GAME RULES (2ND EDITION)

A Fatal Attraction

1.0 INTRODUCTION

A Fatal Attraction: the Gallipoli Campaign is a wargame simulation of the 1915 Allied (French and Commonwealth forces) offensive against Turkey. The Allies planned on seizing the peninsula to clear the Dardanelles and capture the Turkish capital of Istanbul. It was hoped that such a bold offensive would lead to Turkey's surrender and the establishment of a secure route to their Russian ally.

The Allied offensive was in two parts. The first was a naval attack by French and British warships that was to reduce or destroy the many Turkish land-based batteries, clear away the enemy's mines, and sink or clear off the small Turkish navy that also included the German battle-cruiser *SMS Goeben* and light-cruiser *SMS Breslau.* Allied ground forces, comprised of infantry divisions drawn from France, Great Britain, Australia, New Zealand and Ireland would then land to occupy the peninsula before driving on to take Istanbul.

The Allied plans went awry almost from the start. Disagreements and misunderstandings among the various commanders, as well as a tenacious Turkish defense, led to months long fighting that ended in bloody stalemate and huge losses. Despite several attacks by both land and sea that seemed near success, the Allies were eventually forced to call it quits. The biggest Allied success came at the end, when several French and Commonwealth divisions were successfully withdrawn in maneuvers that took the Turkish defenders by surprise.

Players will move pieces that represent the various brigades, batteries and ships that fought in the historic campaign. Both sides will be challenged to do as well, or better than, their historical counterparts.

1.1 Read This First

We've organized the overall structure of the rules of this LPS Inc simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases.

These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

1.2 Learning to Play the Game

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible – but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses in 3.0) if you have an idea on how we can communicate better with you.

1.3 Rules Questions

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the below postal address, or send an e-mail to: gamesupport@atomagazine.com phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds Magaizne* and *A Fatal Attraction* discussion folders at www.comsimworld.com.

2.0 GAME COMPONENTS

Each copy of *A Fatal Attraction* is composed of the following

- One 22" x 32" game-map
- One sheet of 280 game counters
- 4 pages of game tables and charts
- This set of rules

If any of these parts are missing or defective please e-mail us at admin@atomagazine.com for replacements.

Note: *Players will also need one six-sided die (D6) and one ten-sided die (D10) to play the game (provided with the deluxe edition, only). Treat a die roll (DR) of 0 as 10.*

If any of these parts are missing or damaged, write to:

Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: A Fatal Attraction

Or e-mail us at: admin@atomagazine.com

2.1 Game Map

The game map shows the Gallipoli peninsula and its surrounding waterways, including the Dardanelle Straits, as well as the Turn Record, Game Impulse, and Victory Point Tracks. The map is subdivided into areas that regulate game functions such as movement and combat by the game pieces. The dark brown lines, rivers, and light blue sea lines form the borders of the various areas on the map. Each area of the map, except for the Aegean Sea and Amphibious Assault areas, is labeled with an identifier: DS (Dardanelle Straits), A (Asia), or GP (Gallipoli Peninsula).
Note: *All land areas which lack the center ridges of Hills are considered to be Clear terrain.*

2.2 Game Pieces

The 280 game pieces are used on the game map and record tracks.

2.2.1 Ground Units: See the Players Aid Card for a key to ground unit counter design. The main color of the counter identifies which forces it belongs with. Helmets/Hats are color coded for ease of formation recognition. Units with no lower Division Identification numbers are independent units.

Unit Size: **X** = Brigade, **III** = Regiment

2.2.2 Naval Units: See the Players Aid Card for a key to naval counter design.

Abbreviations are used to denote the various types of ships:

- BB Dreadnaught-type Battleship
- BC Battle Cruiser
- B Pre-Dreadnaught Battleship
- CL Light Cruiser
- MS Mine Sweeper

2.2.3 Game Markers: See the Players Aid Card for a key to the markers.

2.3 Game Scale

The ground units in the game represent infantry, artillery and cavalry forces that fought, or could have fought in the campaign. All artillery units are batteries of 10-12 guns each. Allied ground units are brigades while Turkish ground units are regiments. Each naval unit represents one ship. Each Impulse of a game turn represents 1 week.

2.4 Game Terms and Abbreviations

Active Units: Combat units (naval and ground) that are in supply to conduct movement and/or combat actions in an Operations Phase.

Allies, Allied: Modern-day nations of Great Britain, Australia, New Zealand, Ireland and India, as well as France (including colonial forces from Northern Africa and the Foreign Legion).

Combat Factor (CF): The basic offensive (Attack Factor – left printed number) and defensive (Defence Factor- right printed number) abilities of a unit, expressed numercially.

Commonwealth: The forces of Great Britain, Australia, New Zealand, Ireland and India.

Control: An area is controlled by the player whose forces were the last to solely occupy that area, or it is Turkish controlled if the area has not been solely occupied by Entente forces since the start of the game.

D6, D10: Type of die to be rolled (6 sided or 10 sided. If an even/odd DR is required, it does not matter which die type is chosen).

Die Roll (DR): A game function of game play to determine outcomes.

DRM: Die Roll Modifier. Can be plus or minus.

Formation: All of the ground units comprising a division.

Impulses: Usually 1 to 4 Impulses make up each turn's Operational Phase, each of which correspond to roughly a week's worth of intensive fighting. The exact number of Impulses in an Operational Phase is determined by a DR on the Impulse Chart. Units can be activated a second time in a turn even after the completion of the determined number of Impulses.
Designer's Note: *In months with fewer than 4 Impulses there are either fewer weeks to conduct operations (March for example) or both sides have scaled back on the fighting.*

Independent Units: Ground units without a division designation on their counter. These are units not part of any division, which is important for stacking purposes (see Section 7.4) and can activate along with any of their side's formations (see Case 7.2.1).
Note *All German units are Independent units. The "Vol" label is* ***not*** *a divisional indicator.*

Map Areas: The game map is divided into land and sea areas. A land area adjacent to a sea area is also considered a coastal area. Some sea areas are also designated as Named Assault Areas. The Allied player can only make amphibious landings and assaults from these areas. The Aegean Sea is considered one large sea area. All areas are numbered to help facilitate discussions and when playing by e-mail.

Mines: Mine markers represent the Turks' anchored explosive mines, as well as their shore-based torpedo batteries. Mine markers (Dummy, Level 1 or Level 2) are deployed by the Turkish player during the Strategic Phase of each turn in sea areas adjacent to those ground areas occupied by Turkish ground units, areas already containing mines, as well as any other sea areas free of Allied warships. Mines can be cleared by Allied Mine Sweeper naval units in the Operational Phase.

Mode: Infantry units have Attack (front) and Entrenched (back side and an "e" in the unit's headgear) modes. Infantry units in Entrenched Mode can still attack (albeit with a lower attack factor). A cavalry unit's front side is their attack mode, while their back side denotes that they are in reserve. Units in attack mode have a higher attack CF and lower defensive CF. Artillery and naval units are either unfired (face-up) or fired (face down) mode.

Morale Level (ML): Both sides have MLs that represent the willingness of the ground forces to engage to fight. These are printed on the game map as well as listed here:

7 Australian, ANZAC and all cavalry units
6 All other ground units
7 All naval units and Turkish Forts

ML checks are performed during the course of combat and in the Recovery Phase of the turn. Units pass a ML check by rolling a 1D10 result less than or equal to their ML. Die roll results greater than a unit's ML cause the unit to fail and suffer reductions in the unit's status-Disrupted, Broken status or elimination for ground units as well as Disabled, Crippled status or sunk for naval units. These ML check die rolls may be modified by DRMs as applicable.

Normal Status: A ground unit which is not disrupted, broken or out of supply. A naval/fort unit which is not damaged.

Operational Phase: Subunit of a game turn, an operational phase is composed of at least 1-4 Impulses during which ground and naval combat units are moved about the map and engage in combat.

PAC: Players Aid Card. The four center pages of the rules which players can remove for ready access during play.

Supply Points (SPs): These represent the munitions, food, potable water (very important in this region), medicine and other material necessary for an armed force to conduct combat operations. The number of SPs each side receives in a turn is determined by the Supply Table. Both players are challenged to balance use and demands made upon their stock of SPs.

Turkish: Despite the obvious differences in culture and history, for purposes of game play all German units are also considered Turkish and are controlled by the Turkish player.

Victory Points (VPs): Used to calculate victory in the game. VPs are awarded for the elimination of enemy units, the capture of geographic locations on the map, performing various events in the game, and for the Allied player, the exiting of naval and/or ground units from specific map edges before the game's end.
Note: *If a player is required to lose VPs and does not have enough (there are no negative VP totals) then the excess is awarded to the opponent.*

3.0 SEQUENCE OF PLAY

Each turn is subdivided into a series of Phases performed in the order listed in this section of the rules.

3.1 Strategic Phase

Both players perform the following in the listed order:

A. Determine if a Random Event occurs (Module 4.0) this turn (performed on turns 2, 5 and 8).

B. Determine the Weather and Sea Conditions (Module 5.0) for the turn (not performed on Turn 1 of Scenario 1 and the Campaign Game).

