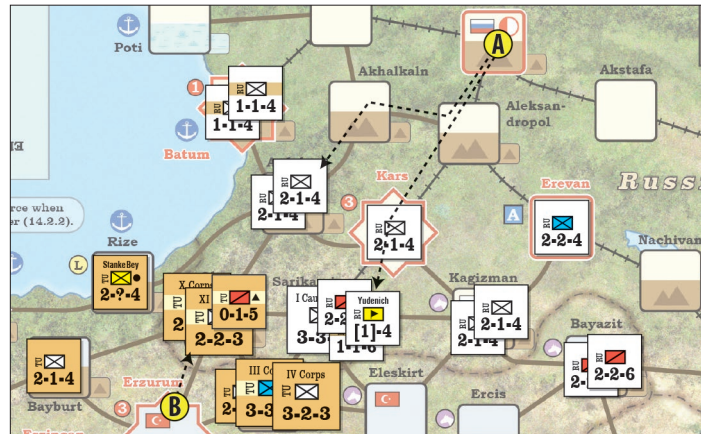
The CP plays *FRESH RECRUITS* for 2 OPS and Activates Damascus and Erzerum for movement.

Damascus: One TU 2-2-4 Elite Inf Div moves to Gaza. The other TU



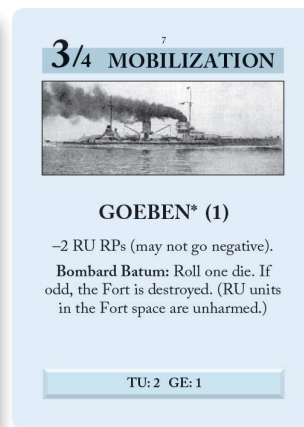
2-2-4 Elite Inf Div moves to Beersheba.

Erzerum: Two reduced TU 3-2-3 Corps (current values 2-2-3) and a reduced TU 1-1-5 Cav (current value 0-1-5) move to Oltu.



A) Yudenich and three Russian divisions moves down from Tiflis. B) The three Turkish units at Erzurum move up to Oltu.

ACTION ROUND 6



AP Action 6

CHURCHILL PREVAILS is played for the event and permanently removed. The AP WS goes to 4 and the Combined WS goes to 6.

NOTE: Normally this 4 WS would mean that the AP War Commitment Level would shift to Limited War at the end of the turn, but in Fall 1914 War Commitment Levels cannot change—the AP will remain at Mobilization during Winter 1915.

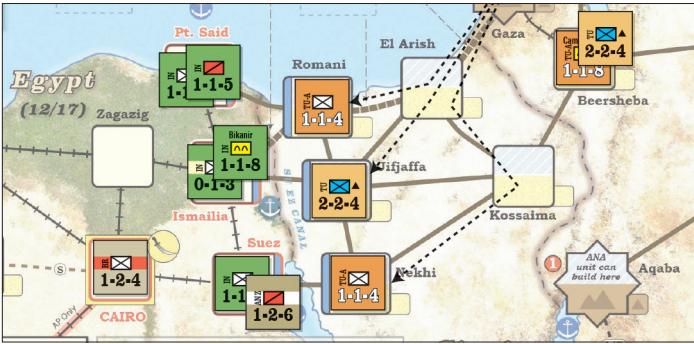
The AP Player commences to shell the Dardanelles forts. He first shells Kum Kale and rolls a 2. The fort is destroyed! Next, he shells Seddul Bahr and rolls a 3. The fort is destroyed! He then moves to the next pair of forts farther up the coast, electing next to shell Maidos—he rolls a 6. The fort is destroyed! The AP Player then shells Canakalle and rolls a 3. The fort is destroyed! Finally, he shells Gallipoli, rolling a 5. The fort is destroyed!

The Royal Navy find itself in front of Constantinople. The AP Player thinks briefly, then chooses to shell Constantinople. He immediately gains 1 VP (since he is the AP Player, this means the VP Marker shifts down, from 10 to 9). Since the West has outraged the Muslim world, the Jihad Level also shifts (+1) to 2, and the CP Player

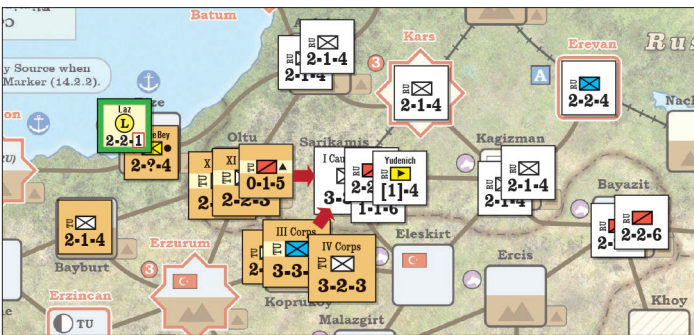
immediately places one new tribe on the map (he chooses to have the Laz appear at Rize.) Due to Churchill's success, two BR 3-2-4 elite Inf Divs are immediately sent to Lemnos. The Royal Navy then shells The Bosphorus Forts, rolling a 3. Failure! (Perhaps the Royal Navy has been thwarted by mines.) The Bosphorus Forts are not destroyed — no additional aid will be reaching the Russians.

CP Action 6

The CP Player plays *GOEBEN* for 3 OPS. He Activates Gaza for movement and Activates Kopruckoy and Oltu for combat.



The Turks invade Sinai.



The Turks attack Sarikamis from two directions.

Gaza: A TU-A 1-1-4 Inf Div moves to Romani, the TU 2-2-4 Elite Inf Div moves to Jifjaffa, and the other TU-A 1-1-4 Inf Div moves to Nekhi.

Kopruckay and Oltu: Both stacks launch a combined attack on Sarikamis. This includes the units in Kopruckay — a TU 3-2-3 Corp, a reduced TU 4-3-3 Corps (current value 3-3-3), and a TU 2-1-4 Inf Div; and Oltu, two reduced corps (current values 2-2-3) and a 0-1-5 Cav which add up to 12. The CP is on the 12-14 LCU column, but moves to the 9-11 LCU column due to the mountains. The AP is on the 6-8 LCU column. No CC Cards are played. The AP has +1 DRM for the HQ. The CP Player rolls a 3 for 4 LF. The AP Player rolls a 1 (+1 DRM for a total of 2) for 3 LF. The CP Player flips a TU 3-2-3 Corps and a TU 2-1-4 Inf Div in Kopruckay. The AP Player reduces his RU 2-2-6 Cav (current value 1-1-6) and places it in the eliminated box. The AP Player also flips a RU 3-3-4 Corps. The attacker has 1 LF more than the defender, so the AP Player usually must retreat or take an additional loss to prevent a retreat however all attackers are reduced so this is not needed. If at least one attacking unit had been full-strength then the Yudenich HQ could have prevented a retreat with its special ability. The Yudenich HQ suffered a defeat in combat and must flip.

Siege Phase

There are no forts under siege.

Revolution Phase

The Jihad is 2, and there are two tribal units on the board. No tribal units are added or removed.

War Status Phase

This phase is skipped on the first turn.

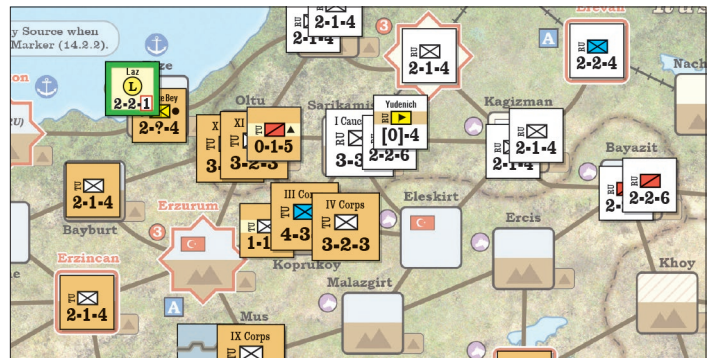
The Replacement Phase

AP: He has no RPs to use.

CP: He has no damaged units that can use the CP-Allied RPs, so they are wasted. There are 4 TU RPs, and they are used as follows: The two reduced TU 3-2-3 Corps in Oltu are brought back to their full-strength side (for 1 RP each), and the two corps in Kopruckay (a reduced TU 4-3-3 Corps (current value 3-3-3) and a reduced TU 3-2-3 Corps (current value 2-2-3)) are also brought back to their full-strength side (for 1 RP each).

The CP Player converts one GE RP to a TU RP and rebuilds a TU 2-1-4 Inf Div from the Eliminated Units Box, placing it in Erzincan (this Turkish unit could not be placed in Damascus or Baghdad, since it is not a Turkish-Arab unit).

RP Markers are set back to 0.



The situation in the Caucasus after the Replacement Phase.

Draw Strategy Card Phase

The CP Player draws seven cards to bring his hand back up to seven. The AP Player still has two cards in his hand, so he draws five cards to bring his hand back up to seven.

Hands for Turn 2

AP Player

- SECRET TREATY (RETAINED)
- ENVER GOES EAST (RETAINED)
- ROYAL NAVY BLOCKADE
- RUSSIAN REINFORCEMENTS (#10)
- ARMENIAN DRUZHINY
- SPHERE OF INFLUENCE
- SHORE BOMBARDMENT

CP Player

- ENVER TO CONSTANTINOPLE
- GERMAN MILITARY MISSION
- PERSIAN PUSH
- PARLIAMENTARY INQUIRY
- SANDSTORMS AND MOSQUITOES
- GERMAN HIGH COMMAND
- JIHAD!

End of Turn

Advance the Turn Marker to Winter 1915.

TURN 2 – WINTER 1915

NOTE: There are Severe Weather checks in Mountain spaces during Winter turns.

Mandated Offensive Phase

The CP Player rolls a 6 (“Enver to the Front”). This requires The AP Player to select the first CP MO, and he chooses “BR/IN/ANZ.” Since the first MO was “Enver to the Front,” the CP Player must roll a second MO. He rolls a 1—a “RU” MO.


The AP Player rolls a 3 for his MO—“No BR.”

Action Phase

ACTION ROUND 1

AP Action 1

3/4 MOBILIZATION



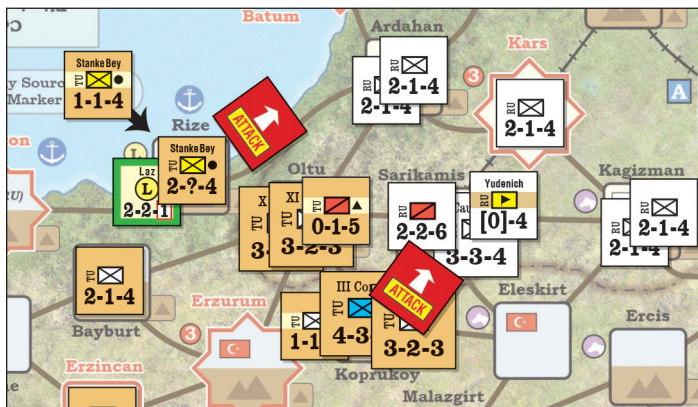
ENVER GOES EAST*
AP Player Activates for combat two stacks of TU/TU-A units adjacent to RU units and chooses one space for each stack to attack. CP Player conducts attacks immediately (including any Severe Weather Checks and CCs), then takes his normal turn.

BR: 1 IN: 1 RU: 2

The AP plays *ENVER GOES EAST* for the event permanently removing the card from play. The AP Player announces that the Turks at Rize must attack Ardahan and that the Turks at Kopruckay must attack Sarikamis. The CP Player then conducts those attacks (during The AP Player’s Action Round).

Rize combat: Since the CP units are attacking into mountains, The CP Player must roll for Severe Weather. He rolls a 2—all full strength

attacking units must be reduced (units which are already reduced are never harmed by Severe Weather). The TU Stanke Bey Div is reduced from its 2-?-4 side to its 1-1-4 side. The 2-2-0 Laz unit is a tribe so it is not reduced by Severe Weather. These two units now add up to 3 SCU Combat Factors. The CP will roll on the 2 column on the LFT, shifted left to the 1 column, since the defenders are in mountains. The AP Player will roll on the 4 column on the LFT. No CCs are played. The CP Player rolls a 1, yielding a 0 Loss Number (LN). The AP Player rolls a 1, yielding a 1 LN. The Laz has a 2 LF and cannot accept the loss. The Stanke Bey Div has a 1 LF and can accept the loss. The CP Player must eliminate the Stanke Bey unit (it is removed permanently due to the black dot, which signifies that this unit can never take RPs).

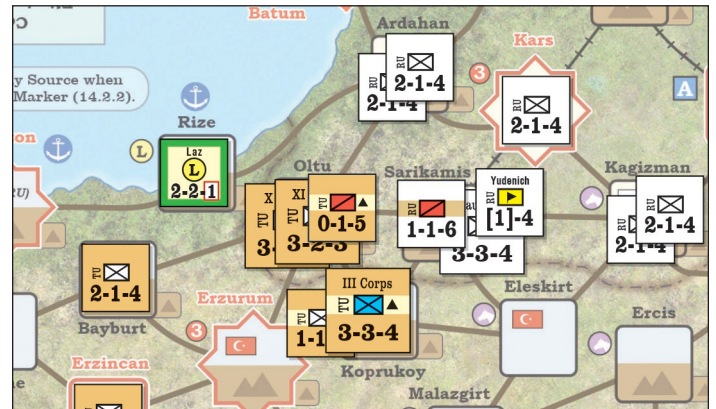


Two mandated attacks due to Enver Goes East.

Kopruckay combat: Again, the CP Player must roll for Severe Weather. He rolls a 4 – again, all full-strength attacking units must be reduced. The TU 4-3-3 Corps is flipped to its 3-3-3 side. The TU 3-2-3 Corps is flipped to its 2-2-3 side. The reduced TU 2-1-4 Inf Div (current value 1-1-4) is already flipped and is unaffected. These units’ Combat Factors now total to 6. The CP will roll on the 6-8 column on the HFT, shifted left to the 5 column due to the mountains. The AP will roll on the 4 column on the HFT. The CP announces no CCs. The AP plays his *ARMENIAN DRUZHINY* CC (+1 DRM). The AP also gains an additional +1 DRM for having the only Cav Div in the battle, for a total +2 DRM. The Yudenich HQ is on its ‘0’ side, so it adds no DRM to the battle. The CP Player rolls a 1, getting a 2 LN. The AP Player rolls a 3 (+2 DRM for a total of 5) and gets a 4 LN. The AP Player reduces the RU 2-2-6 Cav Div. The CP Player takes the TU reduced 2-2-3 Corps and places it in the Eliminated Units Box. A TU 2-1-4 Inf Div is placed in the square from the Reserve Box. This is then flipped to its reduced 1-1-4 side. It is then also placed in the eliminated box.

The AP wins the combat. As a reward, the Yudenich HQ is flipped back to full-strength. The *ARMENIAN DRUZHINY* CC card remains in play since the AP Player won the combat. It can be used in subsequent Action Rounds this turn if the conditions are met again. It is placed face-up near the map board.

Even though this is the AP Player’s turn, these attacks fulfill the CP’s “RU” MO, and the CP MO Marker is moved to “Made.”



The situation after the two mandated attacks—the Turks lost Stanke Bey and the IV Corps, and the III Corps is reduced.

CP Action 1

The CP Player plays *PARLIAMENTARY INQUIRY* for RPs, recording 2 TU RPs and 1 GE RP.

3/4 MOBILIZATION

PARLIAMENTARY INQUIRY

For the remainder of this turn, no additional BR RPs may be recorded, and any space(s) with BR or IN unit(s) costs +1 OPS to Activate.

Pre-req: BR and/or IN LCU(s) are either in the Eliminated/Replaceable Units Box or are permanently eliminated (including LCUs withdrawn from Beachheads).

Cannot be played after *LLOYD GEORGE TAKES COMMAND*.

TU: 2 GE: 1

ACTION ROUND 2

4/4 MOBILIZATION¹¹

ROYAL NAVY BLOCKADE*

Place TU Maximum RP Marker on 25 on General Records Track (22.4).
 -1 VP each Winter (during War Status Phase). No effect if CP at Total War and Constantinople is connected to Galicia by railroad.
 CP cannot trace supply or SR by sea in Aegean, E. Med., Persian Gulf, or Red Sea for remainder of game.

