FIRE & MOVEMENT FOLIO GAME EXCLUSIVE RULES

GAZA 1917:

GATEWAY TO JERUSALEM, 17-19 APRIL 1917

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10.0 INTRODUCTION

10.1 Historical Background

By early 1917 the British were set to embark on the conquest of Palestine, aiming primarily for the ancient cities of Jerusalem and Damascus. The Turks made a stand along a line anchored on Gaza and Beersheba. An attack in March, the First Battle of Gaza, was repulsed. It had been an impromptu affair, as the British did not have time to bring up much of their artillery, and were operating at the extreme limit of their supply lines.

A second and better prepared attack was ready a month later. The railhead had been pushed forward and more artillery was available, along with some tanks. The Ottomans also had had time to prepare, establishing a series of fortified positions. The historic battle was another British failure, but it was a near-run thing and might have gone the other way but for a few bad breaks.

10.2 Scope of the Game

There are two players in the game: the British player controls British units, the Central Powers player controls Ottoman Turk and German units. The British player is the first player in each game turn. The game begins with the British movement phase of the Zero Hour turn.

10.3 System Rules Changes

All standard rules apply except as modified below. Rules 13.0 through 19.0 are new rules for this scenario.

4.1 Mobile Movement & Combat is not used; skip those phases in the turn sequence.

5.3 Stacking is modified to allow certain friendly units to end a phase in the same hex. See 17.0.

7.6 A3 & D3 Results inflict a loss in addition to the retreat. The owning layer selected a one-step unit for elimination, or a two-step unit for depletion. Only one step is lost regardless of the number of units involved.

7.9 Advance After Combat. Mobile units (those with circled movement factors) may advance after combat per rule 7.9. All other unit advances are limited to a maximum length of one hex (the one originally occupied by the retreated/eliminated defender).

8.0 Fire Support is modified extensively; see 18.0.

10.4 Game Scale

Each hex represents about ¾-mile (1.25 kilometers). Each turn represents one third of a day; each three-turn day is treated as a complete unit for fire support purposes (see 18.0). Central Powers units represent battalions and regiments. British brigades represent three or four maneuver battalions, and mounted brigades represent 1,000 troopers.

11.0 SET UP

11.1 Set Up Sequence

Place the Turn marker in the Zero Hour box of the TRT. The Central Powers player deploys first (11.2) followed by the British player (11.4).

11.2 Central Powers Set Up

Northeast of Wadi el Ghuzze

3rd Division [5 counters]
16th Division [3 counters]
27th Division [2 counters]
53rd Division [2 counters]
Reserve, less the Comp/R Infantry [5 counters]
German 1/AK and 2/AK [2 counters]

Central Powers Air Box: Two air markers

Fire Support Pool (see 18.0). All FS markers except one "+2" [19 counters]

Central Powers Reinforcements Box (see 11.3)

Comp/R Infantry Regiment [1 counter]
3rd Cavalry Division [2 counters]
+2 Fire Support marker [1 counter]

Set Aside: Kress (see 13.4), six battalions (see 13.3)

11.3 Central Powers Reinforcements

Roll one die for each unit/marker at the start of each Central Powers turn. On a roll of "1-2" that unit/marker is received; on a "3-6" leave it in the box until the next turn. The Comp/R unit arrives on any north map edge hex, the ***3rd Cavalry Division*** on any east map edge hex. Each unit pays the appropriate MP cost to enter the first map edge hex. It may enter in a British ZOC but not in a British-occupied hex. The Fire Support marker is added to Fire Support pool.

11.4 British Set Up

On or south of Wadi el Ghuzze: all combat units except the armored train [28 counters].

On any railroad hex south of Dir el Belah (1821): armored train [see 13.2; 1 counter].

British Air & Naval Box: One air and one naval fire support markers.

Fire Support Pool: All remaining FS markers [15 counters].

Set Aside: Two cavalry charge markers (see 13.1).

12.0 VICTORY CONDITIONS

12.1 British Instant Victory

Play stops and the British player wins the moment British units occupy both hexes of Gaza.

12.2 Central Powers Instant Victory

Play stops and the Central Powers player wins at the end of any game turn if an Ottoman units occupies any railroad hex on or south of Dir el Belah.

12.3 Victory on Points

If neither player wins an instant victory, the victor is determined at the end of the Evening 19 August turn. The British player gains victory points (VP) by having his units on any or all of the hexes listed in 12.4. Count the total VP score and compare to the following.

16+	British decisive victory.
12-15	British operational victory.
8-11	British tactical victory.
6-7	Draw.
4-5	Central Powers tactical victory.
1-3	Central Powers operational victory.
0	Central Powers decisive victory.