C. Determine the amount of new Supply Points for each side (see Section 6.1) and adjust their SP levels (not performed on Game Turn 1 of Scenario 1 or the Campaign Game).

D. Allocate Supply to beachheads and naval units (Allied player only, see Section 6.2), forts or supply source areas (Turkish player only, see Section 6.3).

E. Determine both sides' reinforcement and replacement availability (see Module 10.0)

F. Determine number of Impulses (see Section 7.1) in the Operations Phase (but not on turn 1 of Scenario 1 or the Campaign Game) that can be performed without requiring the expenditure of additional SPs.

G. The Turkish player determines the number of mines available for the turn and allocates them, using the Mine Markers, on the map (see Section 8.5).

3.2 Operations Phase

The Operations Phase (see Section 7.2) consists of Impulses (see Section 7.3), up to four per Phase, as determined in the Strategic Phase.

Impulses

Each Impulse consists of the segments outlined below

Determination of First Player Segment

The Allied Player announces whether his Impulse (if he wins) will be Ground or Naval. If Naval, he gets a +1 DRM to his initiative roll. Both players roll 1D6 and apply any applicable modifiers. Player with the higher result is the first player in this impulse.

The First Player's Segment of the Impulse

Player declares whether his Impulse is Ground or Naval (if the Allied player declared Naval to get the modifier, and is the first player, the Impulse must be a Naval Impulse).

Ground

Normal Activation:

- Choose one or more un-activated ground formations which will activate. Then Move/Attack (7.3.2) or Attack/Move (7.3.1) all those activated formations units. **Note:** *A formation's units which you do not perform actions with are still considered activated and should be indicated so.*
- If desired, again choose 1 or more un-activated formations to activate as above. **Note:** *Amphibious assaults are Move/Attack Ground Impulses (7.6).*
- Reserve Cavalry (Allied) can move and attack after all desired formations have activated for the Allied players impulse segment (11.1)

Second Activations:
These can be performed before, during or after any Normal Activations and follow the procedure below.

- Choose a type of second activation (Ground or Naval) and pay 1 SP. Then roll 1D6 for the maximum number of units which can activate. (*Note: A Naval second activation can be chosen during a Normal Ground Activation.*)
- Only eligible units which have already activated may be selected. Only units for the second activation type chosen may be activated (ground units if Ground; naval units if Naval), regardless of the type of Impulse selected.). If artillery or naval units are chosen which have already fired, flip them to their unfired side before they perform their second activation (flip them back onto their fired side once they have second activated).
- If second activating ground units, then Move/Attack or Attack/Move all the activated ground units.
- If the Allied player performs a Naval second activation, the sea areas in which those activated Naval Units are located in will have mine attacks (8.5.1) performed against the ships there-in, Activated minesweeper (MS) units perform their minesweeping (8.5.2) after the mines attack.
- Continue paying 1 SP and rolling 1D6 for more second activations if desired.

Naval

Normal Activation

- Place naval units from off-board holding areas (7.3.3)
- Move one, some or all un-activated naval units (7.3.3) and perform naval combat (7.3.4) or bombardment (8.2) with those naval units so activated.
- If desired, chose more un-activated naval units; move them and then perform naval combat or bombardment with them.
- Perform mine attacks (8.5.1).
- Perform Mine Sweeping by activated Minesweepers (8.5.2)

Second Activations
These can be performed before, during or after the normal activations and follow the procedure as detailed in the second activation above.

The Second Player's Segment of the Impulse

The second player declares whether his Impulse will be Ground or Naval (A Naval Impulse is required if the Allied player indicated it to get the bonus DRM for Initiative).

- Perform chosen Impulse type as described in first player's Segment

End Segment

- First player decides, if he wishes, to perform a second activation (as described above) or pass.
- Second player decides, if he wishes, to perform a second activation (as described above) or pass.
- Players continue alternating performing second activations or passing until both have passed consecutively.

It is important to remember that a given unit can normally only activate once during a turn so the timing of a formation's/ship's/fort's activation in the course of playing out all of the Impulses of the Activation Phase can be crucial. Units can be activated for a second time in the Operations Phase, even beyond the determined number of Impulses, provided SPs are expended by the owning player to do so. It is also important to understand that when you activate only one unit of a formation, all units of that formation are considered activated and should be marked as such.

3.3 End Phase

Once all Impulses are concluded, both players conduct the following during the End Phase, in the order listed:

A. Ground unit recovery (see Section 9.1)
B. Naval unit/Fort Recovery (see Section 9.2)
C. Out of Supply marker removal
D. Return naval units to their off map Holding boxes.
E. Reorient all units to un-activated orientation and flip naval/artillery that fired to their front sides (unfired status)
F. Determine if a "sudden Death" victory has occurred (see 12.1). Otherwise perform Victory Point calculations (see 12.2) and adjust VP markers. If no winner, advance the Turn marker and start a new turn.

4.0 RANDOM EVENTS

On turns 2, 5 and 8 both players roll 1D6 and total the results. Consult the Random Events Table on the PAC to determine if a random event occurs this turn. Use the appropriate markers to record the turn when/if any of these are in play.

5.0 WEATHER

Beginning with turn 2, one of the players rolls 1D10 for the weather, and 1D6 for sea conditions, and consults the charts on the PAC to determine those conditions for the turn.

5.1 Weather Effects

The following are the turn effects due to the result on the weather table.

Fair: No changes to the rules
Rough Seas: Has the following effects:

- +1 DRM for minesweeping and Naval Gunfire attacks
- -1 DRM for Impulse Determination
- 2 SPs are needed to place Allied Beachheads in full supply status (3 SPs in June through September)

Foul Weather: Has the following effects:

- No air observation support
- Ground attacks have 1 left column shift
- +2 DRM for Naval Gunfire attacks
- Naval Gunfire combat ranges reduced to 1
- -1 DRM for the Impulse and Supply Determination DRs (both sides)

6.0 SUPPLY

Both players roll on the Supply Determination Table (see PAC) to determine the amount of SPs made available for the turn. The amount of SPs received is added to the total number recorded on the Game Record Track using the Allied and Turkish Supply markers. Supply is used to determine the status of ground combat units, allow ground units to move without restriction and conduct attacks, and for Turkish Forts to conduct Naval Gunfire attacks.

6.1 Supply Determination

Both players roll 1D6 and consult the Supply Determination Table (on the PAC) to determine the number of additional SPs they receive for the turn. The DR may be modified if Foul Weather (-1 DRM) and/or a random event is in effect for the turn. Results to the left of the slash are the number of SPs received by the Allied player, to the right those for the Turkish player. The number of SPs received is added by each player to those (if any) already recorded on the Game Record Track. A player's total number of SPs can never fall below zero or rise above 99.

6.2 Allied Supply Allocation

The Allied player uses SPs to do the following:

- Place Beachhead units in supply status. 1 SP per Beachhead in Fair or Foul weather turns (2 SPs in Rough seas), 2 SPs per beachhead during June through September in Fair or Foul weather turns (3 SPs in Rough seas). Beachheads that are in supply are turned face-up. Those that are not in supply are turned over to their "Out of Supply" side.
- Allow all of a formation's units (and participating Independent units) that can trace supply to an in-supply Beachhead (see Case 6.5.1) for an Intensive Assault (see Case 8.3.2).
- Allow a number of normal status units equal to 1D6 roll from a supplied Beachhead to activate a second time in the Operations Phase.
- Conduct naval operations. One SP will enable all non-MS warships to deploy, move, and conduct combat for the turn. MS units never require the expenditure of SPs to activate.

6.3 Turkish Supply Allocation

The Turkish player uses SPs to do the following:

- Activate all of a formation's units for moving and combat that can trace a supply line to a supply source area. 1 SP will furnish supply to all Turkish ground units that can trace a supply line (see Case 6.5.2) to the activated supply source on its portion of the map. There are two separate supply sources for the Turkish player, one for the north and east map edges and one for the south. The Turkish player expends an SP for each, but does not have to expend SPs for both or any. That is, the Turkish player needs to spend 1 SP to activate units on the Gallipoli Peninsula and 1 SP to activate units in the southern (Asiatic) land areas.
- Allow forts to conduct Naval Gunfire attacks. Each SP allows 4 forts to perform a Naval Gunfire attack in the turn. The supplied forts must be able to trace a line of supply. Turn forts that are not supplied upside down to show their "Fired" side, and these units cannot be activated at any time this turn.
- Create minefield determination DR modifiers. Each SP allocated generates a +1 DRM (+2 maximum) to the minefield determination table DR (see PAC). Note that the Turkish player can only allocate 3 SPs if the Increased German Support Random Event is in play. No more than 3 SPs can ever be allocated in this fashion.
- Declare an Intensive Assault for activated units that can trace a supply line (see Case 8.3.2).
- Allow a number of Normal status, in supply units equal to 1D6 roll to activate for a second time in Operations Phase.
- Restore Crippled forts at a cost of 1 SP and replace eliminated infantry units at a cost of 2 SPs each or replace eliminated artillery units at a cost of 3 SPs each (see Section 10.6)

Note: *The Turkish player never expends SPs to enter his naval units into play.*

6.4 Supply Point Limits

Neither player can expend SPs they don't have (less than zero), nor can they accumulate more than 99 SPs.