Allied: 1 BR: 2 IN: 2 RU: 3

2/2 MOBILIZATION³

ENVER TO CONSTANTINOPLE*

Cancel one Enver to the Front Mandated Offensive (there is no VP penalty). Draw up to three cards from the AP Player's hand, examine them, and return them.
 Pre-req: "Enver to the Front" is current MO.

TU: 1

AP Action 2

The AP Player plays *ROYAL NAVY BLOCKADE* as the event, permanently removing it from play. The TU Max RP Marker is put in the 25 space on the General Records Track. The VP Marker is flipped to its "Blockade" side. From now on, whenever the Turkish player records TU RPs, the Max TU RP Marker is lowered by that amount (at the end of the turn, any unused TU RPs are credited back, shifting the Max TU RP up by that amount).

CP Action 2

The CP Player plays *ENVER TO CONSTANTINOPLE* as the event, permanently removing it from play. The Enver to the Front MO is canceled. The CP Player draws three of the AP Player's cards from his hand, looks at them, and returns them.

ACTION ROUND 3

3/4 MOBILIZATION⁹

SPHERE OF INFLUENCE*

Units: 2 RU Inf Divs, 1 RU Elite Inf Div
 Place these units directly in one vacant AP-controlled space in Russia or Azerbaijan that can trace supply by railroad to a RU Supply Source.

BR: 1 IN: 1 RU: 2

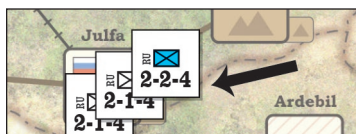
4/4 MOBILIZATION¹

JIHAD* (2)

Jihad +3
 Record 2 Bonus TU RPs.
 May not play if CP War Status ≥ 8.

TU: 3 GE: 2 Allied: 1

AP Action 3



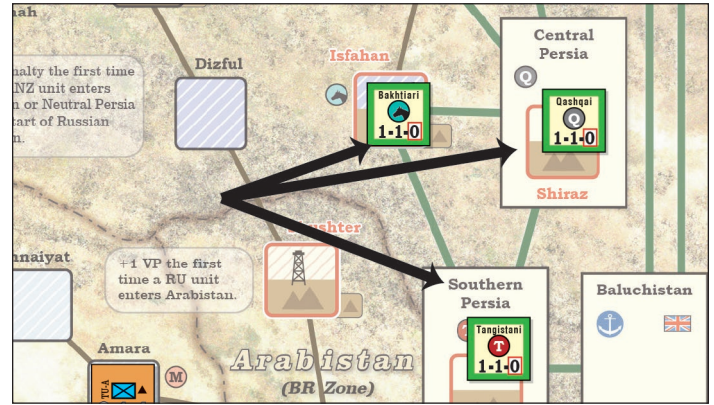
The AP Player plays *SPHERE OF INFLUENCE* as the event, placing two RU 2-1-4 Inf Divs and a RU 2-2-4 Elite Inf Div in Julfa.

CP Action 3

The CP Player plays *JIHAD!* as the event, permanently removing it from play. The CP War Status advances to 4, and the Combined War Status advances to 8. The Jihad Level rises from 2 to 5, which allows the CP Player to put three more tribes on the map (he puts

the Bakhtiari tribe in Isfahan, the Qashqai in Central Persia, and the Tangistani in Southern Persia). Each of these spaces is a VP space—thus, the VP Marker moves +3 (from 9 to 12).

The CP player also receives two Bonus TU RPs which do not effect the TU Max RP Marker.



Three tribes arrive via the Jihad! event gaining 3 VP spaces.

ACTION ROUND 4

AP Action 4

3/4 MOBILIZATION¹⁰

RUSSIAN REINFORCEMENTS*

Unit: [IV Caucasian Corps] to map.
 Units: 1 Elite Inf Div, 1 Inf Div, 1 Cav Div.

BR: 1 IN: 1 RU: 2

The AP Player plays *RUSSIAN REINFORCEMENTS* (#10) as the event, permanently removing it from play. The reduced RU 3-3-4 IV Caucasian Corps (current value 2-3-4), a RU 2-2-4 Elite Inf Div, and a RU 2-1-4 Inf Div are placed in Tiflis. The RU 2-2-6 Cav Div is placed in Central Asia.

CP Action 4

The CP Player plays *PERSIAN PUSH* for 4 SR points. He redeploys two TU-A 1-1-4 Inf Divs from Aleppo to Haifa; a TU 2-1-4 Inf Div from Constantinople to Amara; and a TU 2-1-4 Inf Div from Constantinople to Ruwandiz.

ACTION ROUND 5

2/2 MOBILIZATION⁸

SECRET TREATY*

Unit: 1 BR Special Inf Div (PersCordon) to any Persian Region. Placement must be in supply.
 +1 Jihad.
 Activate one of the following for Movement: one Persian Region, the Central Asia Region, or one space in Caucasia, Azerbaijan, or Mesopotamia.
 Both players may now enter Neutral Persia for the remainder of the game.

IN: 1 RU: 1

AP Action 5

The AP Player plays *SECRET TREATY* as the event, permanently removing it from play. This allows both players now to enter Neutral Persia (the Persian Neutrality Marker flips). One BR 1-1-1 Persian Cordon unit is placed in Central Persia (in spite of the enemy unit, since enemies can coexist in Regions—the CP Player retains control of this space until the Qashqai tribe is removed). The Jihad Level rises from 5 to 6, and the CP Player selects the Sinjabi tribe from the Tribal Warfare Key, putting it in Kermanshah.

The AP Player Activates Tabriz for movement. The 2-2-6 Persian Coss. Cav Div moves to Hamadan (a VP space). The RU 2-2-6 Cav Div moves to Qum by way of Teheran (a VP space). The RU units captured two VP spaces this turn (even though the unit only moved through Teheran). Thus, the VP Marker moves down two spaces (from 12 to 10). Both spaces are marked with RU Control Markers, and the RU VP Marker moves +2 (from -1 to 1). Also, since Qum is a Jihad City, the Jihad Level shifts -1 (from 6 to 5). The CP Player does not remove a tribe from the map when this happens (although if the Jihad Level remains at 5, he will need to take a tribe off the map at the end of the turn). Mark all spaces moved through in Persia with AP control markers (remembering to use RU Control Markers on the VP spaces).

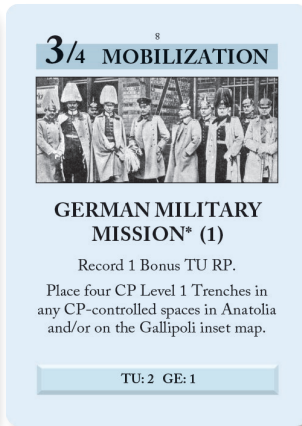
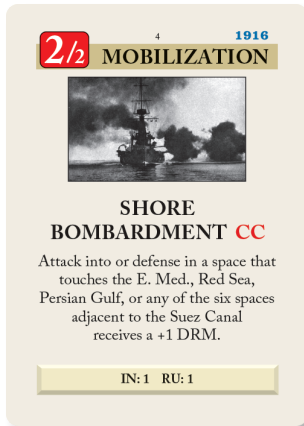
CP Action 5

The CP Player plays *GERMAN HIGH COMMAND* for 2 OPS. The following spaces are Activated for movement: Haifa and Cizre.

Haifa: The CP Player organizes a TU Corps at reduced strength. A TU/A 1-1-4 Inf Div is sent to the Reserve Box, and a TU/A 1-1-4 Inf Div is removed from the game. A reduced TU/A 2-2-3 Corps (current value 1-2-3) is taken from the Corps Asset Box and placed in Haifa.

Cizre: The TU-A 1-1-4 Inf Div moves to Suleymaniye.

ACTION ROUND 6



AP Action 6

The AP Player plays *SHORE BOMBARDMENT* for 2 OPS. The following spaces are Activated for movement: Julfa and Tabriz.

Tabriz: The RU 2-2-4 Elite Inf Div moves to Sehneh.

Julfa: The RU 2-2-4 Elite Inf Div moves to Khoy and both RU 1-1-4 to Suj Bulak.

CP Action 6

The CP Player plays *GERMAN MILITARY MISSION* as the event, permanently removing it from play. The CP War Status moves to 5, and Combined War Status to 9. The 1 TU Bonus RP shifts the TU RP Marker +1 (to 5). This Bonus RP does not effect the TU Max RP Marker. The CP Player places trenches in Smyrna, Adana, Chardak, and Ezine.

Siege Phase

There are no forts under siege.

Revolution Phase

The Jihad is at 5 and there are six tribes on the board. The CP Player chooses to remove the Tangistani from Southern Persia back to the Tribal Box. Since tribes can only control a space when physically present, Southern Persia immediately reverts to AP control, and the VP Marker shifts -1 (from 10 to 9).

War Status Phase

Because it is a Winter turn and the Blockade is in effect, the AP Player gains 1 VP (the VP Marker moves from 9 to 8).

Both players have at least 4 War Status points, so the War Commitment Level for each player moves to Limited War. Move the Maximum LCUs in Restricted Areas Markers to the 2 box (Limited War).

The Replacement Phase

AP: He has no RPs to use.

CP: He has no damaged units that can use the CP-Allied RPs, so they are wasted. He also has 5 TU RPs to use. He repairs the TU III Corps at Kopruckay (for 1 RP), rebuilds a destroyed TU 3-2-3 Corps at full-strength at Erzincan (for 2 RPs), and flips four reduced SCUs to full strength for the last 2 RPs.

The CP also converts 1 GERP to TU RP and flips the reduced 3-2-3 Corps (current value 2-2-3) to its 3-2-3 side.

All RP Markers are reset to 0.

Draw Strategy Card Phase

The CP Player chooses to discard the CC remaining in his hand—*SANDSTORM AND MOSQUITOES*. The AP player places the *ARMENIAN DRUZHINY* CC in his discard pile. Both players take their Limited War Deck and shuffle it together with their Draw Pile and Discard Pile. The CP Player then draws seven cards to bring his hand up to seven, after which the AP Player does likewise.

Hands for Turn 3

AP Player	CP Player
<i>NO PRISONERS</i>	<i>LIBERATE SUEZ</i>
<i>ARMENIAN UPRISING</i>	<i>GERMAN INTRIGUES IN PERSIA</i>
<i>ARMORED CARS</i>	<i>GORLICE-TARNOW</i>
<i>INDIAN REINFORCEMENTS</i>	<i>FLIEGERABTEILUNG</i>
<i>SALONIKA INVASION</i>	<i>TURKISH REINFORCEMENT (#26)</i>
<i>THE SERBS RETURN</i>	<i>DJEMAL CRUSHES SECRET SOCIETIES</i>
<i>KITCHENER</i>	<i>"I ORDER YOU TO DIE!"</i>

End of Turn

Advance the Turn Marker to Spring 1915.

You should now know enough to play this game successfully, consulting the rules and Player Aid Cards as needed. This sample game is balanced, should you wish to continue it.

STRATEGY GUIDE

This guide contains some basic pointers that the average player would discover in the first few games through trial and error. Part of the fun of a new game is creating strategies to surprise your opponents. So, we have tried not to take any of that fun away. The intent of this guide is to prevent a beginner from making any basic mistakes. You're welcome.

BASIC NATIONAL STRATEGY

Russia (RU)

Resign yourself to the fact that Russia will almost always lose. The Russian Revolution will almost always occur, and Turkey will take the Russian VPs if not otherwise distracted. So what is the point of Russia? To make Turkey spend valuable RPs and other assets, to keep them occupied on multiple fronts, and to force them to use their Strategy Cards for Operations Points instead of the (frequently) more valuable events. Russians should not feel bad about taking even losses, knowing that the Turks have a limited supply of RPs. But remember to take RPs to repair your losses.

On the other hand, delaying the Russian Revolution keeps Turkish corps tied down, so the Russians need to try to gain some VPs to make sure the Revolution does not occur too early. Capturing Trabzon is hard early on, but is an important VP as well as a forward supply center for Russia—in fact, a campaign to take Trabzon, even if it must be sustained over several turns, is often well worth the Russian's while, forcing the CP Player to respond constantly. If Persia remains neutral, you deprive yourself of easy VPs in Persia and thus accelerate the Revolution. Don't let this happen.

Regarding Romania, it is possible, but difficult, to pick up some VPs in the Balkans. If you choose the right time, when the Germans are tied down, it is possible to delay the revolution still further.

Perhaps most importantly, the Russians should be aggressive. Ultimately their losses don't matter, because the Revolution will happen at some point, so attacking often (as long as it's not a suicide mission) usually hurts the CP strategic position more than the AP strategic position. One sure way to make your life extremely difficult as the AP Player is to sit back with the Russians and wait for the Turkish army to come to you. If that happens, the CP Player doesn't really have to do anything at all except prepare to defend against the BR/ IN/ANZ forces in the south and west.

British Empire (BR, IN, ANZ)

Egypt is very weak at the start of the war, and at risk of a carefully planned Turkish invasion. A good tactic is to SR divisions from India and Baluchistan to make up for this weakness (as the British did historically). When sending divisions to Egypt, note where tribes can appear, and garrison accordingly. If the CP Player invades, strike back quickly—there are too many VP spaces in too small a space to allow a sustained Turkish advance.

The Bawi are the bane of Basra. (Yes, you may quote me on that.) It is important for the British to quickly take control of the ports

and garrison Ahwaz from the Bawi. If attempting to reach Baghdad, weigh carefully the advantages and disadvantages of the northern and southern routes. Tactical maneuvering can reduce the amount of needed battles.

Regarding Persia, be ready to have the BR/IN/ANZ forces support the Russian violation of Persian neutrality, and be wary of the CP Player taking control (usually via tribal placement) of the Persian regions—take them back as quickly as possible when this happens. Then, get ready to launch into Russia as soon as the Revolution occurs to defend VP spaces; if you don't, the CP Player can have a field day taking advantage of the Revolution and possibly even move the VP marker enough for an automatic victory. Finally, under no condition allow the Turkish player into Afghanistan.

In the Balkans, the British can mount a fair defense of Serbia if they send an invasion to Salonika early. Send the British late, and you may find yourself stuck on the beaches. Why send units at all? To stop the railroad from connecting from Berlin to Constantinople. Once this railroad is connected, the Turkish can use GE RPs and effectively double their RP power.

Invasions are great threats. Save an invasion card until 1917 and the Turks will have to keep garrisoning places you may invade. Toss away all your invasion cards early and the Turks will free up their garrisons to come find you.

Players may be hoping we'll tell them the best places for naval invasions. The answer is that they are all useful under certain circumstances, and indeed you will find yourself constantly assessing and reassessing the potential of each location. But all successful invasions require large OPS cards to back them up, and careful planning of reinforcements. If you are holding small OPS cards in your hand, save any invasion card for another turn. An invasion at Gallipoli in particular requires a very large commitment. There are three VPs on this map to simulate the significance of small advances on morale. Anyone attempting to take Gallipoli may wish to follow Churchill's ignored advice and bring more troops than arrive with two invasion cards to that location in an attempt to completely conquer this very difficult area (Gallipoli can be a true sink-hole, eating up OPS while providing significantly less benefit than hoped). Bringing an invasion card down to Egypt may not be as exciting as an assault on Gallipoli, but it will make Allenby happy, and it is a strategy worth considering.

The *ARAB REVOLT* is not a card to overlook. Capturing the Hejaz will lower the Jihad a full point. And capturing Aqaba will give the revolt a strong division when Allenby comes. Capturing Medina will remove another Jihad point and give the Allies a VP.

Do not give the Turkish player Jihad points. These can quickly spiral out of control and lead to an Indian Mutiny. If you see the Jihad at six points, think about capturing a Jihad city soon.

Turkey (TU, TU-A)

Turkish players have limited RPs, which is no problem if the war doesn't take long, right? The Turkish player should often consider using his ability to withdraw from combat to protect valuable RPs. In addition, try to play for the event any cards that provide bonus TU RPs: these RPs don't count against the maximum RP number.

Slow your attackers down. Put sacrificial weak units one space away from your opponent. Your opponent will have to spend a turn moving next to them and then another turn attacking it. While your opponent is delayed, place your stronger units in defensive locations, build trenches, or take RPs.