12.4 Victory Hexes

The British player gains VP if one of his units is on a victory hex (a hex with the Objective symbol) at the end of the game. Each hex scores the number of VP indicated.

0107 (To Ramle)	3 VP
0702 (Huj)	2 VP
0712 (ANZAC Ridge)	1 VP
0913 (Gaza east)	3 VP
0914 (Gaza west)	3 VP
1210 (Beer Trenches)	1 VP
1310 (Tank Redoubt)	1 VP
1607 (Atawineh Redoubt)	1 VP
1706 (Hairpin Redoubt)	1 VP
2101 (To Beersheva)	2 VP
2103 (Hareira Redoubt)	2 VP

13.0 SPECIAL UNITS

13.1 British Cavalry

The ***ANZMD*** and ***IMD*** cavalry divisions each may conduct one charge per game. The charges may be conducted on the same turn or different turns. Use the charge markers as a mnemonic.

Charge Procedure. Declare a charge for at the start of any British combat phase.

Combat Shift. All attacks involving only units of the charging division are shifted one column to the right. Fire Support may be added. If units of both divisions are involved, then a charge can be declared only if both charge markers are played.

Advance after Combat. Any advance by charging cavalry may be extended one hex farther than normally allowed. The additional hex may be in any direction; it does not have to follow the retreat path.

13.2 British Armored Train

The armored train unit may move only via contiguous railroad hexes. It may enter and exit enemy ZOCs freely.

13.3 Ottoman Battalions

Ottoman 5-6-4 regiments are three-step units. The full strength side of the regiments counter represents the three-step strength; the reverse side represents the two step strength. If the unit takes a second step loss, remove it and replace it with a battalion of the same designation. Once on the map, battalions functions like any other units.

13.4 Kress von Kressenstein

The Kress counter represents the command attention of Kress von Kressenstein and the Ottoman staff. This counter is held off the map. The Central Powers player can place Kress once per Central Powers combat phase to enhance one attack. Shift that attack one column to the right. Kress may not be used on the defensive. The counter is never affected by combat outcomes, and may be reused each turn.

14.0 TRENCHES

The Central Powers trenches are an in-hex feature with the following effects on play.

Movement. It costs two movement point to enter a trench hex unless moving via road.

Combat. Ottoman units defending in trenches use the Trench line on the CRT. British units defending in trenches treat them as Clear terrain.

Disengagement: A Central Powers unit occupying a trench may exit an enemy ZOC without paying the movement point cost (5.1.1).

15.0 RAIL MOVEMENT

The Ottoman player may move one unit per movement phase via railroad. The unit may not conduct any non-rail movement in the same phase. It must start on a railroad hex not in an EZOC. It may move any number of contiguous rail hexes on the east (Turkish) side of Wadi el Ghuzze. It may not enter an EZOC.

Design Note. *The British cannot use railroad movement as the rail line was overloaded simply providing supplies to the offensive.*

16.0 STACKING

16.1 Stacking Limits

Friendly units may end a phase stacked in the same hex subject to the limits listed below. If a retreat causes a hex to be overstacked, the owning player must displace units to restore the limit. No stacking is allowed in marsh hexes.

British Stacking Limit. One unit, plus a tank detachment or motor-machinegun battalion.

Central Powers Stacking Limit. Two units, but only one may be a regiment. The units may be from any formation.

16.2 Moving Stacks

Stacked units do not move together; each unit is moved individually.

16.3 Stacks in Combat

Stacked units must defend and attack together in a single combat.

17.0 COORDINATION

If units of more than one British infantry or mounted division are participating in the same attack, the final differential is shifted one column to the left. Units of the Reserve may be added to any attack without this penalty.

18.0 FIRE SUPPORT

18.1 Fire Support Procedure

Bombardment (8.4) is the only form of fire support allowed. Only observed hexes (18.2) may be bombarded. At the beginning of a combat phase, the active player must place all fire support markers (18.3) to be used in that combat phase, and must announce which if any adjacent units will attack that target hex. After all attacking markers are placed, the defending player places any markers desired.

Central Powers Limits. The Central Powers player may use one or two support fire markers per hex bombarded.

British Limits. The British player may use only one support fire marker per hex bombarded.

18.2 Observation

A unit observes all hexes adjacent to it and all hexes within the observation ranges listed below. When counting the range, do not count the observing unit's hex, do count the target hex. Range is the only limitation on observation; it is not blocked by any terrain. See also 18.5.

Central Powers Observation Range: four hexes, six hexes if the observing unit is in a hill hex.

British Observation Range: five hexes, seven hexes if the observing unit is in a hill hex.

18.3 Fire Support Markers

Each side receives fire support markers as indicated in the set up (11.0). Each player's markers (except air; see (18.5) are placed into a pool (a bowl or pile) and drawn for use. Each marker may be drawn once per three-turn day; once used, set it aside until the morning turn of the following day. When a marker is drawn, keep it face down so neither player knows the actual fire strength. The markers are revealed once all have been placed (18.1).