6.5 Supply Lines

Units are considered in supply if they can trace a series of connected areas, free of enemy units, to a supply source. Additionally, an area adjacent to an enemy-occupied Hill must be occupied by a friendly unit (any status) to be used for tracing a supply line. Units that cannot trace supply to a supply source are marked with an Out of Supply marker There is no limit to the number of units that can derive supply from a supply source.

6.5.1 Allied Supply Sources: An "in supply" Beachhead counts as a supply source for those units of the same nationality as the Beachhead (French units to a French Beachhead, Commonwealth units to a Commonwealth Beachhead, see Section 11.2).

6.5.2 Turkish Supply Sources: The areas marked with a supply source icon on the edges are considered supply sources for Turkish units. The supply source is only able to provide supply provided an SP has been expended (mark it Out of Supply if it is not enabled).

7.0 OPERATIONS

Combat units, both ground and naval, are moved about the map and conduct combat during the Operations Phase, comprised of 1 to 4 Impulses.

7.1 Operation Phase Determination

Roll 1D6 to determine the number of Impulses in the Operations Phase and consulting the Impulse chart on the PAC. Modify the roll as follows:

- -1 if Foul weather
- -1 if Rough seas
- +1 for every three Allied Beachheads in supply (drop fraction)

Use the Operations marker to record the turn's total number of Impulses.

7.2 Operation Phase Activation

At the beginning of a player's Segment of the Impulse, he will determine if he is activating ground or naval units for movement and combat. A player conducting a Ground Impulse may activate all of the (in supply) units com-prising one complete formation (plus Independents). A player conducting a Naval Impulse may activate all of his naval units in one sea area. Turkish forts, despite being based on land, are activated as if they were naval units (and can be activated at the same time as any Turkish naval units). Naval (along with Turkish forts) and ground units activate separately (i.e., naval/forts cannot activate at the same time as ground units). Rotate any naval units which moved (not via Deployment) but did not fire 90 degrees to the right. Amphibious Movement (see Section 7.5) and Amphibious Assault Combat (see Section 7.6) takes place in a Ground Impulse.

Each formation's units are color-coded (by headgear), as well as having their divisional designations printed on the counter, for ease of identification. A formation and its units may normally activate once per turn, so the timing of which Impulse during the Operations Phase they activate is crucial. The owning player chooses how many units of a formation he will perform actions with, but rotate **all** the units of a formation in which any unit of the formation activated during an Impulse 90 degrees to the right to indicate that they have activated once (also any Independent units which activated with the formation). Activated ground units can either move then conduct combat or vice-versa (however, all units **must** do the same).
Exception: *See Section 11.1 for Allied Reserve mode cavalry units, as well as Case 7.3.2c for second activation of other ground units.*

7.2.1 Independent Units: All units which do not have a divisional ID printed on their counter are considered "independent" and may activate once per turn with any of their side's formations. See the ground unit examples on the PAC for the location of divisional ID.

7.3 Impulse Sequence

At the beginning of each Impulse both players roll 1D6. The Allied player can add 1 to this DR if he is declaring a naval activation. Either or both players may also add another +1 if they have air observation available that turn (see Section 11.4). The high roller performs his First Player Segment and activates his units first for that Impulse (reroll any ties). When supplied ground units activate, the owning player decides if the units will first move and then conduct combat, or vice versa.
Exception: *Allied Reserve mode cavalry units, (see Section 11.1).*

All units activating in the Impulse **must** conform to this sequence. The opposing player can choose to follow the same sequence in his Second Player Segment of the Impulse or perform the other. Only supplied units may activate in the Impulse to move without restriction and conduct combat.
Exception: *If only one player chooses to expend SPs to perform additional activations, or the opposing player does not have any units capable of being activated for the Impulse, there is no reason to determine the initiative since only one player will be activating any units.*

7.3.1 Ground Combat Activation: Activated units that conduct combat before moving have a 1 right column shift when resolving combat on the Combat Results Table. After combat the activated units may move up to their MP allowance.
Note: *Not possible in Amphibious Assaults.*

7.3.2 Ground Movement Activation: Activated units move from one adjacent area to another, up to the limits of their MP allowance. Infantry units normally move a maximum of 1 area per turn. Cavalry units can move up to 2 areas per turn, but only if the first area they enter is free of enemy units. Artillery units that have fired may not move unless forced to retreat. After the completion of movement, activated units can engage in combat against enemy ground units in adjacent areas.

Units that begin in an area adjacent to an area occupied by enemy ground units may only move to another area if one of the following applies:

- The new area being moved to is not adjacent to an area occupied by enemy units; **or**
- The area the units will move into began the Impulse or second activation with an entrenched friendly unit occupying the area, and that unit is currently there; **or**
- The moving units are in supply, not making a second activation, and pass an unmodified ML check.
  Note *If the unit passes the ML check it* ***must*** *move.*

7.3.2a Strategic Movement Ground units that do not move adjacent to an enemy-occupied area may move an unlimited number of connected land areas provided all areas the unit enters were under friendly control at the start of the unit's activation. Units may move to their off-map holding areas using Strategic Movement via a friendly supply source area. At the end of its movement any units that engaged in Strategic Movement may not end their movement in entrenched mode.

7.3.2b Unsupplied Movement An unsupplied ground unit may move up to 1 area provided the unit does not move into an area adjacent to an enemy unit. It may begin its activation adjacent to an enemy unit to move away. Unsupplied units may not utilize Strategic Movement. At the end of its movement an unsupplied unit may not be flipped to its entrenched side.

7.3.2c Second Activation: Second activation is either a ground activation (only eligible ground units can be selected) or naval activation (only eligible naval units can be selected). Only naval, fort or ground units that are both in supply and in Normal status which have already been activated earlier in the turn can be activated for a second time. They can be activated in the same turn anytime during an Impulse after the Impulse they have been activated. Either player can perform a second activation, during a friendly or enemy Impulse. A naval second activation can be performed during a Ground Impulse and vice versa. A second activation cannot be begun to interrupt another second activation in progress. A second activation during an opponent's Impulse cannot be performed until the opponent has performed an action (movement or combat) with at least one of his units during his Impulse. In order to second activate units, 1 SP (2 SPs in June through September turns) must be expended, then the player rolls 1D6. The DR result indicates the number of eligible units (player's choice of units) that can then be reactivated for a second time.
Exception: *Reserve cavalry units (see Section 11.1) do not require the expenditure of 1 SP to activate.*

No unit may activate more than twice in a turn. Rotate units that have activated a second time in the turn an additional 90 degrees so that they are now turned a total of 180 degrees (or if naval/fort/artillery rotate them to 180 degrees) to indicate they cannot activate again in the turn. Only the units chosen are considered "second activated" (not like the first activation where the entire formation is considered activated). When a naval, fort or artillery unit is activated for a second time, flip those units to their un-fired side first (before perfoming the action). They will be flipped and rotated appropriately after performing their second activation. Players can choose the second activation option more than once as long as they have enough supply available and eligible units which can be activated a second time. Second activations occurring after all Impulses are concluded are performed alternating between players with the first player going first. Passing on performing a second activation does not preclude performing one at a later point during this part.
Designer's Note: *A player can only interrupt an opponent's Impulse with units that are activating for a second time. In other words, the player with the initiative will be guaranteed a first activation free of any interruptions by an opponent. This is a design intention and the decisions made by the initiative player for this first activation should be considered carefully. The only possible exception to this would be Reserve Cavalry units (11.1) that could be used to interrupt any activation, including the initiative player's first, with their "bonus" activation.*

7.3.2d Entrenchment: Activated, supplied infantry units can freely flip from entrenched to attack mode at the beginning or end of movement, but entrenching can only be performed once per turn. It does not cost any MPs to do so. Units that perform strategic movement, amphibious assault, or are unsupplied may not flip to their entrenched side. Infantry units in Entrenched Mode can still attack (albeit with the lower Attack Factor).

7.3.3 Naval Unit Movement: Activated naval units move from one sea area on the map to another. Naval units that will engage in Naval Gunfire, Bombardment or Minesweeping attacks may only move 1 area after deployment.

Deploy Allied naval units from the Allied off-map holding area at the beginning of any Naval Impulse onto the map in any sea area free of any Turkish mine markers and whose deployment route does not pass through sea areas with Turkish mine markers. After deployment, the naval units may move through any number of areas free of Turkish naval and mine markers, providing they will not participate in Naval Gunfire, Bombardment or Minesweeping.