Don't leave valuable LCUs lying in the Corp Assets Box. The Turkish player should build a majority of his Corps in Mobilization or very soon thereafter. Saving a few to respond to invasions may also be wise. But be aware that replacing two SCUs with a reduced LCU often leaves a space more vulnerable to attack, so be careful when and where to exercise this option. Early in a Winter turn is an excellent time to organize LCUs in the northeast sector of the map, since the Russians are unlikely to attack with the threat of seasonal attrition hanging over their heads,

BULGARIA is a very important card for Turkey. Letting the Germans capture northern Serbia will open a rail line from Berlin, and allow the Turkish player to begin using unlimited German RPs, rather than the limited Turkish RPs. However, Bulgaria requires a commitment of OPS and shouldn't be played if a maneuver is required elsewhere. Indeed, once the Balkans are in the game, you'll be amazed at how quickly it manages to capture all of your attention and use up all of your cards—be careful of this, because while you're trying to destroy the AP forces up there, you're allowing the AP forces to plot and plan strategy in the south.

Don't remove garrisons from beachheads until all invasion cards have been played (and don't forget *PROJECT ALEXANDRIA*). Leaving LCUs in the vicinity of Gallipoli is also wise.

Your Mobilization cards are strong, but saving some for later in the game can deal the Allied player a huge surprise.

Turkey should plan its strategy towards winning outright by Winter 1917. After this, AP event cards can cause your Arabs units to revolt and Turkey may receive negative RPs (which means you have to take off healthy troops). If the Russian Revolution has occurred on time, you can survive these cards, but it gets more difficult with each passing turn.

Jihad points are a very subtle and effective way to hurt the Allies. A good use of the *CATASTROPHIC ATTACK* card can yield some Jihad when the BR units become out of supply. Qum is a Jihad city in Persia that is worth capturing. Also many Turkish cards increase Jihad. The goal is to reach a Jihad of seven. At this point, you can begin to roll for a coup in Central Asia on a roll of '6'. Getting Central Asia gives a Jihad point, and you can begin to roll for Afghanistan. But the true goal is to clear a path to get units into these countries for nearly automatic die rolls. When Afghanistan joins the CP, it gets powerful raiding forces that can destroy almost anything adjacent to it and threatens Russia and India. Increased Jihad opens up new cards to play and leads to a possible mutiny within the Indian army.

Be a patient general regarding Russia. The Russian Revolution will occur and those VPs can be yours. Your goal should be to force the AP player to use cards to maneuver the Russian forces but not to let them attack you with any kind of an advantage—the Russians can afford the losses, you can't. However, plan to ensure that the Russians don't take any VPs, and attack if they threaten to do so.

Don't neglect the Balkans. There are five VPs the Germans can take there, and you can gain an additional three VPs by keeping an LCU in Galicia. But once again, don't let the Balkans sap all of your resources, unless you can guarantee that the area will sap your opponent's resources as well.

WAR STATUS STRATEGY

The Allied Player should try to reach a Combined War Status (CWS) of 26 as soon as possible in order to play *LLOYD GEORGE TAKES COMMAND* and allow the play of *ALLENBY*. By the same token, the CP should not play War Status points if the Combined War Status is near 26. *LLOYD GEORGE TAKES COMMAND* can be played regardless of CWS by Fall 1916 every game however. The CP player should try to get to Total War quickly in order to stop VP losses from the AP Blockade card. Beware that a Combined War Status of 40 causes an Armistice and is possible.

INDIVIDUAL CP CARDS

Pan-Turkism: This looks like an amazing card on the surface, but be aware that this card will eventually cost you a VP and waste valuable time as you deal with an Armenian revolt. Consider carefully whether this policy will be beneficial to your game plan.

Persian Push: The Russians need Persia more than you do. Force the Russians to play *SECRET TREATY* and you get a Jihad point. But once again, consider your game plan.

Save Tiflis: This card can save you from an aggressive Russian front. Save this card for the right moment.

Liberate Suez: Is it worth losing some troops to gain a Jihad point? In most cases, yes. If the BR look weak in Egypt consider a strong attack with backup from some Egyptian tribes.

Parvus To Berlin: Let me state this as simply as possible—play this as the event immediately. If you cycle this through your deck, you have likely lost the game. Play this event immediately.

Catastrophic Attack: The Turkish player can use this to put AP troops out of supply. Until this card is played, the AP player should consider leaving a garrison or two behind lines at vital supply points.

INDIVIDUAL AP CARDS

Royal Navy Blockade: Play this card immediately as an event if you want it to have any real effect in the game. Even recycling this card once gives a significant advantage to the CP.

Churchill Prevails: This card allows the play of invasions. Usually this should be played immediately as the event.

Murray Takes Command: Take the time to play this event.

Kitchener's Invasion: This is your only surprise invasion, giving the CP player little time to react. Use this card carefully.

Jerusalem by Christmas: This is a risk, but a risk worth taking if you have the right CC to pull it off.

CARD HISTORIES AND NOTES

CENTRAL POWER PLAYER

CP#1 JIHAD

As caliph, the Ottoman sultan was revered as the defender of Islam, even outside Ottoman borders. In November 1914, he used this religious authority to issue a call for holy war or jihad against the British and Russian invaders. The sultan's proclamation was immediately translated into Arabic and Indian languages, in the hope that it would sow dissension within the British Empire, resulting in an Indian military mutiny or a Muslim uprising in Egypt. The jihad did promote armed uprisings by some tribes, but no major episodes occurred within the British Empire other than the Senussi uprisings in western Egypt.

CP#2 FRESH RECRUITS

The Ottoman army was not organized in the same manner as a European army. During war, European militaries planned to mobilize additional units, using new manpower or trained reserves. The Ottomans maintained a large number of undermanned units during peacetime. During mobilization, reservists were used to bring these units up to full strength.

CP#3 ENVER TO CONSTANTINOPLE

Political intrigues in Constantinople required Enver's attention and could distract him from his military goals at the front. Since Enver's military plans were not always optimal, this distraction was often a good thing (for the Ottoman military). A prime example was the nearly complete obliteration of two Turkish corps that Enver ordered to attack the Russians. The corps marched heroically through blizzards in the mountains at the end of December 1914 with no winter gear. The survivors of the march were obliterated in combat (although even in that desperate strait the Turks nearly broke the Russian lines, which would have sent the Russians pouring back towards Tiflis). Enver had hoped to achieve a Caucasian Tannenberg.

CP#4 RESERVES TO THE FRONT

NOTE: This event 'negates' damage—the reserves are rushed into battle before the unit is destroyed. Thus, any unit can be repaired, even one which normally would be permanently eliminated by the combat.

This event can only repair damage caused by this combat. It returns a unit to its pre-combat condition. It cannot be used to repair to full strength a unit that was already reduced when the combat began. If the reduced unit was eliminated, the event could return the unit to the board in its reduced state. Rebuilt defenders appear in the space of retreat.

Despite the lack of infrastructure in many parts of the Ottoman Empire, there were times when troops could be rushed to the front quite rapidly to plug gaps. Turkish soldiers were well-known for their ability to force march quickly and effectively to the front. The Tigris River also served as a fast route for troops to navigate down from Mosul to the Mesopotamian front.

CP#5 GERMAN HIGH COMMAND

The Germans, under Field Marshall von der Goltz, actively advised the Ottomans on military operations, both in Constantinople and at the front. As early as August 1914, German personnel were moving through neutral Romania and Bulgaria into Turkey to assist in Turkey's preparations for war. These German "advisors" obtained crucial supplies, and they trained and organized Ottoman units. Goltz began advising the Turks as a major in 1883, becoming aide-de-camp to the Sultan in 1914. Goltz was later sent to oppose the Indian Army's advances in Mesopotamia, and he masterminded the Turkish defense at Ctesiphon (south of Baghdad). That battle sent British General Townshend's troops reeling back to Kut. The subsequent siege of Kut and the final surrender of Townshend's forces, was a major defeat for the British Empire. The Turks' victory at Kut proved that non-European troops could inflict a humiliating defeat on the forces of the British Empire. Days prior to Kut's surrender, Goltz died—due either to natural causes or poison (the truth is unknown). The presence of German officers was frequently resented and recognized as a mark of Germany's colonial intentions in the Ottoman Empire.

CP#6 SANDSTORMS & MOSQUITOES

Violent sandstorms could completely halt Allied attacks. For example, Maude's 1917 attack on Turkish forces north of Baghdad (near Samara) was postponed due to a powerful sandstorm. During the interim, the Turks reinforced their lines, counterattacked, then withdrew. The British did not pursue, effectively ending their advance toward Mosul (which they successfully entered only after the Armistice), despite Turkish protests that Mosul belonged to Turkey at the end of the war—but oil will tell. Malaria could render entire units nearly ineffective for lengthy periods—it was perhaps the main source of casualties in Greece and Mesopotamia.

CP#7 GOEBEN

The RU RP Marker may not be reduced below zero by this event.

The *Goeben*, one of the most advanced, powerful warships in the world, was German. Chased across the Mediterranean by the British fleet after the outbreak of hostilities in France, the *Goeben* escaped to neutral Constantinople. There it was added to the Ottoman fleet (under the pretense of the Turks having bought it from Germany)—the German crew purportedly became Ottoman military personnel, complete with fez. The Allies were outraged, since a truly neutral Turkey should have imprisoned the crew and confiscated the ship under the obligations of international law. Instead, the *Goeben*'s commander was appointed head of the Turkish Black Sea Fleet. By this, the Young Turk regime openly sided with Germany. This was made even more clear when the *Goeben* (under its German commander's orders) sailed into the Black Sea and bombarded the Russian coast in October 1914. In response, the Russians and British declared war on Turkey and invaded in November 1914.

CP#8 GERMAN MILITARY MISSION

Under the command of General Liman von Sanders, the German Military Mission greatly strengthened Ottoman defenses, especially the antiquated fortifications guarding the Dardanelles and The Narrows (the sea lane from the Eastern Mediterranean leading to the Black Sea and Constantinople). The Germans continued to enhance Turkey's military effectiveness throughout the war, and Enver turned over primary responsibility for defense of the Gallipoli peninsula to the Germans shortly after the British naval bombardment.

Intriguingly, when Enver first proposed a German-Turkish alliance in July 1914, the German ambassador turned him down. Two days later, however, the Kaiser himself approved the alliance, but it was kept secret. In part this was because the Ottomans would be incapable of real military action until December 1914 at the earliest.

CP#9 PARLIAMENTARY INQUIRY

Periodic British military debacles and disasters, such as the withdrawal from Gallipoli and the surrender at Kut, led to embarrassment abroad and political pressure from the press and parliament at home. Initially, investigations by parliamentary committees (such as the Dardanelles Commission) helped to paralyze British strategy and greatly slow the flow of men and materiel headed east.

CP#10 PERSIAN PUSH

The new unit may be in the space chosen to Activate for movement using the OPS from this card. This event remains playable even if the AP Player has already played SECRET TREATY.

Early in the war, the Ottomans made a major effort, with minimal forces, to grab territory in Persia, especially in Azerbaijan, which was almost a Russian protectorate or colony. The Turks entered through Suj Balak, capturing Tabriz with a tiny force, which instantly fled when the Russians returned (after halting their abortive retreat to 'save' Tiflis). The Turks did not initially cross into the main portions of neutral Persia, only the Russian-held area—reputedly to liberate Persian lands from the Russian invaders.

CP#11 SAVE TIFLIS

Units which cannot retreat in accord with this event (e.g., RU units surrounded in a Black Sea port) need not retreat, and they suffer no adverse consequences for failure to do so. This was a voluntary withdrawal, not a forced retreat under fire.

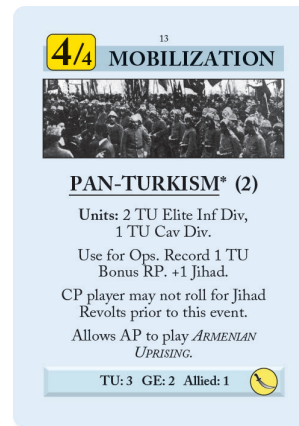
Even though Enver's 1914 attack through the snowy mountains was a dismal failure (resulting in the annihilation of two corps), the Russian commander in Tiflis panicked. Fearing a Turkish breakthrough at the height of the battle, he ordered all of his units to fall back towards Tiflis. Only General Yudenich held his ground, defeating the Turkish advance, making the Russian retreat appear completely ridiculous. This resulted in the dismissal of the overall Russian commander and in Yudenich's elevation to overall command of the Caucasian theater. And rightly so!

CP#12 LIBERATE SUEZ

The CP player must use 2 OPS to attack AP units in Egypt, or he may not play this card.

One of Enver's main rivals was Djemal Pasha. Based in Damascus

and in command of all Ottoman forces in Syria-Palestine, Djemal established a semi-independent kingdom. In January 1915, he launched an early strike against Egypt, hoping to capture the Suez Canal and inspire a Muslim uprising in Egypt. He successfully sent five divisions across the Sinai desert (no mean feat) and attacked across the canal near Ismailia. The attack was a complete failure due in large part to the alertness of the few Indian troops stationed there. A few Turkish troops made it across the canal using pontoon boats that they had hauled across Sinai for this purpose, but they were overwhelmed and easily defeated.

**CP#13 PAN-TURKISM**

To clarify—no Jihad Revolt can be rolled for prior to play of this card (not even the free roll the CP Player gets the first time a CP unit moves into each of the Jihad Revolt countries).

For centuries, the Ottoman Empire had done much to accommodate the diverse peoples and religions within its borders. Under Enver, the Young Turks stressed an ideology that asserted the supremacy of the ethnic

Turks and advocated a vision of Turks reasserting their supremacy in the Near East and Central Asia, including Persia (under Ottoman leadership, of course). A policy such as this was increasingly troublesome to ethnic groups within the Ottoman Empire, especially the Armenians (but also the Greeks and Arabs). Thus, this policy may have helped to forge Turkish ethnic unity, but it also contributed to the disintegration of the Ottoman Empire.

CP#14 INDIAN MUTINY

Surprisingly, the Ottomans and Germans worked hard to foment rebellion in India. Their efforts included shipping arms secretly from the United States to Indian rebels. These arms were intercepted on the high seas by British intelligence. The Germans nearly succeeded in instigating a mutiny amongst some Indian units, but this too was quashed by excellent British intelligence. Nevertheless, the fires of Indian nationalism were stoked, and to some small extent the Central Powers can be credited with fanning the flames of nationalism that eventually did drive the British from India.

CP#15 DJEMAL CRUSHES SECRET SOCIETIES

Djemal Pasha was one of the three most influential of Turkey's leaders, one of three men who dominated the Young Turks' revolutionary movement and seized control of the Sultan's government in 1908. During World War One, Djemal was in charge of the Fourth Army in Syria-Palestine and ruthlessly suppressed the Arab nationalist movement there. His inability or unwillingness to deal with the Arabs on an equal footing (or an honorable basis) contributed in large part to the Arabs' desire to throw off Ottoman governance, leading very directly to the Arab Revolt.

This card also represents the fact that the Ottomans had a substantial spy network in Egypt that was quite active, especially in the first half of the war.

CP#16 KING CONSTANTINE

King Constantine was married to the German Kaiser's sister and seems to have mildly favored the German cause, while remaining neutral (at least the King sought not to anger the Germans, his assumption being that the Germans were likely to win—so at least one ought not to anger them). When Venizelos, the Greek Prime Minister, invited the Allies to land at Salonika, throwing Greece into the Allies' arms, Constantine forced Venizelos' resignation. Venizelos then established a rival government and military under Allied protection. Greece wavered between the AP and CP until the Allies forced Constantine into exile and brought Greece firmly into the Allied camp. These Allied efforts included an abortive invasion of Athens and a full-scale blockade of Greece, as well as major diplomatic efforts, including a visit by General Kitchener himself (Himself!)

CP#17 TREACHERY AT FORT RUPEL

In May 1916, the Bulgarians crossed the Greek border, approaching the Greek fort guarding the Rupel Pass. The Greeks opened fire, and the surprised Bulgarians scampered away. Shortly, the Bulgarians reappeared. This time Fort Rupel's commander received instructions to hold his fire and surrender the fort to the Bulgarians, weaponry intact. This outraged the Allies, who saw it as a sure sign of King Constantine's treachery and pro-German sentiments. However, this maneuver may have been the result of contorted Greek efforts to avoid war with Germany and Bulgaria and to remain neutral (after all, the Allies were granted access to Salonika; why not the Bulgarians to Fort Rupel?—so the logic may have flowed).

