## CONTENTS

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>19.0 Optional Rules</td>
<td>2</td>
</tr>
<tr>
<td>19.1 Out of Supply (OOS) Variant</td>
<td>5</td>
</tr>
<tr>
<td>19.2 Breaking down an LCU</td>
<td>5</td>
</tr>
<tr>
<td>19.3 Air Superiority (recommended)</td>
<td>5</td>
</tr>
<tr>
<td>19.4 Severe Weather Variant (recommended)</td>
<td>5</td>
</tr>
<tr>
<td>19.5 Invasion Initiative</td>
<td>5</td>
</tr>
<tr>
<td>19.6 Jerusalem</td>
<td>5</td>
</tr>
<tr>
<td>19.7 Eight Card Hands</td>
<td>5</td>
</tr>
<tr>
<td>19.8 Pre-Game Bidding Phase</td>
<td>5</td>
</tr>
<tr>
<td>19.9 Gallipoli Map (recommended)</td>
<td>5</td>
</tr>
<tr>
<td>19.10 Strategy</td>
<td>5</td>
</tr>
<tr>
<td>19.11 Sample Game</td>
<td>5</td>
</tr>
<tr>
<td>19.12 Strategy Guide</td>
<td>5</td>
</tr>
<tr>
<td>19.13 Set-up</td>
<td>5</td>
</tr>
<tr>
<td>19.14 Set-up of November 1914 Scenario</td>
<td>5</td>
</tr>
<tr>
<td>19.15 Set-up of Total War 1916 Scenario</td>
<td>6</td>
</tr>
<tr>
<td>19.16 Sample Game</td>
<td>9</td>
</tr>
<tr>
<td>19.17 Strategy Guide</td>
<td>15</td>
</tr>
<tr>
<td>19.18 Set-up of November 1914 Scenario</td>
<td>5</td>
</tr>
<tr>
<td>19.19 Set-up of Total War 1916 Scenario</td>
<td>6</td>
</tr>
<tr>
<td>19.20 Sample Game</td>
<td>9</td>
</tr>
<tr>
<td>19.21 Strategy Guide</td>
<td>15</td>
</tr>
<tr>
<td>19.22 Set-up of November 1914 Scenario</td>
<td>5</td>
</tr>
<tr>
<td>19.23 Set-up of Total War 1916 Scenario</td>
<td>6</td>
</tr>
<tr>
<td>19.24 Sample Game</td>
<td>9</td>
</tr>
<tr>
<td>19.25 Strategy Guide</td>
<td>15</td>
</tr>
</tbody>
</table>

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**PROPOSED BERLIN TO BAGDAD RAILWAY**

**Completed Line**

**Uncompleted Line**

**SCALE OF MILES**

0 100 200 300 400

---

**Map of Europe and Asia Minor showing Berlin to Bagdad Railway**
**Play Book Introduction**

The *Pursuit of Glory* Play Book:

- expands the game via a set of optional rules,
- demonstrates how to play the game,
- offers advice from the game's playtesters,
- details the scenario setups, and
- provides the historical background for the Events on the cards, as well as clarifications as to how certain cards work—see the first line in italics in the card descriptions.

With the separate Quick-Start guide in hand—either the Novice version or the version for experienced *Paths of Glory* players—and with the information in this Play Book, players will be able to jump in and start playing, referencing the Rule Book only when necessary.

Living Rules changes are denoted by a vertical line in the margin (and blue text).

►**19.0 Optional Rules**

**19.1 Out of Supply (OOS) Variant**

For those who find the OOS rules too strict, the following is suggested, with Ted Raicer’s permission:

OOS units are eliminated as usual during the Attrition Phase. However, prior to elimination, OOS units may move and fight subject to the following restrictions:

- OOS units have their Movement Factors halved, rounding up.
- During Combat, OOS units roll for Combat one additional column to the left, have a –1 DRM when attacking, and may not use CCs.
- OOS units cannot attack in combination with units in other spaces, unless those units are in a space(s) adjacent to all OOS units involved in the attack.