Deploy Turkish naval units from the Turkish off-map holding area to the map in the “To Sea of Marmara” sea area. After deployment, they can move as many areas as desired, provided that the area contains a Turkish mine marker, or is free of adjacent non MS Allied naval units. If this is not the case they can move 1 area (if they wish to participate in Naval Gunfire, they can only move 1 area). Turkish naval units may only be deployed if Allied naval units are deployed that turn.

Similar to their ground counterparts, activated naval units can activate for a second time in an Operations Phase by the owning player expending 1 SP (2 SPs in the months of June through September) and rolling 1D6 to determine the number of naval units that can activate.

All naval units are returned to their off-map holding areas in the Recovery Phase (see Section 9.2 for Disabled and Crippled naval units). Allied Naval non-MS warships which plan to move and begin their second activation in a sea zone with a revealed minefield marker or adjacent to a sea area with an unrevealed minefield marker, will immediately be attacked by all eligible mine markers (Case 8.5.1) before they make this move.

7.3.4 Naval Unit Combat: Naval units engage in combat with opposing enemy naval or fort units that are in range through naval gunfire attacks. Unlike ground units in assault combat, there is no advantage one way or another if naval units attack then move or vice-versa. Deployed but unfired naval units can bombard (see Section 8.2) or provide the support needed for an Intensive Assault (see Section 7.6 and Case 8.3.2) during a ground activation.

7.4 Stacking

Both sides may have more than one unit in an area. Opposing ground and naval units may never occupy the same area. Stacking limits are enforced at the end of movement.
Designer’s Note: *The stacking rules represent more the ability to command and control the combat units within an area than the physical ability to fit X amount of men and material into Y amount of space. Both sides realized at this point that having many men crammed into a small space created a “target rich environment” for artillery.*

7.4.1 Allied Ground Unit Stacking: The Allied player may have all of one division’s units plus up to two Independent units in an area. No more than 4 units not of the same formation can stack in an area, however all of the units must be from the same nationality (all French or all Commonwealth) for this limit to apply. Only one French and one Commonwealth ground unit, regardless of formation, may occupy the same area.

7.4.2 Allied Naval Unit Stacking: The Allied player may stack as many naval units of the same nationality as desired in an all-sea area. Up to four British and French naval units in total can occupy the same all-sea area. MS units never count against stacking and may be in a sea area with either French or British warships without restriction.
Exception *Any number of naval units (either side) may stack in the Aegean Sea area.*

7.4.3 Turkish Ground Unit Stacking: The Turkish player may have all of 1 formation’s units in an area. The German and Independent units stack for free (they do not count against stacking limits).

7.4.4 Turkish Naval Unit Stacking: All five Turkish ship units may stack in an area.

7.4.5 Other Units: Allied Beachheads and all markers never count against stacking limits.

7.5 Amphibious Movement

Allied units begin the game, or the initial turn of entry if a reinforcement, in the Allied off-map holding box. Ground units that utilize amphibious movement are taken from the off-map holding box and placed either in the assault area or with an in-supply Beachhead unit of its nationality (French or Commonwealth). Those units that move to an assault area must conduct an amphibious assault on any adjacent enemy units. The assault area must be free of Turkish mines for amphibious movement to be used.

If the sea conditions are Rough each unit must perform an unmodified ML check. If the unit passes, it is unaffected. If a ground unit fails, it is either returned to the Allied off-map holding area or marked as Disrupted (Allied player’s choice).

If a unit uses amphibious movement to move to an area with an in-supply Beachhead and the unit is not disrupted by Rough seas, it may continue moving (either regular or Strategic) even if adjacent to an enemy-occupied area. If the unit is placed in an amphibious assault area, its move is completed for the Impulse, though it may advance after combat (see Case 8.3.5).

7.6 Amphibious Assault

All units in an amphibious assault area (sea areas labeled “Assault Area”) adjacent to an enemy-occupied land area must conduct an amphibious assault combat. If there is a warship (not MS) in the amphibious assault

area that has not fired, it may qualify as an Intensive Assault (as well as expending the required SPs, see Case 8.3.2).

Amphibious assaulting units may combine with units already ashore in attacking the same enemy area. These additional units must conduct the move then combat sequence of activation (see Case 7.3.1). If they begin adjacent to the area which is being amphibious assaulted, they may elect to move zero areas in order to combine with the amphibious assault.

If the defender's units are not cleared from the area being amphibiously assaulted, the amphibious assaulting units are automatically Disrupted, in addition to any other combat result, and returned to the Allied off-map holding area.

Units that engage in an amphibious assault may not entrench. Any warship that enabled an Intensive Assault is turned to its Fired side at the conclusion of the attack.

Beachhead units can be placed after a successful amphibious assault, with the Beachhead unit placed in the land area just conquered. The Beachhead units are placed after all amphibious movements and assaults for the Impulse have been resolved (see Section 11.2).

7.7 Exiting the Map

Allied ground units can exit the map at Area GP34 via either normal or Strategic movement. Units that exit the map may not return under any circumstances. If a line of supply can be traced to the area the units exited from, they count towards the "sudden death" requirements. If, at the end of the game, a line of supply cannot be traced to the area the units exited from, they are considered eliminated, and VPs are awarded to the Turkish player.

8.0 COMBAT

Ground and naval units engage in combat during the Operations Phase. Infantry and cavalry units engage in Assault combat. Artillery and naval units can engage enemy ground units in bombardment fire. Naval units can engage Turkish forts and Turkish forts can engage enemy naval units with Naval Gunfire combat.

8.1 Naval Gunfire Combat

Naval units have two combat factors. The left factor represents the ship's Primary Battery(PB). The right factor represents the ship's Secondary Battery (SB). If a ship has 0 for a factor, that indicates the vessel is not equipped with this type of weaponry and cannot attack. PB factors and Allied artillery units CFs which are colored medium brown and outlined in black are considered heavy caliber weapons and confer a -1 DR modifier when resolving hit effects. All Turkish forts have PB and SB factors of 1 (no heavy caliber weapons; see Section 11.3).

8.1.1 Naval Gunfire Range: All PB have a range of 2 areas and all SB have a range of 1 area. These ranges are increased by 1 (for both PB and SB) if a side has Air Observation that turn, but all ranges are reduced to only 1 area in Foul weather turns. Units may fire over (through) land areas, and areas occupied by other naval units, but have a +1 DRM modifier if they do so. Warship (not fort) ranges are reduced by 1 (PB and SB) when firing **into** or **through** land areas, and reduced by 2 if the ship is firing from the Aegean Sea zone.

8.1.2 Naval Gunfire Procedure: Naval Gunfire combat is conducted on an individual basis for ships and forts. All of the ship's or fort's batteries must fire on the same target (they cannot split their fire among different targets; it is all-or-nothing). The owning player designates all of the firing unit(s) and their target(s). He then rolls 1D10 for each factor in the battery that is firing. For example, if the ship has a PB of 1 and a SB of 2 the player rolls 1 time for the PB and 2 times for the SB. Modify each DR as follows (use all that apply):

- +1 for Rough seas
- +2 for Foul weather
- +1 for each overland area beyond range of 1

A hit is scored if the modified result is less than the firing unit's ML. For each hit the firing player rolls another D10. Modify the DR as follows (use all that apply):

- +1 by a BB or BC against a B or fort
- -1 by a SB against a fort, B, BC, or BB
- +1 by a PB with heavy caliber weapons
- -2 firing Ship / Fort was marked as Disabled

If the modified DR is less than or equal to the target's Morale Level (ML) nothing happens (the shell bounced off or hit a non-vital part of the fort/ vessel). If the modified result is greater than the target's ML, damage has been inflicted as follows:

- The first hit on a fort or vessel causes it to be marked with a Disabled marker.
- A hit on a disabled fort or vessel causes it to be marked with a Crippled marker. Turn the targeted ship or fort over to its Fired side if not already fired.
- A hit on a crippled fort or vessel destroys/sinks it. Immediately remove the unit permanently from play.

A modified DR result of 10+ indicates a possible critical hit. Roll another die. If the DR is "even" there is no additional damage (you ducked a BIG bullet!). If the DR is "odd", the fort or vessel catastrophically explodes and is immediately removed from play. After a naval unit's attack is resolved it is flipped to its Fired side.

8.1.2a Artillery Versus MS Naval Units: In-supply Turkish artillery units may fire on British MS units as a form of Naval Gunfire attack during their Fort/Naval Impulse. Turkish artillery units may never fire on other warships. Each unit has a range of 1 (up to 2 in Fair weather if the Turks have the German air unit in play) and an SB factor of 2 (it has no PB factor). The artillery unit is flipped to its Fired side (may not later move or conduct a bombardment attack) if it attacks an MS unit, unless it is activated a second time (see Case 7.3.2c). This activation does not cause the rest of the division to become activated.