This card also represents the fact that Bulgarians had already occupied strongly fortified mountain positions at Doiran in December 1915, as French and British troops retreated out of Serbia back into Greece.

CP#18 TURKISH REINFORCEMENTS

Many Arabs were forced into military service on behalf of the Ottoman Empire. Others joined voluntarily as a means of advancement. In fact, as can be seen in this game, a significant portion of the Ottoman army consisted of Arab units. As the war went on, though, Arab "devotion" to the Ottoman cause waned, especially after the Arab Revolt began in the Hejaz.

CP#19 SURPRISE

Early in the war, British information on Ottoman regions and troop movements was almost wholly inadequate. Indeed, the British were sometimes surprised by what the Turks could accomplish, badly underestimating a worthy foe. For example, at Ctesiphon, the Ottomans rushed multiple units into the front lines right under the British nose. The subsequent British assault ran into a brick wall of Ottoman resolve, resulting in a resounding British defeat and the retreat to Kut.

CP#20 JAFAR PASHA

Once the AP Player receives this card, it does not count toward the total number of cards he may hold in his hand and may only be used as a Combat Card.

Jafar Pasha was an Arab officer in the Ottoman forces who attended

officer's school in Germany, received the Iron Cross, helped fortify Gallipoli, was decorated by Enver Pasha, and was hand-picked by Enver to lead the Senussi rebellion (smuggling in arms and gold past the British blockade). Jafar was then captured by New Zealand cavalry, escaped from house arrest in Cairo by use of a bedsheet rope, was recaptured, and then began recruiting Arab POWs to join the Arab Revolt. Eventually, the British made him Faisal's chief of staff in charge of the Arab Northern Army, where he served with distinction. He was later decorated by Gen. Allenby—his honor guard being the very New Zealand cavalry unit that had almost killed him when he was captured during the fight with the Senussi! After the war, the British put him in charge of post-war Iraq (initially as Minister of Defense, later as Prime Minister). From all accounts, everybody liked him. I guess so—he became Iraqi ambassador to London, slept at Buckingham Palace, and became a British barrister. He was also brilliant—speaking something like eight languages. Unfortunately, he was apparently murdered attempting to prevent the Iraqi military coup that toppled the monarchy in the 1930s.

CP#21 FLIEGERABTEILUNG

Despite Britain's eventual dominance of the skies later in the war, initially British airpower was decidedly inferior in this region. In addition, Germany made a concerted (and successful) effort to bolster the Ottoman air force in the first years of the war. During that time, both numbers and expertise gave this composite German-Ottoman air force superiority in the Near East and played a deciding role in preventing British efforts to collect intelligence on Ottoman troop movements.

Once the Turkish-German air force lost air superiority, it was never regained. Thereafter, Britain owned the skies. The lack of information on British troop movements (coupled with Britain's resultant knowledge of Ottoman units) would cost the Turks dearly, leading directly to the massive British breakthrough at the Gaza-Beersheba line.

CP#22 GERMAN SUBS IN THE MED

The introduction of German u-boats altered the balance of naval power in the Mediterranean and resulted in atrocities at sea, including the sinking of large hospital ships (such as *Braemar Castle* and the *Britannic*). No Allied invasions were attempted or even seriously contemplated once the German submarine presence in the Mediterranean became a dominant factor. Indeed, without the ability to run supplies into Greece from Italy across the narrow waterway at Trieste (where subs could more easily be avoided), the Allied effort in the Balkans would have been severely hamstrung or doomed. The German submarine forces were dramatically increased in 1917 (see CP Event CP#53).

CP#23 GERMAN INTRIGUES IN PERSIA

Under the guidance of the German ambassador in Constantinople (Baron von Wangenheim) and the on-site leadership of the "German Lawrence" (Wilhelm Wassmuss), Persia was reduced to a state of tribal rebellion and near chaos for years, contributing to widespread famine. The German hope of an alliance with a strong Persia was yet another delusion entertained in Berlin—and included the remarkable notion (which met with some success) that Muslim tribes could be convinced that Germany was itself a Muslim nation

besieged by Christians (and that the Kaiser had been on the hajj to Mecca). In fact, a German-Persian alliance was signed in 1915, but the only Persian troops available to back it were the 7,000 Persian *gendarmarie* led by pro-German officers from Sweden. Such an alliance was clearly toothless.

CP#24 MISSION TO AFGHANISTAN

Various German efforts were made, but the most famous was a band of military adventurers led by Niedermayer and Hentig who evaded British troops in Persia, reaching Kabul. There, they spent about six months trying to convince the Afghani emir to break his understanding with Britain and enter the war on the German side. By January 1916, a written understanding was signed. However, the emir made his action dependent upon one condition: he would activate the alliance when German or Turkish troops were put into the field alongside Afghani warriors (and of course the Kaiser's signature would be required). Whether the emir even thought such conditions were plausible is doubtful—it seems more likely that he was merely toying with the Germans in an effort to appease German supporters in his court, including his brother, the Prime Minister. Nothing came of the supposed alliance. However, the emir was assassinated in 1919 by anti-British forces, leading directly to the Third Anglo-Afghan War and formal Afghani independence.

CP#25 TURKISH REINFORCEMENTS

As the war continued, the Turks began to drain the manpower pool completely dry, badly damaging the largely agrarian economy.

CP#26 TURKISH REINFORCEMENTS

A large number of corps were organized during the war, giving the Turks an organizational structure well beyond their actual capability to support troops in the field for a sustained period of time. However, these corps provided a vital support to the Ottoman military effort, even when grossly undermanned. In game terms, these corps allow a lot of fighting to occur using the Heavy Fire Table, even if the corps are built in a reduced state.

CP#27 CATASTROPHIC ATTACK

This card represents the disastrous Indian Army attack south of Baghdad at Ctesiphon in November 1915. The British general, Townshend, badly overstretched his units at the end of a very long supply line. In addition, the Turks had brought up far more reinforcements in stronger positions than Townshend realized—the Ottoman Arab units had been running north ever since the Indian Army landed at Basra (and it was expected that they would continue to do so). After a disastrous attack, Townshend ordered his units to retreat to Kut. There they were surrounded and besieged. Despite massive British efforts to rescue the trapped units, the men at Kut eventually surrendered. This card represents the abysmal state of British intelligence about Ottoman forces, as well as the gross overconfidence of many British officers who expected to defeat the Turks easily.

CP#28 “I ORDER YOU TO DIE!”

The speech from which this quote is extracted may be the most famous speech in Turkish history, the equivalent of a Turkish Gettysburg Address. The man who spoke these words was Mustafa

Kemal—later known as “Ataturk,” the man who in the post-war era became the father of modern Turkey. He was reportedly a military genius and had a tenacity and will that was largely unmatched in his era, except perhaps by men such as Allenby. When the Allies initially landed at Gallipoli, Kemal ordered his men to rush towards the coast and hold the poorly defended line at all costs, thereby giving other Turkish troops time to arrive. He ordered his troops to fight, fully expecting that they would not survive—but that Turkey would. In fact, much of his unit did survive, having fought with great distinction, successfully stemming the initial British/ANZAC tide.

The myth that Turks could not or would not fight well was fully dispelled at Gallipoli. The British and ANZAC soldiers at Gallipoli respectfully recognized that the Turkish soldier was a worthy opponent and an excellent fighter, especially when well supplied, well fed, and well led.

CP#29 ENVER-FALKENHAYN SUMMIT

At a meeting with Falkenhayn in 1916, Enver pledged immediately to send Turkish troops to assist in the invasion of Romania and also to send an entire Ottoman corps to Galicia. The Turkish troops acquitted themselves admirably, remaining on the Eastern Front for a significant period of time, plugging a large gap in the Austro-Hungarians' front line. Apparently, Enver hoped that this would prove Turkey's worth as an equal partner in the Central Powers, especially since Turkey was proving itself more reliable and resilient than the Germans' Austrian partners.

CP#30 BULL'S EYE DIRECTIVE

The TU/TU-A units that Advance After Combat and make the second attack, must be full-strength and may be a purely TU stack, purely TU-A stack, or mixed TU/TU-A stack. However, this advancing stack must not include any units which are not TU/TU-A.


In the summer of 1915, while Allied forces were busy at Gallipoli, the Russians pushed towards Mus. The Turks began shifting troops to that sector, unbeknownst to the Russians, including the rebuilt IX Corps. And the Turks succeeded in amassing a formidable force. They even stripped the Erzerum area to bolster this force further. Ed Erickson, in his book *Ordered to Die*, describes this as “a masterful assembly of forces, conducted in secret under difficult circumstances.” The commander of these forces, Abdulkarim Pasha, launched a series of attacks that drove Yudenich's Russians backwards, pushing them out of Malazgirt. With Enver's support, Abdulkarim pushed his already exhausted units still further, attacking towards Eliskirt in an offensive which Enver named “The Bull's Eye Directive.” The Turks actually made it into the Eliskirt valley, but were counterattacked by the Russians, who almost managed to encircle the over-extended Turks, forcing them back in a hasty retreat to Malazgirt.

CP#31 GORLICE-TARNOW (Out of Theater Offensive)

This three-month long major offensive against Russian troops in Galicia (Austro-Hungarian territory) was the initial campaign of the German XI Army, with combined German and Austro-Hungarian arms under the command of the German general Mackensen. Weeks of combat resulted in the collapse of vast portions of the

Russian line. This resulted not only in Russian forces retreating out of Galicia, but also forced the Russians to pull out of Poland. The Gorlice-Tarnow campaign forced the Russians to pull troops out of Caucasia and curtail the supplies sent there.

4/4 32
LIMITED WAR



VERDUN*

+2 VP Bonus.

The AP player may permanently remove up to four divisions of BR/IN/ANZ infantry from the map or Reserve Box (they are sent to the Western Front) in order to negate all or part of this bonus (21.1.2). No GE RPs may be used this turn.

Pre-req: No AP LCU ashore in Anatolia or Gallipoli.

TU: 3 GE: 2 Allied: 1

CP#32 VERDUN (Out of Theater Offensive)

This German effort to bleed the French Army to death became the longest and probably the bloodiest battle of World War One. Falkenhayn funneled massive numbers of German troops into a meatgrinder, hoping that the French Army would eventually collapse. He wrote: “The string in France has reached breaking point. A mass breakthrough—which in any case is beyond our means—is unnecessary. Within our

reach there are objectives for the retention of which the French General Staff would be compelled to throw in every man they have. If they do so the forces of France will bleed to death.”

In response, the French pressured the British into launching the Somme attack further to the north in a successful effort to draw the Germans away from Verdun. This necessitated the British sending many troops of the Empire from the Near East into France.

Notably, Kitchener resented having his New Army units used in this way. He had hoped to keep the British Army fresh until it was greatly strengthened later in the war when the other combatants were exhausted. Britain then could dictate the terms of peace. The French (and Russians) were very alert to this possibility and threatened a separate peace if Britain did not bleed equitably alongside them!

Restriction on using GE RPs includes converting them.

CP#33 BULGARIA

Turkey and Bulgaria were bitter rivals, having just fought each other in a bloody Balkans war in 1913 (which included the Bulgarian invasion of European Turkey and Bulgaria’s occupation of the Turkish fortress at Adrianople). However, the two countries signed a defensive treaty in August 1914, Turkey having made some territorial concessions to Bulgaria as the price.

Germany then led its new-found friend into war, much to the disappointment of the Allies, who had hoped that Bulgaria would remain neutral or join the Allied cause. Bulgaria’s surprise entry took the Serbs in the rear and was timed to coincide with a German-Austrian assault against Belgrade. Having resisted two previous invasions successfully, this time Serbia collapsed almost immediately. Bulgarians then pushed into northern Greece, staved off the British and French, and helped defeat Romania.

Initially energetic fighters, the Bulgarians were ultimately drained economically and emotionally, especially due to the ever-increasing pressure from the British, French, Serbs, and Greeks pressing north from Salonika. As Austria-Hungary collapsed and the Germans shifted troops to the Western Front, the Bulgarians became the

sole bulwark in the Balkans holding back the Allied flood. When Bulgaria’s morale finally collapsed and her troops retreated in massive numbers, the war was over. Within days, Serbia was liberated and Germany surrendered, knowing that nothing of import stood between her and the victorious Allied armies from Salonika.

CP#34 PARVUS TO BERLIN


NOTE: This card has been changed for greater balance and predictability. Fans of the old rule can still use optional rule 25.10 in the rule book.

Parvus, a Russian exile living in Constantinople, had been a close associate of Trotsky. After the war had escalated, Parvus traveled to Berlin to meet with officials, convincing them to help finance a Russian Revolution. He named Lenin to the Germans as the man for the job. Although Parvus’ actual role thereafter was small, he deserves a large share of the credit or blame for setting in motion a chain of events which culminated in a red revolution.

CP#35 TOWNSHEND TO LEMNOS

General Townshend was in command of the initial grand British march inexorably north towards Baghdad. Actually, he was ordered to keep his goals microscopically small and do nothing but safeguard the oil in Arabistan. But, remarkably, that required grabbing additional territory, and then, to safeguard that territory, he was compelled to acquire more territory, all in the name of building an ever-expanding cordon around that ever-important oil!

2/2 35
TOTAL WAR



TOWNSHEND TO LEMNOS*

CP Auto Victory Marker -1.

Pre-req: Combined War Status ≥ 32 and BRITISH WAR WEARINESS.

TU: 1

As Ottoman defenses in Mesopotamia collapsed, Townshend was eventually permitted (encouraged?) to press north, especially since his journey looked likely to require not much more work than a hard, hot walk. And in fact, Townshend’s ability to chase the entire Turkish force north with no more than a few river vessels, a handful of troops, and a couple of small cannon surely gave him scant cause for concern. But things are not always as they seem. As others have since found,

success in Iraq can be much harder to attain than it looks. . . .

Just south of Baghdad, Townshend’s troops were overwhelmed by superior Ottoman forces, and Townshend’s rapid retreat to Kut led to one the British Empire’s greatest defeats pre-Dunkirk. After he and his troops surrendered, Townshend was taken to Constantinople, where he was allowed to live in some luxury. In 1918 the Young Turks released him, sending him to the isle of Lemnos in an attempt to negotiate a separate peace on their behalf. The meeting bore no fruit.

CP#36 APIS

If any man can be credited with starting World War One, it is probably Dragutin Dimitrijevic—APIS (“the bee”). A Serbian officer and founder/leader of the Black Hand society (The Union of Death), Apis took credit for arming the students who assassinated Archduke Ferdinand at Sarajevo. He also allegedly directed the murders of the Serbian monarch and his queen in 1903.

In 1917 he was accused of again conspiring against the Serbian government, was arrested, given a political show-trial, and executed. The Serbian government-in-exile also removed many officers supporting Apis and dispersed an entire Serbian army in an effort to ensure that there would be no rebellion or mutiny among Apis' pupils and followers.

CP#37 TURKISH REINFORCEMENTS

Under German command (which the Turks, especially Kemal greatly resented), Ottoman defenses in Palestine were strengthened.

CP#38 WATER SHORTAGE

The acute and chronic shortage of potable water, especially in the Sinai, greatly slowed the pace of British operations. At times, the shortage was severe enough (at least in the commander's mind) to require a cessation in operations, even on the brink of complete success in battle. Such was the case at Beersheba, where the British needed to capture the water wells or withdraw by the end of the day. Fearing thirst for his men and horses, the commander called off the attack on the verge of a hard-won victory.

The necessity for water was especially acute when cavalry was involved, for horses would drop quickly in the great heat without sufficient water, especially during combat.

CP#39 PASHA 1

Pasha 1 was a “force-multiplier” package that the Germans sent to aid the Ottoman Fourth Army's “Desert Force” in the Sinai. The German advisor in charge of that force (the same officer who planned the disastrous Turkish attack on the Suez Canal in 1915) was Kress von Kressenstein. Under his leadership, the Turks again attacked across the Sinai in 1916 and again failed.