*Important: This rule should not be used in Tournament play.*

**19.2 Breaking Down an LCU**

If Activated for Movement (but not actually moving), any LCU on the map may be broken down into its component SCUs. *Important: This is the only way that LCUs on the map can ever be returned to the Corps Assets Box.*

19.2.1 If the LCU is full-strength, put it in the Corps Assets Box, and replace it on the map with one SCU from the Reserve Box, one SCU from the Eliminated Box and one other SCU that is not currently in the game (e.g., SCUs that were set aside when the LCU was built or extra SCUs included in the game for this purpose).

19.2.2 If the LCU is reduced, put it in the Corps Assets Box, and replace it with one SCU from the Reserve Box and one other SCU (per above).

19.2.3 An LCU may be replaced by full-strength or reduced SCUs, regardless of whether the LCU is full-strength or reduced.

19.2.4 If there are not enough SCUs set aside from the game or extra SCUs or SCUs in the Eliminated Box, the required number of SCUs may be taken from the Reserve Box or from unused reinforcements in the box at the player’s option, or he may take fewer SCUs if he wishes. *Note: Using unused reinforcements from the box will mean that some reinforcements may be unavailable when an Event card is played.* Generally, ample extra units have been supplied to allow players to break down BR and FR invasion LCUs (for example).

19.2.5 When choosing which SCUs to use for breaking down an LCU, there is no need to track the exact SCUs used to organize the LCU originally. Instead, the following simplified logic applies:

- Any regular combat SCU of the same nationality may be used, *Exceptions:* (1) Infantry SCUs may be used to break down a cavalry LCU, but cavalry SCUs may not be used to break down an infantry LCU; (2) Special units and irregulars may not be used.
- The first two SCUs replacing a TU-A LCU must be TU-A Inf Divs if these are available. If not available, regular (not elite) TU Inf Divs may be used.
- When breaking down a BR/IN/ANZ LCU, the first SCU must be of the same nation, but the other SCU(s) can be any of these three nationalities.

19.2.6 LCUs which are broken down may not be rebuilt in the same Action Round—they must be placed in and remain in the Corps Assets Box this Action Round (to avoid a sort of ‘teleportation’ effect). On a subsequent Action Round, those LCUs may be organized again, as normal.

**19.3 Air Superiority (recommended)**

The following rules may be used to increase the fog of war and better approximate the importance that air reconnaissance played in the actual war.

19.3.1 Only the player with air superiority may examine his opponent’s stacks of units, other than during Combat. Also, once an Attacker declares a Combat space, he must complete it even if surprised by the enemy’s strength.

19.3.2 In the Campaign Scenario, neither player begins with air superiority. The first time the CP Player plays the FLIEGERABTEILUNG Event, place the Air Superiority Marker on the map, CP side up. The first time the AP Player plays the ROYAL FLYING CORPS Event, he gains air superiority for the remainder of the game (flip the Air Superiority Marker to its AP side).

19.3.3 At the start of the 1916 Total War Scenario the CP has air superiority.

*Design Note: Historically, the CP enjoyed air superiority for much of the war in this theater. However, once the AP gained air superiority, they were easily able to retain it. Air superiority was primarily useful for reconnaissance and was a fundamental factor in Allenby’s operational success in Palestine. The CP’s lack of air superiority allowed Allenby to perpetrate ruses which badly deceived the CP and contributed to the massive AP breakthrough that drove the Turks out of Palestine.*

**19.4 Severe Weather Variant (recommended)**

The following optional rule was added late during playtesting.

- When a player Activates units for a Combat that is subject to a Severe Weather Check, he receives a –1 DRM for the Severe Weather die roll for each extra OPS he spends when Activating the attacking units.
- For each additional OPS spent, place an additional Attack Marker on one of the Activated spaces. This DRM applies to all units involved in the attack and subject to the Severe Weather Check (not just those in the marked space).
Example: TU units in Rize and Oltu are Activated for Combat during the second Action Round of the Winter 1915 turn and will cooperate for a highly risky Winter attack against Ardahan. Since it is Winter and the units are attacking from (and into) Mountain spaces, they are subject to a Severe Weather Check. The CP Player chooses to use 4 OPS for the attack: 2 to Activate the two spaces, and 2 as a –2 DRM. The CP Player rolls a die for Rize and again for Oltu, receiving a –2 DRM each time. Since it is the second Action Round, he must roll less than 2, or his full-strength units in the space will be reduced. For Oltu, he rolls 4 –2 DRM = 2; thus, his full-strength units there are reduced. For Rize, he rolls 3 –2 DRM = 1; thus, his full-strength units there are unaffected.