8.1.3 Damage Effects: The damage effects from Naval Gunfire can be found in Case 8.4.2 Naval and Fort Unit status.

8.2 Bombardment

Naval units, in-supply forts and in-supply artillery units can engage in Bombardment attacks against enemy ground units. The ranges for Bombardment attacks are up to 2 areas in Fair weather, up to 3 with Air observation, and 1 in Foul weather (adjacent areas only). Warship (not fort) ranges are reduced by 1 (PB and SB) when firing **into** or **through** land areas, and reduced by 2 if the ship is firing from the Aegean Sea zone. Total the number of factors firing (PB and SB combined, CF for artillery) and consult the Bombardment Table to resolve the Bombardment. Modify the D6 roll as follows (use all that apply):

- +1 if a third or more of the bombarding CF is composed of PB from a B, BC or heavy caliber weapons *(heavy caliber units have their CFs outlined in black)*
- +1 if there are in-supply friendly units on a Hill adjacent to the target (+2 if the friendly occupied terrain is Hill and the targeted area is not Hill terrain)
- +1 if Air observation
- -1 if Foul weather turn
- -1 if only 1 or 2 enemy units in target area
- -1 if there is a Town in the target area

Turn all of the firing units over to their Fired sides once the Bombardment has been resolved. An area may be Bombarded multiple times during an

Impulse. Bombarding units may combine their Bombardment attacks with other units or attack individually.

8.2.1 Bombardment Results: The Bombardment table has results of No Effect, 1, 2, 3, or All. A result of No Effect means the units in the targeted area are not affected by the Bombardment. Any other result indicates the number of enemy units that are affected by the Bombardment, owning player's choice. If there are not enough units in the area to satisfy the result any excess is ignored.

For each affected unit the owning player performs an ML test by rolling 1D10. Add +1 to the DR if the unit was not entrenched or +2 if Broken (+3 if both apply). If the modified result is less than or equal to the unit's ML the unit is unscathed. If the modified result is greater than the unit's ML the unit is considered Disrupted; if already Disrupted the unit is Broken. Mark the affected unit with the appropriate marker. A unit that is already Broken and fails this test is eliminated.

8.3 Ground Assault Combat

Activated in-supply ground units can attack enemy ground units in adjacent areas through Assault combat. Ground Assault combat can only take place against areas that contain enemy ground units.

8.3.1 Ground Assault Combat Procedure: The attacking player designates the attacking units and the area to be attacked. All of the attacking units' attack CFs are totaled, as well as all of the defending units' defensive CFs. The CF can be modified as follows (use all that apply):

- Broken units' CFs are reduced by a half (drop any fraction, but not to less than 1).
- As modified by terrain (see the Terrain Effects Chart).

The attacking CFs are compared to the defending CFs to determine an odds ratio (round off fractions in favor of the defender). Make column shifts on the CRT if any of the following apply (use all that apply):

- Units that attack before moving have a column shift of 1 to the right.
- Intensive Assault causes a column shift of 1 to the right (Case 8.3.2).
- If the defender is assaulted by ground units from more than 1 area, this causes a column shift 1 to the right.
- Foul weather causes a column shift 1 to the left.

1D6 is then rolled and modified as follows (use all that apply):

- +1 if all defenders are Disrupted or Broken.
- -2 if any of the attackers are performing an amphibious assault.
- -1 if there is a Normal status fort in the defender's area.
- +2 if all defenders are Out of Supply (OOS).
- +1 subsequent attack. If a defender has been attacked earlier this turn by ground assault, any subsequent ground assault in the turn will have this DR modifier.

Attacks are not allowed at less than 1-4 odds and there is a maximum of a +/- 2 DRM per combat.

8.3.2 Intensive Assault: An attacker can perform an Intensive Assault against an enemy occupied area if all the following apply:

- All attacking units are in Attack mode (face-up).
- There is one un-fired artillery unit (face-up) or un-fired BB, B or BC naval unit within range of the defender's area.
  Note: *A BB, B or BC may only support an Intensive Assault if it is an amphibious assault and the naval unit is in the same assault sea area as the attacking ground units.*
- An SP is expended by the attacker.

If the above conditions are in effect the Assault combat will have a 1 right column shift. The artillery or naval unit that participated in the Intensive Assault is turned to its Fired mode.

Optional Rule: *The artillery unit must have at least one of the attacking ground units from the same formation to participate in an Intensive Assault. A supporting B/BC/BB warship must have at least one ground unit of the same nationality to support the attack.*

8.3.3 Combat Results: Results on left of the slash affect the attacker, those on right, the defender. The Combat Results Table has results of No Effect, 1, 2, or All. A result of No Effect means the units on that side are not affected by the Assault combat. Any other result indicates the number of units that are affected by the Assault, owning player's choice, but apply the defender's results before those of the attacker. If there are not enough units in the area to satisfy the combat result any excess are ignored.

For each affected unit the owning player rolls 1D10 and adds the number result from the combat (treat "A" as a +2 DRM). Also add 1 to the DR if the unit was Out of Supply or +2 if Broken (+3 if both apply). If the modified result is less than or equal to the unit's ML the unit is unscathed. If the modified result is greater than the unit's ML the unit is considered Disrupted; if already Disrupted the unit is Broken. Mark the affected unit with the appropriate marker. Disrupted and Broken status units must retreat 2 areas in Assault combat. A unit that is already Broken and fails this is eliminated.

Alternatively, a player can voluntarily choose to eliminate a unit in Assault combat. For each unit eliminated this satisfies 2 "steps" of the combat result (consider an "All" result to be worth 4 "steps").
Example: *A defending stack of 3 units gets an "A" Assault combat result. The defender could choose to eliminate any 1 of the units, leaving a result of 2. Eliminating a second unit would leave the surviving defender unscathed and not needing to roll against its ML at all. Hint: It may be that a unit is unlikely to survive its upcoming ML check. Eliminating it outright may buy the others the chance to live and fight another day…*

8.3.4 Retreats Units that must retreat as a result of Assault combat can only be moved through areas that are not occupied by enemy units. The units may retreat additional areas to avoid over-stacking. Units may also retreat off a friendly map edge (Turkish) or in-supply Beachhead (Allied). If over-stacking is the only option, and the units can trace a supply line, the units must perform an ML check. Those that pass the ML check are immediately placed in their off-map holding area (Turkish units can then be returned to the map per the reinforcement rules 10.3). Those that fail, or cannot trace a supply line, are eliminated.

All fired artillery units that retreat must perform an unmodified ML check. If they fail the ML check, they are eliminated. Any other ground units that retreat into a Hill area, or through an area adjacent to an enemy-occupied Hill area, must perform an unmodified ML check. Those units that fail the ML check are eliminated.

8.3.5 Advance After Combat If a defender's area is vacated, the attacker may advance units, up to the stacking limit, into the area. Any enemy Turkish forts or Allied Beachheads that remain in the area are eliminated.
Optional Rule: *If an area adjacent to attacking units is not occupied by the opposing player, the units may advance into the vacant area if all of the following applies:*

- *The advancing units pass an ML check (add 1, maximum, to the DR if enemy units on a Hill are adjacent to either the attacker's area or the one being advanced into).*
- *The combat phase is not part of a Second Activation.*

Designer's Note: *Use this rule as a play balance as it will tend to favor the Allied player.*

8.4 Unit Status

As mentioned already, units have various states that denote their ability to perform as a unit and perform combat. Markers are used to denote units that are not in Normal status.

8.4.1 Ground Unit Status Ground units have the following states:

A. Normal Status: The unit has no status marker on it so there is no change in a unit's movement or combat factors, nor any limits to its ability to move or perform combat.

B. Out of Supply Status: The unit can only move in areas not adjacent to an enemy unit, except as a result of retreat, and cannot attack. The unit may not flip to entrenched mode, but may remain entrenched if already in that mode. An out of supply unit defends with a +2 DRM in Assault combat, and adds 1 to any Assault combat ML checks it makes.

C. Disrupted Status: Unit may not move (except as a retreat) or attack. A disrupted unit may flip to entrenched mode if the owning player so desires (this must be decided as soon as the unit is disrupted).

D. Broken Status: The unit may not move (except as a retreat) or attack, nor may it entrench. A broken unit defends with half its CF (drop any fraction, not less than 1). +2 ML check DRM.

E. Fired Mode: Artillery units that participated in any form of combat are turned-over to their Fired sides. Fired artillery units may not move but may retreat (and must pass an ML check to avoid elimination).

F. Entrenched Mode: Infantry units can flip to their entrenched mode at the beginning or end of movement, but only once per turn (i.e., an infantry unit that begins its activation entrenched cannot flip to attack mode and then re-entrench). Entrenched units have a lower AF and higher DF and can attack.

Exception *Units that participate in Strategic Movement or Amphibious Assault may not entrench at the end of their activation (however, they can do so if activated for a second activation in the Operations Phase).*

G. Attack Mode: Face-up infantry and cavalry units are considered in Attack mode. One of the qualifications for an Intensive Assault is that all attacking units are in Attack mode.

H. Reserve Mode: Cavalry units that are in Reserve mode can activate after any combats in the Impulse have been resolved (see Section 11.1).

8.4.2 Naval and Fort Unit Status: Naval/fort units have the following states:

A. Normal Status: The unit has no damage marker so there is no change in a unit's PB, SB or movement factors, nor any limits to its ability to move (ships only) or perform combat (Naval Gunfire or Bombardment).