Kress was also put in charge of the defenses at Gaza, successfully repelling the British twice in 1917, the twin defeats leading directly to the dismissal of Gen. Murray and the appointment of Gen. Allenby. Allenby's subsequent success at Gaza led to Kress' replacement by Gen. Falkenhayn, and Kress ended the war commanding the tiny German military mission in Georgia, ensuring that the German flag flew high over Tiflis. You see that little German unit that the AP Player gets to put in Georgia? That's Kress!

CP#40 “TO HELP AND SAVE YOU”

Units that were permanently eliminated may not be brought back into play. If the CP Player is only bringing back 1 or 2 SCUs, it still costs 1 VP. The CP Player may bring back as many units as possible, paying the penalty for each. So a GE LCU, 2 AH SCU, the Alpenkorps, and 2 GE SCU would be a -3 VP penalty (-1 VP for the LCU and -2 VPs for 5 SCUs).

As the Bulgarian defenses in Serbia and Macedonia began to collapse, the Bulgarian troops melted away or were literally obliterated by Allied airpower. The Germans began shipping in units from other fronts and sectors, telling the Bulgarians that they were coming to “help” and “save” them.

In reality, the German units were undermanned and arrived in dribs and drabs, adding no real ‘teeth’ to the CP defense. Even the Alpenkorps could do nothing to halt the collapse of Bulgaria and

the liberation of Belgrade. In short order, the road to Vienna lay wide open. Austria-Hungary descended into revolution, and the Germans surrendered.

CP#41 TALAAT PASHA REFORMS CABINET

Although Enver was in large measure the public face for and most vocal leader of the Young Turks, it was Talaat, the Minister of the Interior, that was actually the most important member of the Young Turks and leader of the largest faction within that movement. This made him the most influential man in Turkey. His reforms helped to stabilize the Ottoman government in the midst of military defeats and massive economic dislocations. (Intriguingly, the Young Turks' rebellion began under Talaat's leadership in Salonika in 1908, and it was also in Salonika that the Allies intervened, crushing the Young Turks' lifeline to Germany in 1918.)

CP#42 CZAR'S ARMORIES

As the Russian army collapsed and the Turks pushed forward into the territory held by the newly formed Transcaucasian Federation (Armenia and Georgia), the Turks captured weapons and munitions, especially at the fortress of Kars. The Turks badly needed these, since their own munitions and armament industry were grossly inadequate to support their efforts during the long war.

CP#43 CONFUSED ORDERS

Communications in the region were quite poor, and it was not uncommon for British Imperial units to “cross wires” on orders. This could lead to the retreat of successful units, lack of support for units that had successfully advanced under fire, or repeated futile assaults in the face of fearsome fire with no clear objective in sight.

3/4 44 **TOTAL WAR**



ARMY OF ISLAM* **CC**

Unit: TU Army of Islam HQ to an attacking TU/TU-A LCU in Caucasia, Russia, Azerbaijan, or Neutral Persia.

For this combat only, CP player fires first and applies damage before the AP player fires back.

Pre-req: PAN-TURKISM and Jihad ≥ 6.

TU: 2 GE: 1

CP#44 ARMY OF ISLAM

In 1918, Enver attempted to build a purely Muslim army (i.e., no Germans!) that would march into Russia, Persia, and Central Asia in an effort to liberate Muslims and raise up jihadist forces. In fact, little of a radical nature was accomplished, but the Army of Islam did clear a path through Armenia and capture Basra, a major oil center on the Caspian Sea. This ‘army’ was actually about the size of a division or corps—about 14,000 to 25,000 men.

CP#45 YILDIRIM

The placement of the Falkenhayn HQ can cause a bit of confusion. If the ROMANIA event has not been played, place the Falkenhayn HQ with the other Yildirim units. If ROMANIA has been played and if Falkenhayn is still on the map, the CP player may (at his option) immediately move Falkenhayn to stack with the other Yildirim units if a line of supply can be traced from Falkenhayn's current space to Yildirim's space. If Falkenhayn has been eliminated prior to the play of YILDIRIM his HQ does not reappear.

The Yildirim (or Lightning Bolt) force was officially designated Pasha 2 and was designed as a ‘force multiplier’ that would greatly

increase the fighting effectiveness of the Turkish army. Its initial destination was Baghdad, with the objective of driving the British out of Mesopotamia. However, Allenby's unexpected successes in Palestine forced Yildirim's diversion south from Aleppo. Yildirim was commanded by Gen. Falkenhayn, formerly the supreme commander of all of the German forces—O how the mighty are fallen!

The presence of Yildirim actually did little other than embarrass Falkenhayn and intensify Turkish resentment for Germany's attempt to dominate Ottoman military affairs. This was nowhere more evident than in Kemal's disdain for Falkenhayn's "folly" in Syria-Palestine.

CP#46 JIHAD SUPREMACY (Hypothetical)

NOTE: Tribes in the Eliminated Units Box do NOT return to the map—they go back to the Tribal Warfare Key. Units in the Tribal Warfare Key do NOT go to the map. However, tribes already active on the map are pumped up to full strength and given a bonus for combat during this Action Round. Thus, this card is most useful if the CP Player already has a goodly number of tribes active on the map and wishes to bring many tribes out of the Eliminated Units Box.

This card gives the CP player the option of pouring resources into a massive tribal uprising against the British and Russian invaders. Some tribes will leap into action, and others who have given up the cause will be refreshed and ready for future action. But this card requires that the fervor for jihad already be strong and requires the CP player to be willing to give up a 4 OPS card and increase War Status. Historically, this sort of massive uprising was never attained during the war.

CP#47 JIHAD OFFENSIVE (Hypothetical)

This card represents the possibility of Turkey gathering itself for a major strategic effort during Total War. The Turks were actually building munitions at Aleppo for this sort of major offensive (using the Yildirim troops) in 1917, but the Aleppo munitions depot exploded. There has been a real question whether British intelligence had anything to do with this event.

CP#48 ROBERTSON (Hypothetical)

Factually, there was a long-standing debate in Britain between the Westerners and the Easterners, those who wanted to focus on the war in France and those who thought the best way to end the war was to knock out Turkey, relieve Russia, and drive north through Serbia into the Austro-Hungarian Empire. Robertson, head of the British Army, fought Lloyd George on this issue. Lloyd George, long a Easterner, finally began to tip the war effort eastward after becoming Prime Minister. Eventually Robertson's efforts to retain a focus on France became too great an annoyance and Lloyd George had him fired. This card hypothesizes what might have happened if British efforts in the east had gone wrong — "proving" that the men and materiel being sent there were worse than wasted — thereby fortifying Robertson and allowing him to win his feud with Lloyd George. If this had happened, doubtless Robertson would have begun withdrawing from the Near East 'sideshow' and focused fully on France.

CP#49 BERLIN-BAGHDAD RAILROAD

In game terms, this logistical lack severely constrains the players' ability to supply large-scale units in underdeveloped areas of the Ottoman Empire and makes it impossible to move large bodies of troops by rail between those areas and Turkey proper.

Before the war began, the Germans were in the process of converting the Ottoman Empire into an neo-colonial hinterland for Germany, hoping to improve irrigation and agriculture in the Mesopotamian region, as well as gain access to oil and markets. There was also thought of German immigration to 'underpopulated' Ottoman regions.

The construction of a Berlin to Baghdad railroad was a major element of this strategic plan. When completed, the railroad would have allowed German troops to reach the Persian Gulf more quickly than British troops could be shipped from England to the same destination.

In the Adana region (where Turkey meets Syria on the Mediterranean coast), two massive engineering projects were required to complete railroad tunnels through the Tarsus Mountains. Work on these tunnels continued throughout the initial years of the war, and they were finally completed in 1917, connecting Syria-Palestine and Arabia to Anatolia (Turkey). The railroad was also extended somewhat towards Mesopotamia, but the resources required to truly complete the railroad in a timely fashion were never made available.

CP#50 KAISERSCHLACHT (Out of Theater Offensive)

This massive Spring 1918 German offensive on the Western Front was the last major effort to drive the British and French out of the war. The massive loss of manpower on both sides caused the British to withdraw troops stationed in the Near East, in particular the 52nd and 74th Divisions.

CP#51 TURKISH REINFORCEMENTS

My impression is that the Left Wing Group was a combination of scrap units operating in large part to secure the line around the Damascus to Hejaz railroad. The Turks were quite good at reorganizing the bits of units they had to create something new.

CP#52 CAUCASIAN ARMY REFORMS

The Turks were particularly adept at recombining undermanned units, resulting in stronger formations. This event represents a major effort to reform the badly mauled units facing Russia, resulting in stronger, more coherent (albeit fewer) units.

CP#53 UNRESTRICTED SUBMARINE WARFARE

The exception for AP units able to trace supply to Athens represents those units' access to the supply route from Italy across the Adriatic through Albania and into Greece, thereby effectively negating the German's advantage in submarines.

In an effort to break Allied will, especially by starving Britain into submission, the Germans returned to submarine warfare and did so on a grand scale in Winter 1917. This decision was one factor that pushed the Americans into the war.

CP#54 YILDIRIM OFFENSIVE (Hypothetical)

When Germany first created the Yildirim (Lightning Bolt) Force, it formed up at Aleppo, destined for Mesopotamia and the recapture of Baghdad. However, Allenby's sudden breakthrough at Gaza-Beer-sheba caused the Yildirim units to be sent south prematurely.

If Yildirim had been able to coalesce into a major fighting force, it is possible that it could have been used much more strategically and effectively to unhinge AP efforts in the Near East. This card represents the German-Ottoman hope for these units and also represents a major expenditure of resources.

CP#55 BRITISH WAR WEARINESS

There were many who saw the Near East and Balkans as a sideshow—a complete distraction from the main theater, the Western Front, where the war 'ought' to be decided. Others, including Churchill and Lloyd George, felt that the greatest gain for the least cost would likely come in Mediterranean littoral areas.

As events went from bad to worse in 1915 (the withdrawal from Gallipoli and the surrender at Kut), there was a significant reallocation of troops from the Near East to the Western Front, including most of the ANZAC troops and some of the Indian. In truth, a modest commitment was made to the Balkans, but the British troops there were ordered to remain largely on the defensive—and in large part were only present in Greece to keep the French from complaining!

Important voices in Britain continued to call for a withdrawal from the war in the Balkans and in Turkey. Eventually, if the domestic pressures mounted, it is possible that the British support for involvement in the Near East would have dwindled to the point of a separate armistice with Turkey—or so this card hypothesizes.

ALLIED POWER PLAYER**AP#1 RUSSO-BRITISH ASSAULT**

The Indian Army units on the Persian Gulf Beachhead are the leading elements of "Force D" on its way to invade Fao. The IN infantry unit at the Island Base of Bahrain (the rest of "Force D") does not move with play of RUSSO-BRITISH ASSAULT. That last brigade of Force D was en route and arrived later. The leading elements of Force D may move to Kuwait (could prepare to advance through Shaiba), Abadan (could attack Basra), or Fao (can destroy the Fort and attack the TU unit at Basra).

In response to the Turks allowing the German battle cruiser *Goeben* to take refuge in Constantinople and then bombard the Russian coast under the shield of supposed Turkish neutrality, the Russian and British Empires declared war on Turkey in early November 1914. It was very much the Russian and British intent to take the offensive immediately upon declaration of war. On November 1, the Indian Army landed at Fao, quickly overrunning the outdated fort and proceeding to Abadan and Basra. On November 3, the British conducted a desultory bombardment of the Dardanelles. On November 5, the Russians invaded Caucasia, attacking the Turkish Third Army at Koprukoy, followed by operations toward Van.

NOTE: The choice of three different invasion sites from the Persian Gulf represent the potential for Britain to conduct flanking

manuevers in the Gulf. Kuwait was pro-British, as was the sheikh of Mohammerah (Arabistan). Historically, the British considered landing at Umm Qasr in Kuwait. There appears to have been no real thought given to landing to the east—the channel to the east of Abadan was too shallow to handle much shipping. For game play, however, we have considered the remote possibility that the British could have conducted a direct invasion of Arabistan through the area to the east of Abadan, where the enormous Iranian port of Bandar-e Mahshahr would arise. That city or town was an ancient port of longstanding and had proven that its potential could be developed. Hence, for game play variety, we have included these as options for the player, albeit they were historically remote possibilities. Note too that the Brits can enter troops through the port of Bushire in Central Persia—this would have been another possible route to Arabistan (or overland from Baluchistan—present-day Pakistan).

AP#2 ANZAC REINFORCEMENTS

This mobilization of the Empire is an important step to Limited War, giving the AP player an important (perhaps even vital) War Status point. The number of cavalry initially sent was small, hence the change in the card from version 1.

Australian and New Zealand troops began arriving early on in Egypt in support of the Empire. They were to play a key role in this theater throughout the war. Indeed, the ANZAC's role at Gallipoli was in many ways pivotal to shaping Australian and New Zealand nationalisms. The 'Diggers' are still well-respected and celebrated today.

**AP#3 EGYPTIAN COUP**

Egypt and Cyprus were both technically under Ottoman rule in 1914, although Britain was in fact already occupying and governing both (the British occupied Egypt in 1882!). The Egyptian ruler—the Khedive—was technically an Ottoman viceroy and was an ambitious man. The British government favored outright annexation of both Egypt and Cyprus, but Kitchener made it plain that such a move would violate Britain's promises of eventual

independence for the people of Egypt and would contribute to a potential uprising against British rule.

The Khedive was in Constantinople when the war began—and remained there. When Britain declared war on the Ottomans, they soon thereafter declared Egypt a British protectorate, deposed the pro-Ottoman Khedive, and installed the ex-Khedive's uncle in his place. Cyprus was also officially annexed, enabling the British to use it as a potential island base for invasions of Syria/Palestine.

AP#4 SHORE BOMBARDMENT

The great ships of the British Royal Navy, sometimes supplemented by French warships, often acted as mobile artillery platforms around the coasts, even in the Suez Canal. This gave the Allied Powers a slight, but ongoing, advantage in battles near the shore.

AP#5 ARMENIAN DRUZHINY

Some Armenians were organized formally as units within the Russian army at the outset of the war. Smaller, less formal units (druzhiny) were also organized. The Armenian populations within the Russian Empire (some of whom had been added to the empire when Russia seized Ottoman territories during the late 19th century) were concerned about reports of mistreatment of their brethren still living within the Ottoman Empire, especially once the ethnically-oriented doctrines of Pan-Turkism were propagated by the Young Turks ruling in Constantinople. Thus, these Armenians fought for their homes and their nation, not for Russia per se.

According to Ed Erickson, in his book *Ordered to Die*, “The Druzhiny, an Armenian nationalist movement, seized the lakeside city of Van in fierce fighting on April 14, 1915. . . . [The] Russian Army [coming to relieve Van] contained a large number of Armenians organized into several army divisions of well-trained and highly motivated infantry regiments” (p. 99). This card simulates the extra motivation of these units.

AP#6 PUGNACITY AND TENACITY

The Indian Army units in Mesopotamia were great fighters, holding tenaciously on the defense and pushing aggressively on the offense. They were also able (or forced) to ignore the effects of heat in the first summer of the war, pressing on as if the oven-like conditions were of no consequence.

3/4 ⁷ **MOBILIZATION**



ENVER GOES EAST*

AP Player Activates for combat two stacks of TU/TU-A units adjacent to RU units and chooses one space for each stack to attack. CP Player conducts attacks immediately (including any Severe Weather Checks and CCs), then takes his normal turn.

BR: 1 IN: 1 RU: 2

AP#7 ENVER GOES EAST

To clarify—each TU attack must be directed against one space only. The defenders in a stack are never forced to split their attack against multiple spaces.

Enver, the Turkish Minister of War, one of the main leaders of the Young Turks who had seized control of the Ottoman government, was impetuous and prone to action. It was he who, in 1913, led the rebels against the Ottoman government, resulting

in the death of the Minister of War. In 1914, Enver himself was promoted to that post, but he showed little aptitude for either front line command or grand strategy.

