

# A Fatal Attraction

House Rules & Tweaks by Earl Dixon © 2017

## New Terminology

**GOA:** The “normal activation” is now the “General Operations Activation” (GOA); a GOA can be Army (Land) or Navy (Naval). Only units that have not yet been activated in the current turn are eligible for a GOA. If there were 4 Impulses there could be 4 friendly Army GOAs, or 4 Navy GOAs, or any combination not exceeding 4.

**EES:** The “second activation” becomes an “Extra Effort Segment” (EES). An EES may be declared at the end of any GOA or EES, friendly or enemy. Expend a Supply Point (SP) and roll for the number of Army and/or Navy unit counters that can activate, as per the charts and tables. Players can alternate EES declarations, Phasing Player first, until both sides pass or run out of SPs.

**Activation Limits:** Units/formations may only be activated twice per turn. Use “1” or “2” strength markers from some other game to show how many times units have been activated. If units take part in an EES as their first activation, they may not take part in a GOA later. They could, however, take a second EES activation at the cost of another SP.

## The Royal Naval Division

The Marine Division is now called the Royal Naval Division (RND). The RND consists of one Royal Marine brigade (1M) plus two Royal Naval brigades (2N and 3N, formerly 2M and 3M) made up primarily of sailors. The RND is activated during a Navy GOA as a Naval formation. *Therefore it can never attack in combination with Army land units during a General Operations Activation. Its units could do so during an Extra Effort Segment, when mixed operations are allowed.*

**Sailors:** The 2nd and 3rd Naval brigades may only deploy and land in entrenched mode. They never flip. They may not move or advance from the area where they land, but they can attack into adjacent areas (unwise). They retreat by moving out to sea (back to the holding area). These two Naval brigades have a Morale Level of 5.

**Marines:** The Royal Marine Brigade (1M) has a Morale Level of 6. During a Navy GOA or an EES it moves, attacks, and changes modes (flips) like a normal unit. The 1M Royal Marine Brigade (only) may now conduct “raids” – see below.

## Marine Raids

During a Navy GOA the 1M Brigade can conduct “Raids” instead of deploying onto the map. Once the Allied Player declares the 1M is Raiding he may not change his mind.

**Raid Targeting:** The Allied Player rolls 1D6 and places the 1M counter on that number on the General Records

Track. This is the maximum number of Raids he can conduct during this GOA. Now he selects “targets” to be raided, one at a time, reducing the 1M counter by 1 for each Raid. He can make as many or as few Raids as he wishes as long as there are Raids (the 1M counter) remaining on the General Records Track. The target for each Raid is a Fort or a single Turkish unit counter in a coastal area. The same unit/ fort may not be raided more than once per turn.

**Raid Procedure:** The Allied Player rolls 1D10 for each Raid:

- On “1” or “2” the Raid succeeds and the target takes a “1” combat result; no retreat is required.
- On “3” thru “9” there is No Effect.
- On a “10” there has been a Catastrophic Setback: remove the 1M counter from the General Records Track and put it through a 1D6 Delay Procedure on the TRC; i.e., roll 1D6 and the 1M Brigade returns that many turns later.

## Kemal's 19th Division

The Turkish 19<sup>th</sup> Division regiments and the German Volunteer regiments now have a Morale Level of 7. *The Goeben and Breslau Naval Regiments stay at ML 6.*

*Pre-emptive Answer: ANZAC morale remains at 6 because of lack of training. Their higher AF represents their willingness to attack, not their resistance to slaughter.*

## Stacking and Divisional Integrity

**Allies:** The Allies may stack no more than 1 division + 1 independent (or Marine or Naval) brigade per area at all times. No more than one French brigade and one British Empire brigade may stack in the same area.

**Turks:** The Turkish stacking limit is now defined as four regiments, no more than one of which may be artillery, plus one independent regiment per area. *German Volunteers are independent regiments.* German and Turkish units may freely stack and attack together. Turkish Army GOA activation is by area, not by division. If one Turkish regiment in an area is activated, *all* regiments in that area are marked as activated whether they do anything or not. Turkish stacks may take part in Intensive Assaults to get Ship Bombardments in support, but there is no 1R shift. *So it's rarely worth the 1 SP expenditure for the Turk.*