B. Fired Mode: Naval/fort units that participated in any form of combat are turned-over to their Fired sides.

C. Disabled Status: Unit's PB and SB factors reduced to 1 (fort PB and SB unaffected). Disabled forts lose their -1 Assault combat DRM. A -2 DRM for any damage effect DR is applied. A +2 DRM to minesweeping rolls applies for disabled minesweepers. A unit must roll to determine if it is repaired (see Section 9.2).

D. Crippled Status: Naval/fort unit's PB, SB and movement factors reduced to 0. A minesweeper cannot perform Minesweeping. Owning player must roll in the Recovery Phase to determine if a ship sinks (awards VPs to the opponent) or is removed from the game (with no VP award). Forts that are Crippled cannot perform Bombardment attacks and lose the -1 DRM in Assault combats. Forts could be returned to play by the expenditure of SP (see Section 9.2) or the elimination (scrapping) of a warship by the Turkish player (see Section 10.6).

E. Sunk: A naval unit that is sunk is permanently removed from the game and causes the award of VPs to the opponent. Sunk naval units cannot be returned to the game.

Exception *MS units can be "replaced" by the Allied player by the expenditure of VPs.*

Note *An area that comes under the control of Allied ground units causes the immediate elimination of any forts in that area. Eliminated forts cannot be re-entered into the game.*

8.5 Mines

Mine markers are placed by the Turkish player during the Mine Determination Phase of each turn. The number of mine factors that are available is determined by rolling 1D6 each turn on the Mine Determination Table (see PAC) and the result added/deployed as described below to those mine markers already placed on the map. The mine markers are allocated to the various sea areas on the map by the Turkish player.

No more than 2 mine markers (up to 4 factors) may be deployed in a sea area. Mine markers may never be placed in an area with an Allied Beachhead unit in the coastal land area adjacent to the sea assault area. There are a number of Dummy mine markers that the Turkish player can use to help deceive the Allied player. Mine markers (Dummy, Level 1, Level 2) are deployed by the Turkish player during the Strategic Phase of each turn in any sea area not adjacent to those ground areas occupied by Allied ground units (including Beachhead units), except those areas already containing mines. The total number of mine markers that can be deployed outside of a Dardanelle Strait area is determined by the Turkish player during set up, and none of these may ever be in the Aegean Sea.

8.5.1 Mine Attacks: The Turkish player may perform mine attacks at the end of any Naval Impulse, and before (not after) Allied mine-sweeping attempts have taken place. Mine attacks are also performed in sea areas where units that second activated are located at the end of the seond activation. Whenever a non-MS Allied naval unit enters a sea area with a mine marker, the marker is turned over to reveal the number of factors it has. Dummy markers are immediately removed (but can be re-used in subsequent turns). Each Allied naval unit present is attacked once (Mine Level 1) or twice (Mine Level 2) for each mine marker present. Revealed Mine Level 1 and 2 markers attack all Allied non-MS naval units in the area. Mine Level 2 markers also attack all non-MS naval units in adjacent sea areas (not the Aegean Sea, how-ever). Roll 1D10 and if the result is less than or equal to 7, the ship is unscathed. If the result is 8 or 9, the naval unit is Crippled. If the result is 10, the naval unit is immediately sunk. Mine markers (except Dummies) are not removed, and continue to attack eligible enemy non-MS naval units present, until they are cleared.

8.5.2 Minesweeping: Activated (normal or second activation), non-crippled minesweeper (MS) naval units can attempt to clear sea areas with Turkish mines at the end of each friendly Naval Impulse or their second activation (after any mine attacks). Allied player rolls 1D10 for each MS naval unit in an area with Turkish mines. Modify the DR using all that apply below.

- +1 if MS unit was fired at by Turkish forts, artillery, or naval units
- +2 if the MS naval unit is Disabled
- +1 Rough seas

The results of the modified DR are as follows:

- 1 or 2 — 2 Mine Levels cleared
- 3 to 7 — 1 Mine Level cleared
- 8 or 9 — No mines cleared
- 10 or more — No mines cleared *and* MS naval unit is Crippled

Clearing 1 Mine Level either allows the removal of a Mine Level 1 marker, or reduces a Mine Level 2 marker to a Mine Level 1 marker, Allied player's choice.

9.0 RECOVERY

Both sides can attempt to restore ground units to Normal status and repair damaged naval units and/or forts during the Recovery Phase.

9.1 Ground Unit Recovery Status

Ground units attempt to recover from Disrupted or Broken status to Normal status by performing an ML check, rolling 1D10 for each unit. See the ML table printed on the map, as well as Section 2.4, to determine each unit's ML. Modify the DR as follows (use all that apply):

- +1 if the unit is not entrenched and adjacent to an area occupied by a Normal status enemy ground unit
- -1if the unit is in an area not adjacent to an area occupied by a Normal status enemy ground unit
- +1if the unit is Out of Supply
- +2if the unit is Broken status

If the modified result is less than or equal to the unit's ML, the unit returns to Normal status. If the modified result is greater than the nationality's ML but not greater than 10 the unit remains in its current status. If the modified result is 11 or more the unit is eliminated.

9.2 Fort and Naval Unit Recovery

Disabled forts and naval units can attempt to recover to Normal status by performing an ML check, rolling 1D10 for each unit. The DR is modified as follows (use all that apply):

- -1if the naval unit is a BC
- -1if the naval unit is a Commonwealth unit of any type
- +1if the naval unit is a Turkish B *(these were really old!)*

If the modified result is less than or equal to the nationality's ML, then the fort or naval unit returns to Normal status. If the modified result is greater than the nationality's ML, but not greater than 10, the fort or naval unit remains in its current status. If the modified result is 11 or more the fort or naval unit is eliminated (*something went horribly wrong with the damage-repair parties…*) and the opponent receives VPs for the unit's destruction.

Crippled naval units are always removed from play (*the damage is too severe to repair except at home in dry-dock*). For each crippled naval unit perform an ML check by rolling 1D10 for each unit. There are no modifiers. If the DR is less than or equal to the nationality's ML, the disabled naval unit is removed from the game with no penalty. If the DR is greater than the nationality's ML, the crippled naval unit is eliminated and the opponent is awarded VPs for its sinking.
Note: *Sunk or crippled MS naval units may return to play as replacements. Crippled forts may only be repaired per Section 10.6, third bullet.*

9.3 Final End Phase Activities

After ground and naval units perform their Recovery checks the following actions are performed to complete the turn, in the order listed:
Remove all "Out of Supply" markers.

Return all naval units to the off-map holding boxes.

Turn all Fired artillery and fort units to their Un-fired mode and reorient all ground units to the un-activated orientation.

Calculate and total VP awards for both sides. Determine if a "Sudden Death" victory has been achieved.

If this is not the last turn of the game, or a "Sudden Death" victory has not been achieved, advance the Game Turn marker one space on the Turn Record Track. Re-set the Impulse Marker to 1.

10.0 REINFORCEMENTS & REPLACEMENTS

Both sides receive reinforcement units during the course of the game. Some are received without any preconditions. Some are received based upon availability or the award of VPs to the opponent. To a limited extent, both players can replace units that were eliminated earlier in the game.

10.1 Regular Allied Reinforcements

The following units become available on the following game turns:

Turn 2

- 1st French Infantry Division [3 units]
- ANZAC Division [4 units, less the 2nd
- Australian Light Horse and New Zealand Mounted Brigades]
- 29th British Infantry Division [4 units]
- 1st Australian Infantry Division [5 units]
- 3 British and 2 French Beachhead markers

Turn 3

- 42nd (East Lancashire) Division [4 units]
- 29th Indian Brigade
- 52nd (Lowland) Division [4 units]

Turn 4

- 2nd Australian Light Horse and New Zealand Mounted Brigades [2 units, part of the ANZAC Division]
- 2nd French Division [3 units]

During the turn the Suvla Bay invasion restriction is lifted, the following units become available:

- 10th (Irish) Division [4 units]
- 11th (Northern) Division [4 units]
- 13th (Western) Division [4 units]
- 53rd (Welsh) Division [4 units]
- 54th (East Anglia) Division [4 units]

All the above divisions arrive with the 4th Commonwealth Beachhead Unit (see 13.5)
Note: *See Case 10.5.1 for VP awards if Allied units are withdrawn from the game.*

10.2 Conditional Allied Reinforcements

The following unit becomes available beginning with Turn 1:

- *BB Queen Elizabeth* — 2 VPs per turn in play

The following units become available beginning with Turn 3:

- B Goliath and B Implacable — 1 VP each

The following units become available beginning with Turn 4:

- 1st Mounted Division [5 units]. — 2 VPs
- 2nd Australian Division [4 units]. — 2 VPs
- Southeast, 2nd Southwest, East, and Lowland Mounted Cavalry Brigades [4 units]. — 1 VP each

All Allied reinforcement units enter the game in the Allied off-map Holding box. Conditional reinforcements may only enter play if the Allied player has sufficient VPs to meet the cost and award to the Turkish player.