18.4 Bombardment Resolution

The bombardment resolution process is altered as follows.

CRT Column. To resolve a bombardment, find the strength of the artillery marker(s) on the appropriate terrain line of the CRT. Do not consider the strength of the target unit.

Results. Ignore "Ex," "No Effect," and all "A" results. Retreat is not allowed. After a D2, D3, or De result, the target unit must take a one-step loss (but see 18.5). If a defender's hex is emptied by bombardment and an attack was declared against the hex, the attacking units may advance.

Ground Attack. If the bombardment is being made in conjunction with a ground attack, resolve both the attacker's and defender's bombardments prior to resolving the combat.

Bombarding Stacks. If stacked units are being bombarded, resolve the bombardment against each unit separately (but it still counts as a single bombardment).

18.5 Air Unit

The air units are support fire markers with the special abilities listed below. Opposing air units have no effect on one another; there is no air-to-air combat.

Utilization. It is available for use every turn and the strength is known to both players. It does count toward the Central Powers' fire support limit (18.1).

Range. It may be placed anywhere on the map, regardless of the proximity of friendly units.

Observation. Rather than bombarding, it may be flipped to its observation side. The placement hex and all six adjacent hexes are now considered observed (18.2) for bombardments.

18.6 Naval Fire Support

The British naval fire support unit is available for use every turn and need not be drawn; it is known to both players. It may be placed on or adjacent to a hex with coastline in it. It does count toward the British fire support limit (18.1). It does not observe for other bombardments.

19.0 ORDERS OF BATTLE

19.1 Abbreviations

AK: Asienkorps (Asia Corps)
ANZMD: Australia & New Zealand Mounted Division
Comp: Composite
ICB: Imperial Camel Brigade
IMD: Imperial Mounted Division
Jand: Jandarma (Gendarmerie)
LC: Light Car
LH: Light Horse
M: Mounted
MC: Machinegun Corps
NZMR: New Zealand Mounted Rifles
SCC: Syrian Camel Corps
Yeo : Yeomanry

19.2 Central Powers

Ottoman 3rd Division: 31st, 32nd, 39th, Composite Regiments, Divisional Machinegun Battalion.
Ottoman 16th Division: 47th, 48th, 125th Regiments
Ottoman 27th Division: 79th, 81st Regiments
Ottoman 53rd Division: 163rd, Composite Regiments
Reserve: 1/Jandarma & 2/Jandarma infantry; Composite Arab cavalry, Composite engineers.
German: 1st & 2nd Machinegun Groups of the ***Asienkorps***

19.3 British

52nd Division: 155th, 156th, 157th Brigades
53rd Division: 158th, 159v, 160th Brigades; Divisional Motor Machinegun Battalion.
54th Division: 161st, 162nd, 163rd Brigades; Divisional Motor Machinegun Battalion.
74th (Yeomanry) Division: 229th (incorrectly printed as 299th), 230th, 231st Brigades; Yeomanry Cavalry.
Australia & New Zealand Mounted Division: 1st Light Horse, 2nd Light Horse, 22nd Mounted, & New Zealand Mounted Brigades.
Imperial Mounted Division (IMD): 3rd Light Horse, 4th Light Horse, 5th Mounted, 6th Mounted Brigades.
Reserve: ICB Camelry; 1/E & 2/E tank detachments; LC & MC Motor machinegun battalions.

21.0 GAME NOTES

21.1 Designer's Notes

Gaza 1917 is a companion game to *Suez 1916*. The Central Powers are attacking at Suez and the British at Gaza. You'll notice that the Turkish trenches provide the Central Powers with more defensive benefits, as does Gaza itself. This is because they were more dug in than at the Sinai, and Gaza itself was surrounded by cactus fields. The trenches only work for Central Powers units because fields of fire and such were pointed towards the south.

British forces remained ill coordinated in 1917, with artillery, infantry, and tanks not working together efficiently. They were also operating at the end of an over-extended supply line, thereby limiting their ability to maintain a sustained offensive. This is one reason that British artillery is relatively weak in the game—they couldn't get enough shells up to the front. Water was especially an issue, limiting the ability to move too far east from the railhead and pipeline. The Turks have the advantage of being in prepared defenses, and with considerable unit resiliency, at least among the Anatolian units in their army.

The unit scale is increased from *Suez 1916*. This can make things difficult for the British, since they need to concentrate to push through good attacks, while the Central Powers need to disperse to hold their entire line. British tanks and motorcycle units can stack as these units were used to provide direct support to the infantry—incidentally, the motorcycle units represent a wide variety of motorized machinegun and armored car units.