The Germans regarded him with deep suspicion, recognizing his lack of military skill. And indeed, early in the war, as winter began to settle over the mountains of Caucasia, Enver hatched a scheme to produce a Turkish version of Tannenberg, the great Prussian pincer movement that had destroyed a large part of a Russian army and halted the Russian steamroller’s advance into Germany in 1914. Enver’s troops were unprepared for winter in the mountains (lacking shelter, clothing, food), the terrain was ill-suited to a massive coordinated assault, and his troops would be required to leave their artillery at home—these facts did nothing to deter Enver. The consequent frost-bitten, bloody fiasco resulted in the destruction of nearly two-thirds of the Ottoman Third Army—the virtual annihilation of two complete corps.

AP#8 SECRET TREATY

In 1907, the British and Russians negotiated a treaty that ended “The Great Game” in Asia, as their rivalry there was called. That earlier treaty ceded Afghanistan to the British sphere of influence, and divided Persia into a Russian zone of influence, a British zone, and a large central neutral zone. This agreement was later renegotiated, giving the Russians full access to the neutral zone. After the Bolsheviks came to power in Russia, they made this secret treaty public, to the great embarrassment of Britain. The increasing Russian influence in the main body of neutral Persia did much to fuel jihadist sentiments, helping to fuel various tribal uprisings.

AP#9 SPHERE OF INFLUENCE

The Russian railroads into northern Persia (Azerbaijan) and Russian political and military influence in that area, gave them greater flexibility in terms of troop movements behind the front lines. That flexibility could be used to shift the center of gravity on the front, catching the Ottoman forces off guard.

AP#10 RUSSIAN REINFORCEMENTS

Yudenich made good use of the smaller Russian IV Corps, tasking it to guard his army’s left wing, especially in advances through Van and beyond. This corps played a pivotal role throughout the war.

AP#11 ROYAL NAVY BLOCKADE

At the outset of the war, the British Royal Navy imposed a blockade on the Ottoman Empire. This not only cut off important trade for the largely agrarian Ottoman economy, but also halted the coastal shipping on which the Ottoman Empire depended for its own internal transportation, due to poor inland infrastructure. Thus, the Ottoman Empire began to die a slow economic death. This economic crisis was compounded by the almost complete draining of the available manpower pool. This emptying of the villages crippled the Empire’s agricultural potential.

AP#12 PROJECT ALEXANDRIA (Hypothetical)

It should not be underestimated how severe the French and British rivalry in Syria/Palestine was. If anything, the VP and Jihad Level penalty in the game for a British invasion of Syria underestimates the political effect a British invasion would have had in Paris and in the minds of Arabs. This card cannot be used as a British Reinforcement card, as can the other invasions.

Despite recognition that the French and Arabs would greatly protest any British invasion of Syria/Palestine (especially Syria), the British repeatedly planned for and occasionally advocated a small-scale invasion in the region, or just north at Alexandretta (where the Turkish supply lines ran near to the shore). It was felt that an invasion in this area could cut Syria/Palestine off from Turkey proper, thereby protecting Egypt. It might also cut the railroad to Mesopotamia and give the British a major chip with which to bargain after the war. The military difficulties of the project, combined with its high political costs, meant that the plans were repeatedly shelved.

AP#13 CHURCHILL PREVAILS

Forts across a strait from each other (e.g., Seddul Bahr and Kum Kale) must both be destroyed before a fort further up the waterway can be bombarded. The AP player chooses which Fort in the pair to roll against first.

Churchill was the primary advocate for “forcing” the Dardanelles and sending the British Royal Navy to Constantinople, in hope of opening a supply route to Russia and knocking Turkey out of the war. He also hoped that the Allies would bring Greece into the war and that a Greek army would march on Constantinople. The Russians, however, would not stand for the latter—they saw themselves as the upcoming guardians of orthodoxy and Constantinople.

In part to relieve pressure on Russia in the Caucasus, the British government endorsed Churchill’s naval proposal, leading directly to the Gallipoli invasions and a major increase in British resources committed to the region. The sideshow became ever more dominant, although sufficient resources were never available to see the job through thoroughly. Additionally, there were questions about the British commander’s competency, especially against the likes of Liman von Sanders and Kemal.

The effect of Allied success could have been devastating—or minimal. A few British and French ships showing up at Constantinople could have driven the Young Turks to surrender or (more likely) hardened their resolve to fight. It was at best questionable as to whether Britain could sustain the Royal Navy at Constantinople—Turkish mines, torpedos, CP submarines, political pressure (the Turks actually thought that they might get Russian support to prevent British domination of Constantinople!)—all this would have combined to drive the Royal Navy back into the open sea.

As a matter of fact, in March 1915 the Czar demanded that Constantinople be granted to Russia should it fall into British hands. And, unbelievably (and this shows how bad Allied relations were), the British AGREED out of fear that Russia might otherwise negotiate a separate peace with Germany! A few days after making this promise to Russia, British warships opened fire on the Dardanelles forts.

We have chosen to allow the AP Player at best only a modest degree of temporary success in the game’s context, for it would serve gamers no purpose to end the war in this theater on the basis of one card play. We do, however, hypothesize that naval success would have convinced Kitchener to allocate more land power to the theater in an effort to control the shoreline leading to Constantinople, as well as to guard the sea route. Thus, the AP Player’s reward of several elite British divisions—a purely conjectural possibility, but one that the AP Player will appreciate in the long run. The importance of Constantinople to the Russians is acknowledged in game terms by the fact that the Russian Revolution cannot occur or advance if Russia controls Constantinople, thereby giving the AP Player the incentive to use British, ANZAC, and French units to help the Russians capture Constantinople.

AP#14 KITCHENER

Britain’s most influential military commander, Kitchener, was Counsel-General in Egypt and well-versed in Near East affairs. He had also been in charge in India and had successfully implemented a major reform of the Indian Army. He was also the man who in large measure helped to win the Boer War, sometimes through questionable means. While visiting Britain in August 1914, he was appointed the War Minister two days after Germany declared war on France. He was looked to again as the potential saviour of his nation.

To his credit, Kitchener was an astute military thinker who was willing to directly affront the conventional wisdom of his day. In that spirit, he immediately informed the British government that the war would require an army of millions and last at least three years. (This was said at a time when everyone else thought the troops would be home by Christmas!) He also felt strongly that Britain’s focus must be in France and in keeping Russia armed and in the war as an aid to France. He thus took the lead in assisting the Russians in purchasing armaments and munitions overseas. This was tantamount to Britain arming a long-time rival second only to Germany. In Kitchener’s mind, the only real military goal in the Near East was keeping the Suez Canal open so Indian, Australian, and New Zealand troops could reach France in as short a time as possible. However, if the Indian Army wanted to safeguard the Royal Navy’s oil supply in Arabistan, that should be permitted (on a small scale).

He immediately began to reorganize nearly everything and began to build his New Army, which he hoped to hold largely in reserve until France and Russia had beaten the Germans into near submission. Then Britain would emerge to dominate the post-war order. His ideas were so revolutionary, his distrust of politicians so profound, and his inability to speak clearly and persuasively to the politicians, led many to think him eccentric, incompetent, etc.

He was drowned in 1916 while voyaging to Russia when his ship hit a German mine. He played a definite role in building Russia’s military power to its peak in 1916.

AP#15 GURKHAS

The Gurkhas are from Nepal and have a long tradition of being some of the most fierce, elite fighters in the British and colonial Indian armies. A British officer who served with them in the First World War wrote: “Uncomplaining you endure hunger and thirst and wounds; and at the last your unwavering lines disappear into the smoke and wrath of battle. Bravest of the brave, most generous of the generous, never had country more faithful friends than you.”

AP#16 ARAB REVOLT

Almost as soon as war broke out, jihad was declared. The British set to work to make an Arab the new caliph. For many years, the Ottoman sultan had been the caliph, the successor to or representative of the founder of Islam. The British argued that since the holiest sites of Islam were in Arabia (not Turkey) and since Islam originated in Arabia (not Turkey), it should be an Arab (not a Turk) who was caliph. And if this change were made with British backing, it was hoped that this would fortify the British Empire, which at that time contained the majority of the world’s Muslim population.

First, the British launched a propaganda campaign that promised the Arabs that if they would rise up against their Ottoman masters, Britain would guarantee their post-war independence. British efforts were focused especially on Hussein ibn Ali, the tribal leader who ruled the Hejaz on the Ottomans' behalf. Hussein was both Sherif and Emir of Mecca, a descendant of Mohammed.

For the first few years of the war, Hussein, well-aware that the Young Turks intended to depose him at first opportunity, played a delicate game of balancing his loyalties to the Turks and of quietly exploring his new friendship with the British, who promised that he could keep and increase his authority, becoming caliph and likely ruler of all Arabia. During this early period, Hussein managed to keep the Turks at arms length without fully alienating them, while at the same time keeping Arabia out of the Turk's jihad.

In June 1916, the Arab Revolt began, leading to the Ottoman's loss of the holiest shrines of Islam and the Arabs' march towards Damascus on Allenby's right flank, under the leadership of Feisal, Lawrence, and Jafar Pasha. The war for the Hejaz was also deliberately designed to drain Turkish resources, never fully conquering the region, in order to ensure that a constant flow of Turkish replacements was required.

AP#17 ALLIED SOLIDARITY

IMPORTANT: If the BR-GR CND (Corps of National Defense) enters at neutral Salonika, the space becomes AP-controlled without violating Greek neutrality.

The various Allied nations began sharing responsibilities on fronts far away from home, as a display of solidarity. Thus, the Russians sent two brigades to France and two to Greece. The Italians also sent an infantry division to Greece in Summer 1916. (Allegedly, the Russians in France were responsible for the anti-capitalist sentiments that helped to spark the French Army mutinies.)

The CND was composed of Greeks who were opposed to King Constantine and loyal to former Prime Minister Venizelos. Founded in Fall 1916, it owed much to the British and to former Greek Prime Minister Venizelos. King Constantine had dismissed Venizelos in retaliation for inviting the Allies to land at Salonika while Greece was still neutral. Venizelos then established an alternative Greek government and his own army (the CND) at Salonika under Allied protection.

18

2½ LIMITED WAR



LAWRENCE*

Your opponent must keep his cards face up on the table for the remainder of this turn. Use this card for OPS.
-1 Jihad.

Allows play of ARAB REVOLT.

IN: 1 RU: 1 

AP#18 LAWRENCE

Lawrence of Arabia is surely legendary, evolving from a somewhat obscure military intelligence clerk in Cairo to the giant of the Arab Revolt. He joined with Prince Feisal in 1916 and led the capture of Aqaba in 1917, gaining a port which allowed the British to equip an actual Arab army (the Arab Northern Army). Lawrence remained with the desert tribesman, leading them in raids against the Turkish railroads and helping to guard Allenby's right flank in his march to Damascus.

AP#19 MURRAY TAKES COMMAND

Murray was given command of the Egyptian Expeditionary Force in January 1916. He reorganized the troops under his command and began the advance across the Sinai to the dual gateways to Palestine—Gaza and Beersheba. He pushed his men twice against the rock of Gaza, losing both times.

His major feat, however, was building the railroad and pipeline across Sinai that brought supplies and water to his troops. Without his efforts, Allenby would not have been able to press forward so quickly upon taking command.

AP#20 ARMORED CARS

Armored cars were available at the beginning of the war, operating in groups as light tanks or very heavy cavalry. Ironically, they were principally under the control of the Royal Navy, with a brigade guarding western Egypt (landships indeed!). They played a large role in suppressing the Senussi and even made an appearance in Romania (having travelled a long ways to arrive there)! They were initially equipped with one mounted machine gun, but later in the war sported two machine guns or even a small cannon.

AP#21 NO PRISONERS

Once a player uses this card, it is passed to his opponent, who keeps it face up on the table in front of him, ready for his use as a CC. While on the table, it has no effect and does not count against the number of cards he can hold in his hand. When the player wishes to use the card, he announces its use and immediately passes it to his opponent, who can then repeat this process in another combat.

Massacres were not unknown in the Great War, even under the leadership of Lawrence, whose Arab soldiers (on his orders) took no prisoners when hunting down a retreating Ottoman column. This was reportedly done in revenge for Ottoman atrocities at the village of Tafas. Of this event, Lawrence wrote: "In a madness born of the horror of Tafas, we killed and killed, even blowing in the heads of the fallen and of the animals; as though their death and running blood could slake our agony."

AP#22 KITCHENER'S INVASION

REMEMBER: This card does not need to be used to invade at Gallipoli. The Beachhead marker may be placed on any beachhead on the map (except beachheads off Cyprus before play of EGYPTIAN COUP). Units received are not required to be placed on the Beachhead marker this event placed, but can be placed at any vacant space with a Beachhead marker. Alternatively, it can be used as a BR Reinforcement card, units being placed per normal reinforcement rules, even after the play of UNRESTRICTED SUBMARINE WARFARE.

At first reluctant to support the invasions at Gallipoli, Kitchener eventually went to the Aegean to witness events for himself. He was persuaded to divert additional troops from the Western Front and attempt one more landing, farther up the Gallipoli peninsula at Suvla Bay. It was a sizable diversion of force, which the British hoped would outflank the Turks, break the deadlock, and initiate an advance on Constantinople (by sea, at least). Under the desultory leadership of its aged commander, however, the invasion failed to make any real progress after the initial landing, in spite of light

opposition, almost as if the IX Corps commander was waiting for Turkish reinforcements to arrive. And arrive they did—under the command of Kemal, who would emerge as the greatest Turkish commander in the war. This was a perfect example of the Brits investing inadequate leadership into the Gallipoli campaign—and the Turks doing the opposite. No real progress from Suvla was ever made.

AP#23 GRAND DUKE TO TIFLIS

The extra cavalry unit that can be SR'ed to Enzeli must follow normal SR rules.

After the Czar took command in Russia proper, the former commander of the Russian armies (the Grand Duke Nicholas, the czar's uncle) was sent to take overall command in Caucasia, providing oversight that the successful Gen. Yudenich did not need. The arrival of the Grand Duke did, however, result in a Russian advance in Persia under the leadership of Gen. Baratov. Gen. Yudenich opposed the expedition, but the Grand Duke prevailed. (Whether Yudenich's objections were based on the diversion of resources from Caucasia or a desire to honor Persian neutrality, I do not know.)

AP#24 THE SERBS RETURN!

The Austro-Hungarian Empire's dispute with Serbia's existence in large measure initiated the plunge into world war. For over a year, the Serbs defended valiantly and successfully. However, in 1915, the country was wracked by typhus, and the army was much weakened. In the Fall of 1915, the Germans helped the Austro-Hungarians to drive the Serbian Army into exile—about 200,000 soldiers were evacuated through Albania to the isle of Corfu.

There, the Serbs rested and rebuilt their strength rapidly, with Allied assistance. Eventually, the Serbian armies were brought to Greece and began a long offensive that gradually pushed the CP forces out of Serbia completely. Poised for an invasion of Austria-Hungary, with French and British support, the Serbs' revenge was thwarted by the armistice of 1918.

AP#25 RUSSIAN REINFORCEMENTS

The V Caucasian Corps was built in part as a threat—in theory it was designated to arrive by sea and capture the Turkish forts at the Bosphorus, outside Constantinople. Based at Odessa, the corps was really incapable of fulfilling its mission and was soon sent to plug the holes blasted in Russian lines by the CP offensive at Gorlice-Tarnow.

AP#26 INDIAN ARMY REINFORCEMENTS

The Tigris Corps represented a significant upgrade of offensive capability under the leadership of Gen. Nixon, who nevertheless failed to rescue the British-Indian units besieged at Kut. The 2nd Indian Army Corps never coalesced into a coherent unit on the battlefield. Its component units were scattered for duty in a variety of locations. The most famous of its divisions (the 6th [Poona] Division) was besieged in Kut and captured.

Ultimately, nearly 600,000 soldiers in the Indian Army served in Mesopotamia, with another 100,000 posted to Egypt. They fought valiantly and well for the Empire.

AP#27 LET THE FRENCH BLEED (Hypothetical)

Well, not entirely hypothetical. The idea was certainly discussed in London. Let the French do the fighting. Keep the British Army intact. That was Kitchener's inclination, with a long-range view of a three or four years war and a desire to shape the subsequent peace by having a great, intact British Army to dictate the terms.


As part of this discussion, it was suggested that some additional British divisions divert to the Near East. To have executed this policy would certainly have damaged British relations with the French (thus, the +1 VP penalty).