10.3 Regular Turkish Reinforcements

The following Turkish formations are available as reinforcements on the turns indicated. All units enter the game at any north-east or south map edge area in Normal, unentrenched status.

Turn 2
- 12th Division [4 units]

Turn 3
- 15th Divison [4 units]
- 16th Divisions [4 units]

Turn 4
- 8th Division [4 units]

10.4 Conditional Turkish Reinforcements

The following units are available on any game turn beginning with Turn 2 provided that the conditions are met by the Turkish player for putting these units into play: *Goeben* and *Breslau Infantry Regiments*. These ground units enter play only if their corresponding naval unit was disabled, sunk, or purposefully removed from play by the Turkish player (see Section 10.6). They may enter the game at any east or south map edge area that is free of Allied units in Normal, un-entrenched status.

Independently of the above paragraph all Turkish and German naval units are available on any turn the Allied player enters Allied naval units into the game. These are deployed in the "To Sea of Marmara" area. Normal status Turkish and German naval units are returned to the Turkish off-map holding area at the end of the turn.
Note: *Turkish and German naval units may never enter play if the Allied player has not entered any of his naval units into play for the Impulse.*

Independently of the both paragraphs above, the following German "Volunteer" units become available should the "Increased German Support" Random Event be rolled: *1 artillery and 3 infantry regiments*. The Allied player is awarded 2 VPs per unit entered into play. These ground units may enter the game at any east or south map edge area that is free of Allied units in Normal, un-entrenched status.

10.5 Allied Replacements

The Allied player can replace the following units provided that the conditions for re-entering the units are met.
- MS units can be replaced at a cost of 1 VP each.
- 2 infantry and non-heavy caliber artillery ground units can be replaced for 1 VP. If you have an odd number, either don't replace the extra unit or replace it and waste the other half of the VPs *(deal with it!)*.

All re-enter the game at the Allied off-map holding area. Those units that cost VPs may only be re-entered into the game if the Allied player has sufficient VPs to "pay" for them (subtract the VPs from the Allied total).

The following Allied units cannot be replaced under any circumstances:
- All non-MS naval units
- Beachheads
- Heavy caliber artillery units
- Royal Navy Division units

10.5.1 Allied Withdrawal: Beginning with turn 2, but no later than turn 6, the Allied player can win VPs by voluntarily withdrawing the following units from play:
- **Any cavalry brigade:** 1 VP per unit.
- **10th (Irish) Infantry Division [4 units]:** 1 VP per unit.
- **Royal Marine Division:** 2 VPs per unit if withdrawn on turn 2, 1 VP per unit on later turns.
- **29th Division:** 10 VPs if withdrawn before the start of the game. The division cannot be withdrawn once the game starts.

Note *The 29th Division was the subject of a great deal of discussion and disagreement between the British and French leaders. The French felt they had been promised this formation for the planned offensives on the Western Front, while others within the British High Command had tagged this unit for use as a reserve force or in a raid on the German-held Belgian coast. The VP award and "withdrawal" represent these points of view winning-out over those who planned/executed the Gallipoli offensive.*

Units withdrawn from the game must be able to trace a Line of Supply, cannot have exited from the east edge of the map, nor been eliminated and then replaced (applies only to the 10th Division, Indian Brigades, and cavalry in this instance). The units are simply taken off the map at the beginning of the Operations Phase. Withdrawn units cannot later be returned to the game (the decision is irrevocable).

10.6 Turkish Replacements

The Turkish player can replace the following units provided that the conditions for re-entering the units are met. All re-enter the game at any east or south map edge area free of Allied units. These units cost SPs and may only be re-entered into the game if the Turkish player has sufficient SPs to "pay" for them.

Each Turkish infantry unit can be replaced at the cost of 2 SPs. The SP cost is reduced to 1 if the "Increased German Support" random event is in play.

Two Turkish artillery units can be replaced at a cost of 3 SPs each. No more than two units can be replaced in the game unless the "Increased German Support" random event is in play, in which case up to 4 artillery units can be replaced during the game.

Crippled Turkish forts can be restored if the area is under Turkish control, a naval unit is permanently removed from play (its guns and crew are being removed to do this) and 1 SP per fort is paid. The replacement of a fort is irrevocable (i.e., the naval unit cannot later be returned to play).
Note: *The German* Goeben *and* Breslau *infantry units will enter into play should their ships be removed per this rule (see Section 10.4).*
Note: *Turkish Mine markers are not units in and of themselves. These may be recycled as needed up to the limits of the counter mix.*

The following units, if eliminated, may never be replaced by the Turkish player:
- Naval units
- German ground units
- Forts

11.0 SPECIAL UNITS

Both sides have units with special capabilities.

11.1 Cavalry Reserve

Cavalry units that are not in the Allied offmap holding area may enter Reserve status at the beginning of the Allied player's Operation Phase. Cavalry units in Reserve status can be flipped to move and attack at the **end** of the Allied player's combat phase in any Ground Impulse. This gives the Allied player a "bonus" activation within the same Impulse for Reserve status cavalry units (note that this does not require the expenditure of an SP as with additional activations).

If an area with Reserve status cavalry units is affected by Turkish bombardment, or subjected to a Turkish Assault, the Cavalry units must be flipped to their normal (face-up) sides and cannot re-enter Reserve status again that turn.

11.2 Allied Beachheads

Once all amphibious assaults are concluded, the Allied player may place Beachhead units in the land areas where a successful amphibious assault has been carried out (see Section 7.5). Commonwealth beachheads act as supply sources for Commonwealth units. French Beachheads act as supply sources for French units. Beachhead units have no CFs, do not count against stacking, and may not retreat. If alone in an area entered by a Turkish unit, a Beachhead is eliminated. Beachheads cannot be relocated once placed.

11.3 Turkish Forts

In-supply Turkish forts activate as naval units, and the Turkish Impulse can include both forts and naval units at the same time.

Each Turkish Fort has a PB and SB factor of 1 when supplied. Forts have no CF for assault combat, cannot retreat, and are eliminated if caught alone in an area by an Allied ground unit. They provide a -1 DRM if not damaged and are in a area with other Turkish ground units which are defending against an Allied Assault.

Forts are deployed onto the fort symbols in the areas marked on the map and cannot move except for the two forts designated with a letter. The “E” Mobile Fort can only be deployed in any coastal hex of the Gallipoli Peninsula (areas which start with a “GP” code) and may never occupy an Asia (area code starts with an “A”) coastal land area. The “A” Mobile Fort can only be deployed in any Asia "A" coastal area and may never occupy a “GP” coastal area. These two fort units can be moved to any other similar map area by removing the unit to the Turkish off-map holding area at the beginning of the Operational Phase. In a subsequent turn, at the beginning of the Operational Phase, the Turkish player can relocate the fort unit to a similar map area by expending an SP. These forts can recover or be restored as per section 9.2.

11.4 Air Observation

The Allied player receives the Allied Air Observation unit on every Fair weather game turn. The Turkish player receives the German Air Observation air unit through a random event.

The Air Observation unit increases all PB and SB ranges of their side’s naval and fort units by 1 for the turn it is in play. All bombardment attacks for the side with air observation have a +1 DRM.

There is no air combat in the game. Both sides can have the benefits of air observation on the same turn.

11.5 Royal Marine Division

This unit was formed by culling the Marine detachments from the many ships of the Royal Navy. The unit is available at-start.

Units of the Royal Marine Division do not need a Beachhead to trace supply as long as they are in a land area that has a sea area adjacent, free of mines.

The Allied player can withdraw the Royal Marine Division for VPs. 2 VPs per unit are received if the formation is withdrawn on Turn 2; 1 VP per unit if withdrawn on a later turn, but before the end of turn 6. No VPs if its units are withdrawn after turn 6.

12.0 WINNING THE GAME

Players can attempt to win the game through “Sudden Death” or by gaining more VPs than their opponent by the end of the game.

12.1 Sudden Death

Both players can achieve a Sudden Death victory. In the unlikely event both players have achieved their conditions for a Sudden Death victory at the end of the same turn the game is considered a draw. Sudden Death conditions are only checked starting at the end of turn 2.

12.1.1 Allied Sudden Death Victory: The Allied player automatically wins the game if he can trace a series of connected sea areas from the Aegean to the area marked “to Sea of Marmara” free of Turkish Mines. The Allied player also wins a Sudden Death Victory if 8 units are exited from the northeast map area and a line of supply can be traced from the area from which the units exited to an Allied Beachhead. Exited units cannot be returned to play on the map.
Note: *Should the Allied player not obtain a Sudden Death win, or a victory through VPs by the end of the game, and a line of supply cannot be traced at the end of any turn, all exited units are immediately considered eliminated. (They’re languishing in a Turkish prison actually for the rest of the war. Not a pleasant prospect.)*

12.1.2 Turkish Sudden Death Victory: The Turkish player automatically wins the game if there are no Normal status Allied ground units on the map and he has three times as many VPs as the Allied player after the Allies have attempted an Amphibious Assault.