The British official history, ***Military Operations: Egypt and Palestine***, provided extensive information for the Allied side. I had to dig a little more for the Turks, but as is often the case these cybernetic days, the internet came in handy, with maps from the Turkish history of the war showing unit positions and a fairly useful order of battle. I still had to reconstruct some elements of the Turkish order of battle. For example, their ***3rd Infantry Division*** is shown with four regiments. Historically, it had three, each with four battalions, but given the nature of the game system, it was easier to show the additional battalions as an extra regiment. This was within Turkish doctrine, since they made much use of "composite" task forces. The better Turkish infantry regiments get an extra point of movement since they were known for their hard-marching. On the other hand, Ottoman cavalry is mediocre in comparison with the British, as the Turkish mounted arm's skills had fallen off considerably.

I gave the British a special one turn cavalry charge ability per division, modeling the aggressiveness of their mounted arm. During the Third Battle of Gaza later in 1917, this proved decisive, so they get a chance to execute it here.

Airpower was starting to get important, so both sides get their respective air units. There are no dogfighting because the effects of air to air combat are built into the strength of the air units each player receives in the scenario. The Germans were generally able to maintain an edge here, so they get more air units.

21.2 F&M System Notes

I modified several of the basic system rules to model the conditions of the Great War. The starting point was elimination of the mobile movement and combat phases, and restricting advance after combat, to show the lack of exploitation after combat. The amount of artillery each side can use is limited, again reflecting coordination and logistics issues.

I increased the A3 and D3 results to include both retreat and loss of a stepto reflect the greater attrition of mass infantry armies, as well as the panic which sometimes hit units.

21.3 Player Notes

British. You have to attack to win, and this means a frontal assault as there is no open flank to exploit, unless you create one with a breakthrough. The stacking rule lets you place tank and motor-machinegun units with brigades, which can be valuable for concentrating firepower in the assault. Your infantry's relatively slow movement will generally mean your main attack will be towards Gaza and the west end of the enemy trench line. Your mounted units can screen towards the east, and possibly seize

some weakly held objective hexes. This reflects the historical situation, where British logistics made it difficult to thrust eastwards. Your large cavalry force gives you a means to strike the entire Turkish line, as well as exploiting any gap you can break in it. The charge rule allows you not only to get the combat shift, but also to exploit deep into the Turkish lines. It comes down to having the right troops at the right place and time.

Central Powers. Your line is thinly held, but you do have the advantages of the trenches. Maintain a small reserve for counterattacks, and exploit Kress and the artillery to retake critical hexes. Remember, you get the advantage of the trenches, but the British do not. This means that it can be fairly easy to retake lost ground. Given the nature of the victory conditions, you cannot afford to give up much. Your reinforcements can tip the scales, especially the cavalry, as it can be used to threaten the British right flank, or provide a last ditch screen. You do not have much to spare, so maximize the use of everything.

TERRAIN EFFECTS CHART

In-Hex Terrain	*Effects*
Open	1
Sand	2
Hill	2; see 18.2
Oasis	1
Wadi	2
Trench	2; see 14.0
Village	1
Town	1
Track	1/2
Railroad	1/2; se also 13.3 & 16.0
All-Sea	P

 # = MP cost to enter or cross

GAZA 1917 CRT

Terrain Type Combat Differential (attacking strength minus defending strength)

CP in Trench or Gaza	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10			
Town	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10		
Hill, Village, Oasis, Wadi	-4	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10	
Clear, British in Trench	-5	-4	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10
Sand	-6	-5	-4	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8
1	(A)	A3	A2	•	Ex	Ex	D2	D2	D2	D3	De	De
2	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3	De
3	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3
4	(A)	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2
5	Ae	(A)	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2
6	Ae	Ae	(A)	(A)	(A)	(A)	(A)	A1	•	Ex	Ex	Ex

De = All defending units are eliminated.
D3 = All defending units must retreat three hexes; at the end of the retreat, deplete one defending unit.
D2 = All defending units must retreat two hexes (or deplete one unit of the defending player's choice, instead; see 7.8).
Ex = One attacking and one defending unit are depleted.
A1 = All attacking units must retreat one hex (or deplete one unit of the attacking player's choice, instead; see 7.8)
A2 = All attacking units must retreat two hexes (or deplete one unit of the attacking player's choice, instead; see 7.8)
A3 = All attacking units must retreat three hexes; at the end of the retreat, deplete one attacking unit.
(A) = One attacking unit must be depleted.
Ae = All attacking units are eliminated.
• = No effect

Notes. *CP = Central powers. A unit which is depleted and then is depleted again is eliminated. One step units are also eliminated if depleted. See scenario units for three step units. The owning player always chooses which units will be depleted.*

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