The French actually became quite suspicious that British policy was leaning in the direction described. Thus, Paris more or less insisted on immediate, bloody British action—or else France would consider a separate peace with Germany. And the British complied, fulfilling Kitchener's prophecy of massive, pointless loss.

It is interesting to note comparative combat death rates. According to Geoffrey Jukes' short Osprey history of the East Front, France lost twice the percentage of its population as did Britain: 1 of 28 French citizens died in combat, compared to 1 of 57 British (see pg. 90). This ratio holds true in absolute numbers: 1,359,000 vs. 658,000. This by no means demonstrates a British policy to achieve this end, but it does illustrate why the French sometimes felt they bore the brunt of the fighting.

3/4
28

LIMITED WAR



MAUDE* CC

Units:
 BR Maude HQ, 1 IN Special Div (15).

Add Maude HQ to a stack engaged in this combat and containing at least one BR and one IN unit. For this combat only (if Maude HQ attacks a non-VP space), ignore all Trench effects. Bring IN 15th Div in prior to combat, per normal rules.

BR: 1 IN: 1 RU: 2

AP#28 MAUDE

The IN 15th Inf Div does not magically appear in the AP attacker's space. It is brought on according to normal rules of placement. Thus, if the attackers are in a port, the IN 15th can be placed there if stacking allows, being used in the current combat. For example, if the attackers were in Basra (and Fao were controlled), the 15th could be brought in at Basra and used during this combat (subject to normal stacking limits).

Maude, who had been a divisional commander at Suvla Bay, near Gallipoli, was posted to Mesopotamia with his division (the BR 13th) in March 1916. There, he was assigned command of the Tigris Corps shortly after the fall of Kut (April 1916) and was given command of the theater a month later. The Chief of the Imperial General Staff, Robertson, ordered Maude to hold and not advance. By December, however, having reorganized and strengthened his forces, Maude launched an attack on Kut and gradually proceeded north to capture Baghdad in March 1917. His incremental methods and attention to logistics (including the construction of light railroads) redeemed British fortunes in the theater completely and prevented the Turks from consolidating their efforts in Persia. This card represents the unexpected punch added by Maude's logistical efforts, as well as his ongoing command abilities.

AP#29 ROMANIA

If ROMANIA is played after YILDIRIM, and if the Falkenhayn HQ is still in play, the CP player may (at his option) get one free SR immediately to place Falkenhayn in any CP-controlled space or Region adjacent to Romania (if a line of supply can be traced from Falkenhayn's current space to the new one). If Falkenhayn has been eliminated prior to the play of ROMANIA, his HQ does not reappear. See YILDIRIM above.

Romania, important to both sides due to its grain and oil (the 2 VPs in this game), was actually an enormous liability to the Allied Powers. The Romanian Army was grossly undertrained—a force more for show than battle. However, the Romanians had great hopes of seizing Transylvania from the Austro-Hungarian Empire. Declaring war in August 1916 (much to the surprise of a panicked Kaiser Wilhelm), Romanian forces eagerly crossed the mountains into Transylvania. However, the Romanians were quickly pushed back, with German reinforcements arriving rapidly. To the south, the CP forces (largely Bulgarian and Turkish) were led by Gen. Mackensen, perhaps the most effective German commander on the Eastern front, former head of the famous XI Army. To the west, the CP forces (mostly German) were led by Falkenhayn himself, now fallen from grace and no longer overall commander of the German armies. Romanian forces fell back quickly before this double onslaught. By October, Mackensen's forces were in Constanta and a month later the Romanians evacuated Bucharest without defending it.

The Russians, determined to keep their ally in the war—and eager to prevent the Germans from reaching a whole new stretch of Russian frontier—diverted a significant number of units to Romania, units which were sorely needed farther north (and would have been much more useful to Brusilov in strengthening his 1916 offensive, which failed to achieve fuller success in part because of this diversion). The Russian forces did not save Romania, but did help the Romanians to retain the northern portion of their country (off map in our game) and keep the Germans away from Odessa.

AP#30 GALLIPOLI INVASION

REMEMBER: This card does not need to be used to invade on the Gallipoli map. It can be used to place troops on any Island Base on the map and to invade through any Beachhead space. Or it can be used as a BR Reinforcement card, units being placed per normal reinforcement rules, even after the play of UNRESTRICTED SUBMARINE WARFARE.

Kitchener at first opposed Churchill's plan to force the passage of the Dardanelles through naval power alone and also resisted the idea of sending the British Army to help. However, he eventually acquiesced, agreeing in February 1915 to send the 29th Division to aid the Royal Navy, the only regular British Army unit in the theater. He also diverted the arriving ANZAC forces (destined for the Western Front) to Gallipoli. Some French divisions were added in for a good measure of Allied solidarity (and perhaps to ensure that the British did not single-handedly control Constantinople).

He seems to have made this decision with his eyes wide open, for shortly thereafter he said, "The effect of a defeat in the Orient would be very serious. There can be no going back."

The invasion began in April 1915 with a diversionary French thrust at the Kum Kale area south of the Dardanelles, while the real attacks occurred at Helles and Gaba Tepe (ANZAC Cove). The French quickly joined the efforts at Helles. The landings did not go well, despite relatively light Turkish resistance. The Allies nearly did break through in one spot, but Kemal rushed his unit into the gap (his famous "I order you to die!" speech)—and the die was cast.

Little or no progress was made in ensuing months, and in December the Allied forces on the peninsula were evacuated completely. In part this was due to increased German submarine activity, in part due to the collapse of Serbia and the imminent arrival of the CP's heavy artillery via the Serbian-Bulgarian rail link, in part due to the realization that these AP units were needed elsewhere—in Greece or in France.

The evacuation was conducted with great care and great success, the Turks being largely deceived as to British intentions. The new British commander charged with overseeing the evacuation met, however, with enormous criticism from one critic. Of him, Churchill wrote: "He came, he saw, he capitulated."

AP#31 RUSSIAN WINTER OFFENSIVE

NOTE: A TU fort that is already besieged is NOT automatically destroyed by this card. Only forts attacked and occupied by Advance After Combat this turn are automatically destroyed.

This is an important card. Use it wisely.

In February 1916, General Yudenich launched a surprise Russian offensive amidst the mountains and snows of Caucasia, aimed in large part at capturing the Turkish fortress of Erzerum. The British had just evacuated Gallipoli, and the Turks had not yet redeployed their forces from there to face the Russian threat. Instead, the Turks were largely preoccupied with the destruction of the small British force besieged at Kut in Mesopotamia.

Yudenich stockpiled supplies and winter equipment and then planned to infiltrate and outflank the fortified Turkish positions at Erzerum. Morgan Price, the British military observer with Yudenich's army, reported: "It is interesting to note that this was the same sort of plan as that which Enver Pasha adopted, when he attacked the Russians just twelve months before [and was badly defeated]. . . . [Enver's] plan ultimately failed, because he could not guarantee supplies to his advanced forces in the country that they had occupied. But the Russians were brilliantly successful, because they had given the necessary attention to roads and transport for their main advance along the Passan plain."

This card then represents both the logistics and operational strategies required to move a large army safely in winter against fortified enemy positions, effectively negating those fortifications.

The conclusion of Price's report is also of interest: "The capture of the great fortress [Erzerum], hitherto considered impregnable, sent a thrill through the whole continent. . . . Russian military prestige in the East had fallen very low since . . . Enver Pasha's advance into the Caucasus in December, 1914. But the Dardanelles expedition had given the Turks something else to think of than conquering the Caucasus, and had thus afforded the Russians the necessary respite

to prepare for their attack on Erzerum which in its turn saved the British from being driven completely out of Mesopotamia.

“The capture of Erzerum was the first great success that came to the Allies in Asia. It might be regarded as the turning point of the war in the East.”

AP#32 ARMENIAN UPRISING

This card represents both the historic armed uprising in Van and the general unrest of Armenian populations in part due to the policies of Pan-Turkism.

If the CP player never plays Pan-Turkism, the Armenian Uprising cannot occur. This will save the CP player a VP, but will cost a Jihad point, War Status points, and new units. It is a difficult choice to make. No matter how hard the CP player tries to avoid Pan-Turkism, the ongoing temptation to play it usually becomes unbearable—he will find himself pandering to the masses, reaping the political and military short term benefits, and then paying the longer term costs!

The military effects of the card may be negligible or substantial, depending on how wisely the AP player uses it.

The events surrounding the Armenian uprising are controversial, and this is not the place to resolve such controversy. However, a brief outline of events will lay forth some basic facts.

There were Armenians operating within the Russian army (since many Armenians resided within Russia’s borders). There were also reports that the Russians were funneling arms to Armenians inside the Ottoman Empire. Enver’s Pan-Turkism policies were aimed in part at suppressing the cultures and influence of non-Turkish populations within the Empire, and there were reports that the Armenian population had been especially targeted for amalgamation or suppression. It is also reported that the Turks feared an Armenian uprising in their rear, for this would threaten already vulnerable Turkish supply lines.

Whatever the cause, there was an armed revolt by the Armenians in Van, one which caused the Turks considerable distress. After conquering Van, the Turks began relocating massive portions of the Armenian population to other areas in the Empire. Numerous executions are reported to have occurred. Many of those relocated died at their new homes or en route. Many accused the Turks of deliberate atrocities, but the Turks denied this.

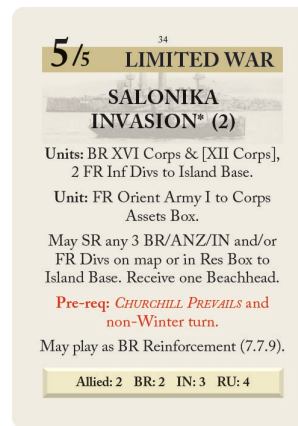
Reports of an Armenian genocide quickly circulated in the West. This rapidly escalated into an anti-Turkish propaganda campaign rivaling the anti-German “Rape of Belgium” campaign. Hence, the VP award for playing *ARMENIAN UPRISING*.

AP#33 ASQUITH/ LLOYD GEORGE COALITION

Asquith was Prime Minister of Britain when the war broke out, but was soon accused of doing too little to prosecute the war and bring it quickly to an end. The munitions shortage of 1915—the rapid drawing down of stockpiles, particularly of artillery shells—was a key factor in this.

In order to preserve his hold on power, Asquith formed a coalition government with the opposition, with the fiery Lloyd George as the new Minister of Munitions tasked with solving the munitions

crisis. This was a role fraught with peril (if he failed), but also including great potential of reward (if he succeeded). Lloyd George did succeed, both in operating almost as a co-Prime Minister and in resolving the munitions crisis. He went on to oust Asquith as Prime Minister in December 1916



AP#34 SALONIKA INVASION

REMEMBER: *This card does not need to be used to land in Greece. It can be used to place troops on any Island Base on the map and to invade through any Beachhead space. Or it can be used as a BR Reinforcement card, units being placed per normal reinforcement rules, even after the play of UNRESTRICTED SUBMARINE WARFARE.*

After much ill-planned military action by Austria-Hungary in 1914 and early 1915, which included a short-lived Serbian invasion of Austria-Hungary, the Germans finally decided to set matters right and led a CP invasion of Serbia, including the entry of Bulgaria against the Serbs, in October 1915.

The French wished to respond immediately by sending troops to aid Serbia. The French and Russians pressured their British friends to come and do likewise (much against the Brits’ will—but for the sake of Allied solidarity, they came). The initial British-French landings at Salonika were authorized by Greek Prime Minister Venizelos, who was pro-AP (and who was immediately dismissed by Greek King Constantine for giving this permission).

The initial British-French expeditionary force was small and composed of units being withdrawn from the failed experiment at Gallipoli. Little was accomplished by these initial efforts—Serbia fell and the British-French force found itself trapped at Salonika. Fortifying the Salonikan zone became top priority, and it was nicknamed laughingly “The Birdcage.” The Germans referred to it as the largest POW camp in the world.

Gradually, however, as more troops arrived, especially after the Brits shut down the fiasco at Gallipoli, the AP force at Salonika grew in power and potential. This was especially true after the Serbs rebuilt their armies. Lloyd George saw this soft Balkan underbelly as a key front in the war—and once he became Prime Minister, massive efforts were put into the Salonikan front, including a French-led Army of the Orient. Eventually, this Salonikan force (including Greek, French, and Russian troops) became so substantial that it cracked open the CP’s southern flank, knocked Bulgaria out of the war, liberated Serbia, and stood poised to march on Constantinople and Vienna. Within days of these events, the Germans sued for peace, leading some to conclude that Lloyd George had been right—the Balkans was the way to successfully outflank Germany, something which could never be done on the Western Front.

AP#35 BRITISH REINFORCEMENTS

Dunsterforce was an elite, motorized unit that the British built at Baghdad and sent into Persia during the period of Russian collapse. Dunsterforce (named after its commander, Lionel Dunsterville) was sent by sea to Baku in an effort to prevent Turkish access to the Baku oil fields and in part to prevent further atrocities. The British were also interested in overthrowing the communist soviet then ruling the city. The excursion to Baku failed, but Dunsterforce did much to help establish British dominance in post-war Persia.

The South Persia Rifles was a Persian-manned force established by Britain in Shiraz, partly to replace the discredited Persian gendarmerie, which had been led by pro-CP Swedish officers. The unit did little, but did defeat the Qashqai tribe.

AP#36 INDIAN REINFORCEMENTS

Indian Army units continued to arrive in the region as the war continued.

AP#37 RUSSIAN REINFORCEMENTS

During 1916, the Russian war economy began to pick up steam, allowing new divisions to be equipped even in the backwaters of Caucasia.

AP#38 ROYAL FLYING CORPS

British airpower early in the war was almost nonexistent. The Turkish and German airmen had command of the sky. This resulted in poor British reconaissance—which sometimes resulted in surprise and led to disaster, such as the defeats at Ctesiphon and Kut.

In time, though, British efforts increased, resulting in AP air superiority. Once this occurred, it was the Turks and Germans who had to rely on poor or nonexistent reconaissance—fighting blind. Allenby exploited this blindness, even manipulating CP views to great advantage, leading to breakthrough after breakthrough in Palestine and Syria.

AP#39 TANKS

Tanks played a very marginal role in the Near East, being used to limited effect in battles on the Gaza-Beersheba frontier. The sand was not good for the machinery, and the heat literally baked the crews. These two factors ensured that the tank would never enjoy the success in the Near East that it gained on the Western Front.

AP#40 WARM WATER PORT (Hypothetical)

It was actively conjectured that Russia's primary goal in the war on the Ottoman Front, especially in Persia, was access to a warm water port. Russia reportedly sought a port on the Persian Gulf or Indian Ocean as a counterweight to Britain. Certainly, for long years Russia had sought control of Constantinople, in part to assure an outlet from the Black Sea.

This card rewards the AP player for achieving this important goal, one which we conjecture was of such great importance that it might have postponed the Russian Revolution—at least for a time, if not indefinitely. The Czar, as the new lord of ancient Byzantium and the defender of orthodox Christianity, would have received an enormous boost in popularity, and he would have received much in the way of British and American supplies.

AP#41 BALFOUR DECLARATION

This short statement, issued by British Foreign Secretary Arthur James Balfour in November 1917, affirmed Britain's intent to support the establishment of a Jewish homeland in Palestine. It read as follows: "His Majesty's Government views with favour the establishment in Palestine of a national home for the Jewish people, and will use their best endeavours to facilitate the achievement of this object, it being clearly understood that nothing shall be done which may prejudice the civil and religious rights of existing non-Jewish communities in Palestine, or the rights and political status enjoyed by Jews in any other country."

AP#42 "JERUSALEM BY CHRISTMAS"

Note that the capture of Jerusalem with this card would result in a -3 VP shift and -1 Jihad point. This could be massively important—a real turning point in the game. However, the card also represents a policy commitment. Failure results in public humiliation and the loss of national prestige. Thus, it is not a gamble to take lightly.

Note that the player is free to choose a location other than Jerusalem for his policy declaration.

In 1917, Lloyd George (who was now Prime Minister) demanded that Allenby take Jerusalem by Christmas—which he did. Allenby entered the city peacefully on foot, without firing a shot, on December 9, 1917. A German observer wrote the following in the official report: "The moral significance of this event was even greater than its military importance."