12.2 Victory Points (VPs)

Barring a Sudden Death victory, the winner of the game is determined by players garnering VPs. The award of VPs is as follows:

- 5 if the Queen Elizabeth BB is sunk
- 5 for each BC that is sunk
- 3 for each B that is sunk
- 1 for every other type of naval unit that is sunk
- 1 for each Turkish ground unit that is eliminated
- 2 for each German or Allied ground unit that is eliminated
- 2 for each fort that is eliminated or not in Normal status by the end of the game (Allied player only)
- 1 for each Hill area controlled at the end of the game (Allied player only)
- 5 for each Beachhead unit eliminated (Turkish player only)
- ? Random Event
- ? deploying conditional reinforcements (both players)
- ? withdrawal of units (Case 10.5.1, Allied player only)

The Turkish player also gains **2 VPs** each turn in the first scenario and **3 VPs** each turn for the second and campaign scenarios he is able to maintain a line of sea areas across the Dardanelle Straits (Asia coast to European coast) with a mine marker (Dummy, Level 1 or 2), and the Allied player does not exit any ground units from the north-east area of the map.

13.0 SCENARIOS

There are two small scenarios depicting crucial periods of the fight for the Gallipoli Peninsula, as well as the Campaign game that covers the entire February to December 1915 Allied offensive.

13.1 A Bold Stroke

This scenario covers the initial Allied offensive in February. The plan was for the naval forces, centered on a fleet of pre-dreadnaught battleships, to support minesweepers that would clear the Dardanelle Straits. Ten thousand Royal Marines, drawn from ships throughout the Royal Navy, would conduct landings to complete the destruction of any Turkish batteries that managed to survive the fleet’s cannonade.

The Turkish player sets up first. The Allied player automatically has the initiative (no DR is needed) for the first Impulse. The scenario lasts one turn and has at least 2 Impulses (no Impulse Determination DR is made). The weather is automatically Fair with Normal sea conditions (no weather DR is needed). Players do need to roll to determine if a random event occurs per Module 4.0 after setting up.

13.1.1 Turkish Set Up: Turkish units set-up as follows. Units may be begin either in entrenched or mobile mode.

- 9th Division [4 units] and 19th Division [4 units], Gallipoli Peninsula south of areas GP 22 and 23.
- 7th Division [4 units] any area on the Gallipoli Peninsula north of GP 22 and 23 inclusive.
- 5th Division [4 units] and Brusa Regiment (labeled "BRU" on the counter), GP-33 and/or GP-34.
- 11th and 3rd Divisions [4 units each] A-1 to A-11.
- The Gallipoli Regiment (labeled "GAL" on the counter) sets up anywhere on the Gallipoli Peninsula (any GP area).
- All Turkish forts set up on their designated map areas with their Unfired sides face-up.
- The Turkish player has a number of mine factors equal to 1D6 roll plus 10 and 9 Dummy mine markers that can be deployed in any Dardanelle Strait or invasion area. Only a number of mines and dummy units equal to the roll of 1D6 *(made in secret – play nice!)* may be taken from those available and deployed outside of the Dardanelle Straits *(for example, if the Turkish player rolls a 4, up to 2 factors of mines [two Level 1 or one Level 2] and 2 Dummy units can be set up outside of the Dardanelles).*
- The Turkish pre-dreadnaughts *Harredin Barbarossa, Torgut Reis,* and *Sultan Mussudieh*, the German battlecruiser *Goeben* and light cruiser *Breslau* begin the game in the Turkish off-map holding area.

Note: *The Sultan Mussedieh was sunk a few months before the start of the Gallipoli campaign. Players can either delete this unit from the game, or keep it in as a "what if" and award the Allied player 2 VPs in compensation.*

- The Turkish player has a number of SPs equal to the roll of 1D6 plus 6.

13.1.2 Allied Set Up: The following naval units begin the game set up in any sea area free of mines. All ships begin in Normal status on their Unfired sides.

- French pre-dreadnaught battleships *Charlemagne, Galois, Bouvet* and *Suffren*.
- British pre-dreadnaught battleships *Irresistible, Triumph, Swiftsure, Albion, Vengeance, Cornwallis, Canopus, Majestic, Prince George, Lord Nelson , Ocean,* battlecruiser *Inflexible*, and 8 minesweepers.
- The Royal Marine Division [4 units] is available in the Allied off-map holding area.
- The Allied Air Observation unit is available.
- The Allied player has a number of SPs equal to a roll of 1D10 plus 5 available at the start of the game.

Neither side has any VPs accumulated (all VP marker units are in the 0 space of the Game Record Track). The Allied player may not land at the Suvla assault area.

13.2 The ANZACs Are Here!

This scenario covers the shift from a mainly naval offensive to one that increasingly turned to land forces to seize the Gallipoli Peninsula to drive away the Turkish defenders. This would then allow the Allied naval units to clear the straits and move on to taking Constantinople. That was the new plan at least…

Play begins with Turn 2 (April) and ends with conclusion of Turn 5 (July). The Turkish player sets up first. The Allied player begins the first Impulse with the initiative. Roll for initiative normally beginning with the second Impulse.

13.2.1 Turkish Set Up: The Turkish player sets up his units as in Case 13.1.1 with the following exceptions:

- Turkish forts *Hellas, Sedd-el-Bahr* and *Orkenic* are destroyed. For each fort south of Maidos roll a die. An "even" DR has the fort marked as Disabled, an "odd" DR means the fort is Normal status. All are on their Unfired sides.
- The Turkish player begins the game with a number of SPs equal to the roll of 1D10. This is added to the amount of SPs that are determined for turn 2.
- For each unit of the 9th Infantry Division [4 units] roll 1D6. If the DR = 1-3 there is no effect. If 4 or 5 the unit is marked as Disrupted. If 6 the unit is eliminated.
- All of the Turkish and German naval units set up in the Turkish off-map holding area.
- The Turkish player begins with 14 VPs.

13.2.2 Allied Set Up: The Allied player begins the game with the following units available in the off-map holding area:

- French pre-dreadnaught battleships *Charlemagne, Galois (starts disabled),* and *Suffren (starts disabled).*
- British pre-dreadnaught battleships, *Albion, Triumph, Swiftsure, Vengeance, Cornwallis, Canopus, Majestic, Prince George, Lord Nelson*, battlecruiser *Inflexible (starts crippled)*, and 8 minesweepers.
- The Allied Air Observation unit is available.
- The Allied player has 10 SPs available at the start of the game. This is added to the amount of SPs that are determined for turn 2.
- The following ground units/formations begin in the Allied off-map holding area: 29th, ANZAC, 1st Australian Infantry Divisions.
- 2 French and 3 Commonwealth Beachhead units.
- All units of the Royal Navy Division are in the Allied off-map holding area, but can be withdrawn.
- The Allied player has 6 VPs, plus any for eliminated Turkish 9th Infantry Division units, at the beginning of the game.

Notes *The Allied player can withdraw the 29th Division but this must be declared before the Turkish player sets up and the game begins (Case 10.5.1). The pre-dreadnaught battleships* Bouvet, Ocean, Irresistible *and* Triumph *are sunk. The Allied player may not land in the Suvla Bay assault area.*

13.3 Campaign Game

This scenario covers the entire Gallipoli Campaign, from February to December 1915. All of the game's standard rules are in effect except as noted below. Play begins as in Scenario 1, but continues until a Sudden Death victory has been achieved or to the conclusion of Turn 9, whichever is first.

13.3.1 Turkish Set Up: As per Case 13.1.1.

13.3.2 Allied Set Up: As per Case 13.1.2.

13.3.3 Special Rules: There are only 2 Impulses on Turn 1 (March). There can be a maximum of 2 Impulses on Turn 9 (November). The Allies have the initiative for the first Impulse of turn 1, no roll required.

13.3.4 Suvla Bay: The Allied player may not land at the Suvla Bay area until a number of turns equal to 1D6 roll plus 1 have been played. Use the 4th Commonwealth Beachhead unit to record the turn and the unit's availability in the Allied player's off-map holding area.

14.0 DESIGNER'S NOTES

A Fatal Attraction: the Gallipoli Campaign is a game that has sat in my "to do pile" for quite some time. Conversations with several gamers at the 2004 Origins and World Boardgaming Championship motivated me to get this title completed. This new edition of the rules more clearly defines what can and cannot be done in an Impulse and through second activations, and I would like to thank the publisher for their efforts in bringing it to you.

As before, both sides will feel constrained by the amount of supply on hand in conducting their operations. The Allied player has many more assets with which to carry the fight to the Turks, but will rarely be able to get all of them working in the same turn or Impulse. Timing and good fortune, as in war, will go a long ways to securing the route to victory.

The Turks will also feel a great deal of tension in fending off the infidels. There will be times when tough choices will have to be made as there will rarely be enough supply to keep all of your forces in full fighting trim. When and if the Germans deign to send increased supply to their Ottoman ally do not waste the opportunity. It may be just the time to sweep the cursed invaders from your shores!

15.0 CREDITS

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