It is interesting to note the following from Allenby's official record: "The Mosque of Omar and the area around it have been placed under Moslem control, and a military cordon of Mohammedan officers and soldiers [from the Indian Army] has been established around the mosque.

"Orders have been issued that no non-Moslem is to pass within the cordon without permission of the Military Governor and the Moslem in charge."

AP#43 RUSSIAN REINFORCEMENTS

Note that both corps go into the Corps Assets Box.

Towards the end of the war, the Russians built some disparate units in northern Persia, near Ruwandiz, into an actual corps. Likewise, they converted Baratov's units into a cavalry corps. They were constructed too late to make any real contribution before the revolution, but if the troops had not drifted away, the units were poised to sweep down upon Mosul and Baghdad, effectively ending British hopes for post-war domination of Iraq—the Great Game still being played indeed.

AP#44 WAR WEARY BALKANS

Bulgaria had entered the war in part to revenge herself upon her Balkans War allies of 1912-1913, who she felt had stabbed her in the back. Thus, she went for Serbia's throat and would apparently have been glad to march down to Athens if allowed. She even enjoyed contributing to the destruction of Romania. However, as the war went on and on, and no real gains materialized, many in Bulgaria—including her troops at the front—began to wonder

whether the continuing hardships were worthwhile. Overwhelmingly, the answer was no.

The Bulgars fought with extraordinary valor in the Balkans War and in the initial years of The Great War, but when the Serbs, Brits, and French finally pushed hard at Monastir and Doiran, the Bulgarians largely broke and ran. The slaughter during the retreat from Doiran was massively overwhelming, the Bulgarian troops being obliterated by aerial bombing on the road to Strumica. (The Iraqis' fate on the road from Kuwait in the 20th century comes to mind. The two events are not dissimilar.)

Repeated efforts by German units and commanders to restrain the Bulgarians' enthusiasm for home were of no avail.

4/4 ⁴⁵ **TOTAL WAR**



Neutral Entry
GREECE* (1)
-1 VP (for AP control of Athens)

Pre-reqs: Greece is neutral and either at least 1 FR/BR LCU is in the Balkans, or Romania is an AP ally and has not collapsed.

Cancelled by immediate play of KING CONSTANTINE. If cancelled, discard GREECE temporarily (do not increase War Status or apply -1 VP).

Allied: 1 BR: 2 IN: 2 RU: 3

AP#45 GREECE

REMINDER: If the KING CONSTANTINE event is played immediately when the AP player plays GREECE, the GREECE event has no effect — War Status and VPs do not change (but both cards still count as Actions). The GREECE card is not removed from the game, but is placed in the AP discard pile, from whence it may reenter play.

Although Greece's alliance with the Entente (Allied Powers) seems, in retrospect, to be a certainty, at the time there was real concern that Greece would either remain neutral or join the Central Powers. King Constantine may have only wished to avoid German wrath on the supposed day of victory, but his wife was the Kaiser's sister—and this weighed heavily in many people's minds.

The King's Prime Minister, Venizelos, was ardently pro-Entente. It was he who supported the British and French use of the port of Salonika in an effort to prevent Serbian defeat.

Venizelos' ouster by King Constantine increased British and French suspicions. When this was coupled with Greek "treachery" in surrendering their frontier forts to Bulgaria without firing many shots, the Entente had had enough. They imposed a blockade on Greece, invaded at Athens (and quickly withdrew), sent Kitchener to chastise Constantine, and built a semi-revolutionary government around Venizelos at Salonika.

Eventually, Greece joined the Entente cause, after King Constantine was forced to abdicate in June 1917. Greek soldiers fought alongside the French and British on the Salonikan front.

AP#46 ARAB DESERTION

Later in the war, especially after the Arab Revolt, many Arabs fighting for (or alongside of) the Ottoman cause began to desert or hold back during battle. This was not the result of cowardice in most cases, but a realization that the Ottomans were finished and that there was no point in fighting for a dying empire, especially when Arab nationalists were in control of the holy places of Islam and marching toward Damascus. The fact that the British had already "liberated" Mesopotamia doubtless played a role.

That said, many Arabs continued to fight for the Ottoman cause. There was not a mass desertion, but a decided waning.

AP#47 INDIAN REINFORCEMENTS

Later in the war, the Indian Army organized an additional corps with which to push on towards Baghdad. The introduction of this unit represented the tipping point in Mesopotamia. It was led by Gen. Marshall, who assumed command in Mesopotamia after the death of Maude at Baghdad.

AP#48 TURKISH WAR WEARINESS

Before the war ended, the Turkish economy collapsed. The manpower pool had literally been drained, and there was nothing more the Ottoman leadership could do, except economize and reorganize their remaining assets. Entire divisions might have only 2,000 men—20% of their usual strength. Despite this fact, the Ottomans soldiered on, innovating and persevering, despite the nation's fatigue.

AP#49 MASSED CAVALRY CHARGE

The last great cavalry charge in history occurred on October 31, 1917, under Gen. Allenby's leadership and was conducted primarily by Australians of the Desert Mounted Corps, the Australian's own Gen. Chauvel presiding. The actual unit involved was the 4th Light Horse Brigade.

The cavalry of the Desert Mounted Corps continued to play important roles in breaking or turning the enemy front, at times charging out far ahead of Allenby's infantry in what could be seen as the beginnings of truly mobile warfare or even blitzkrieg tactics.

The Battle of Megiddo saw the Australian cavalry breaking through and racing far ahead, arriving at Damascus before anyone else. It is this latter action primarily which this card simulates.

AP#50 PUSH TO THE BREAKING POINT

Allenby's ability to pull the last gasp of effort out of his men was well-known. He was an inspirational leader, but also one who did not suffer fools gladly (or at all). He was also a front-line commander, not one who led from the rear in comfort. In fact, he was out and about so much, that his men developed a signal for letting each other know that "The Bull is Loose!" But after the backseat command style of Gen. Murray, Allenby's actual interest in his troops was refreshing. In return, they poured their hearts out for him.

AP#51 HAVERSACK RUSE

If the retreating CP unit has no choice but to overstack at the end of its retreat, it is eliminated. If it is a Corps, it is permanently eliminated as per normal OOS rules.

The "Haversack Ruse" is one of the more brilliant deceptions in modern warfare. Planned and executed by Allenby's head of military intelligence (a man with the unlikely name of Meinertzhagen), the plan deceived the Turks as to Allenby's main line of attack, causing them to rebalance their forces, placing them exactly where Allenby was not. The "Haversack Ruse" itself consisted of Meinertzhagen riding towards Turkish lines—he allowed himself to be shot at, rode away drooping in the saddle as if wounded, and dropped a haversack stained with fresh horse's blood. The haversack contained

personal items of a British officer (including letters and money) and a set of plans for Allenby's forces. The Turks were convinced of the plans' authenticity, largely due to the heroics and acting skills of Meinertzhagen, as well as the fresh blood.

AP#52 MARCH AND COUNTERMARCH

This card represents another example of the disinformation practised by Allenby. He had his troops march in the heat all day to camps near the Jordan River, then march back west in the darkness, then repeat the process the next day. Turkish spies reported huge numbers of British troops shifting east, and the Turkish and German commanders reacted by shifting their units east also. This, of course, weakened the western end of the line, where Allenby's troops were actually concentrated, enabling Allenby to easily smash through, especially since in the west, near the shore, the Brits could call upon the Royal Navy for bombardments in support. This also demonstrates the effects of the CP losing air superiority—air reconnaissance would have easily shown them the fact of Allenby's illusion.

AP#53 D'ESPEREY

The appointment of Gen. Sarrail represented a shift in French politics and Allied commitment to the Balkans. He reorganized the Allied armies in Greece and brought supplies in from the heel of Italy, across the Adriatic, rather than through the open Mediterranean and the Aegean, where German subs threatened. He built up a potent force which Gen. D'Espererey was then given command to use—and did so to great effect, overseeing the recapture of Serbia. This card represents both generals, but is named after D'Espererey, whose victories made him by far more famous.

AP#54 ALLENBY

This event may be played, even if the ANA cannot enter. If Aqaba is not owned, the ANA is placed in the Eliminated/Replaceable Units Box (from whence it can be built using AP-A RPs, entering at any AP-controlled port in Sinai, or Syria/Palestine).

A cavalry officer, Allenby was chosen in June 1917 as Lloyd George's commander of choice to invade Palestine—and capture Jerusalem by Christmas. Since so much of his story is told in the description of other cards, there seems little need to add more here. Suffice it to say, that his victories in Syria/Palestine occurred even while his army was being stripped of veteran units that were sent to the Western Front. Allenby was a master at doing his best with what he had—a master of psychological warfare, strategic dislocation, deception, combined arms, and mobile warfare.

AP#55 LLOYD GEORGE TAKES COMMAND

From the outset of the war, David Lloyd George had advocated the strategy of finding a way to victory that led around (not through) the German trenches in France. When he became Prime Minister, his commitment to an assault on the Central Powers through Turkey and the Balkans empowered the military in those regions to do something significant—outflank Germany and Austria-Hungary and knock Turkey out of the war. He appointed Gen. Allenby to lead British forces in Egypt and cooperated with the French in a significant increase in Balkan activity, leading eventually to the liberation of Serbia and the collapse of Bulgaria. This severed Ger-

many's connection to Turkey, knocking Turkey out of the war and opening the Dardanelles so that supplies could again reach Russia (although this was too late). Days later, Germany surrendered. In part this was due to Germany's exhaustion on the Western Front and at home, but in large part it was due to the fact that there were no troops left to oppose an Allied-Serbian march into Austria-Hungary.

FOR FURTHER READING:

There is a nearly infinite number of books on World War One, many of them written at or near the time and many of those written by participants. Some are very hard to find, but others have been scanned into pdf files and can be googled on the internet. The following books are indispensable if you are going to study this front seriously:

Allen and Muratoff, *Caucasian Battlefields* (Battery Press)—probably the only book available on the Turkish-Russian wars for the Caucasus, most of it focusing on World War One (WW1).

Erickson, *Ordered to Die*—the definitive account of the Ottoman military in WW1.

The British Official Histories (Battery Press) are quite interesting. There are four volumes on Mesopotamia, one on Persia, three on Egypt/Palestine/Syria, two on Macedonia (Balkans). The maps are usually fantastic and included in little pockets in the front and/or back of the books.

Other valuable books used to research the game:

Fromkin, *A Peace to End All Peace* (Holt)—the most readily available history of WW1 and the Near East, this is the perfect place to start reading.

Hopkirk, *Like Hidden Fire* (Kodansha Globe)—the only readily available history of CP efforts in Persia, Afghanistan, and India during WW1.

Carver, *National Army Museum Book of the Turkish Front 1914–18: The Campaigns at Gallipoli, in Mesopotamia & in Palestine (Pan)*—a good overview of the British campaigns.

Cassar, *Kitchener's War* (Potomac Books)—a good overview of the strategic issues from the British point of view.

Higgins, *Winston Churchill and the Dardanelles* (MacMillan).

Evans, *A Brief Outline of the Campaign in Mesopotamia 1914–1918* (Sifton).

Other good sources used:

Bruce, *The Last Crusade: The Palestine Campaign in the First World War* (John Murray).

Palmer, *The Gardeners of Salonika* (Simon and Schuster).

Barker, *The Bastard War: The Mesopotamian Campaign of 1914–1918* (Dial Press).

Churchill, *The World Crisis* (various editions).

Wakefield, *Under the Devil's Eye: Britain's Forgotten Army in Salonika 1915–1918* (Sutton).

Liman von Sanders, *Five Years in Turkey* (Battery Press).

Recent titles which I have not used include:

Woodward, *Hell in the Holy Land: World War I in the Middle East* (University Press of Kentucky).

Wilcox, *Battles on the Tigris: The Mesopotamian Campaign of the First World War* (Pen and Sword).

Strachan, *The First World War* (Penguin).

SEQUENCE OF PLAY

A. Mandated Offensive (MO) Phase (5.0)

Each player rolls one six-sided die (d6) and consults his Mandated Offensive Track to determine which (if any) MO he must perform this turn. Use the MO Marker to record this result on the Mandated Offensive Track. Note: On Turn 1 (Fall 1914), both players automatically start with RU MOs.

B. Action Phase (6.0)

Each Action Phase is divided into six identical Action Rounds. Each Action Round allows both players to take one action. The AP Player takes his action first in each Action Round, either making a free 1 OPS play or playing a card for Operations (OPS), Strategic Redeployment (SR), Replacement Points (RPs), or for the Event.

C. Attrition Phase (14.3)

Any Out of Supply units (LCUs and SCUs) are permanently eliminated (may not be rebuilt). Control of OOS spaces also changes. Roll for damage to any TU LCU in Galicia (21.3.2).

D. Siege Phase (15.2 and 15.3)

Roll a die for each besieged Fort. If the number rolled is higher than the Fort's Combat Factor, the Fort surrenders and is marked with a Destroyed Marker.

E. Revolution Phase

1. Tribal Warfare Check (17.1.3)

The number of tribes on the map is increased or reduced to equal the Jihad Level, either taking tribes from the Tribal Warfare Key and placing them on the map, or returning tribes to the Tribal Warfare Key.

2. Jihad Revolts (18.2.4)

Each turn, the CP Player may roll for one eligible uprising or alliance (in addition to any roll(s) he may have made mid-turn). Note: This assumes that the prerequisite Events have been played, including *PAN-TURKISM*.

3. Russian Revolution (18.3.7)

When the Revolution begins (and on each Turn thereafter), advance the Revolution Marker one Stage on the Russian Revolution Track and implement the effects. Note: The Revolution cannot begin or advance Stages if Russia controls Constantinople.

F. War Status Phase (23.1)

1. Check for Extra Victory Points (23.2)

Check the Victory Point Table on the Player Aid Card, and adjust the VP Marker as indicated in the "War Status Phase" section of that table (including Turks in Galicia and the Royal Navy Blockade).

2. Check for Automatic Victory (24.2.1)

If CP Event #55 *BRITISH WAR WEARINESS* has been played and this is a Winter turn, reduce the CP Auto Victory marker down one space. Then determine if either player has won an Automatic Victory. If so, the game ends.

3. Check for Armistice (24.2.2)

If there is no Automatic Victory, determine if an Armistice occurs. If so, the game ends and the victor is determined (23.4). (An Armistice automatically occurs on the Fall 1918 turn if Automatic Victory has not already occurred.)

4. Check War Commitment Levels (23.1)

If the game has not ended, each player determines whether his War Commitment Level has increased. Note: This is not checked on the first turn (Fall 1914). If his War Commitment has increased, he shuffles the deck of cards received for the next level of War Commitment (i.e., Limited War or Total War) together with his Draw Pile, Discard Pile, and any Combat Cards face up on the table in front of him (with the exception of *JAFAR PASHA* and *NO PRISONERS*).

5. Check for National Collapse

Check to see if Bulgaria (19.3.5), Serbia (19.4.5), or Romania (19.5.5) has collapsed in that order.

G. Replacement Phase (22.0)

Each player spends any Replacement Points (RPs) recorded on the General Records Track. The AP Player takes replacements before the CP Player. All RP Markers are reduced as the RPs are used; any unused RPs are lost. Exception: Unused TU RPs are used to increase the Max TU RP Marker (if in play) by an amount equal to the number of unused TU RPs (22.1.4).

H. Draw Strategy Card Phase

1. Discard Combat Cards

Before drawing new cards, a player may discard any remaining Combat Cards (CCs) in his hand. Also, he must discard any CCs in front of him on the table (with the exception of the face-up *JAFAR PASHA* or *NO PRISONERS* CCs, which may be retained until used). CCs are the only cards which may be discarded. All other cards in a player's hand must be retained until played.

2. Draw Cards

Each player then draws cards from his Draw Pile, until he holds seven cards, including any cards remaining from his previous hand (not counting *JAFAR PASHA* or *NO PRISONERS*).

3. Reshuffle

If a player's Draw Pile is exhausted, he reshuffles his discard pile and draws enough cards to complete his hand.

I. End of Turn

Advance the Turn Marker one space on the Turn Track, and begin the Sequence of Play again.