Design Note: The extra OPS represent additional preparations and supplies devoted to securing the safety of the men, as Yudenich did when preparing his men for their successful Winter offensive in 1916.

19.5 Invasion Initiative
This optional rule allows the AP Player to seize the initiative during an invasion by foregoing the organizational process represented by the pause on the Beachhead (to organize the divisions and add in the Corps level assets).

When the AP Player initially places a Beachhead Marker on a Beachhead space to initiate an Invasion, he has two options:

1. He may follow the normal procedure for conducting an Invasion.
2. He can choose to use only SCUs for the Invasion. He immediately moves up to three SCUs from the Island Base onto the Beachhead. The units then either (a) conduct combat immediately if the adjacent space is occupied by a CP unit, or (b) move exactly one space inland if the adjacent space is vacant. In this latter case, to simulate the presence of a CP shore guard, roll one die — if the roll is higher than the highest Loss Factor (LF) in the invading stack, one unit with that LF is reduced (but still moves inland).

If the AP Player chooses the second option, he may immediately break down an LCU on the Island Base (see 19.2), using extra SCUs supplied with the game and placing the LCU in the Corps Assets Box. He can then immediately execute the choices outlined in #2 above.

In the case of the Kitchener’s Invasion Event, the AP Player can place the invading SCUs immediately on the Beachhead Marker and follow the choices outlined in #2 above. He may choose to break down the invading LCU into SCUs (per 19.2), placing any SCUs in excess of three on the Island Base. If he chooses not to break down the LCU which comes with this Event but wishes to invade immediately with SCUs, the LCU is placed on the Island Base, not the Beachhead (he may move up to 3 SCUs from the Island Base onto the Beachhead).

In the case of the Project Alexandria Event, when the SCUs are placed on the Beachhead, they may immediately be used for the options outlined in #2 above.

The addition of these options allows the AP Player to accelerate an invasion’s pace, but renders his invading units less combat effective during the initial attack and more vulnerable to counterattack. This allows him to choose between a speedy attack and/or advance inland vs. a slow prepared attack en masse. After invading with SCUs, he can of course organize them into LCUs during a later Action Round, per normal rules.

19.6 Jerusalem
This rule takes account of the historical uniqueness of Jerusalem.

• If an actual Combat has not yet been fought in Jerusalem, when a full-scale attack is announced against Jerusalem involving at least three attacking units, the defender (whether CP or AP) must announce if he will fight or withdraw.
• If the defender withdraws, there is no Combat. All defending units withdraw one space (more spaces if this is necessary to avoid an overstack situation). Up to three attacking units (full-strength) may then Advance into Jerusalem. The normal VP and Jihad Level adjustments occur.
• If the defender decides to fight, the attacker may immediately cancel the Combat with no further effect or he may continue.
• If the attacker continues—thereby making Jerusalem a battleground—the defender is penalized 1 VP immediately. Note: This is the penalty for turning Jerusalem into a combat zone and is in addition to the 2 VPs the defender will lose if Jerusalem is captured. Also, if the AP Player is the attacker, the Jihad Level immediately shifts +1 (which will offset the –1 Jihad Level shift should the AP capture the space). Note: This allows the Turks to make the fight for Jerusalem an important jihad event. It is costly politically, but the extra Jihad point allows placement of a tribe and could later foster a revolt! This gives the AP an incentive to capture Jerusalem by cutting it out of supply or threatening to do so (which is what happened historically).
• Once a Combat has occurred in Jerusalem, this rule has no further effect. Future Combats in Jerusalem are conducted normally. However, this rule continues in effect, with players repeatedly threatening attack and withdrawing, so long as no actual Combat occurs.

Design Note: Both the Turks and British refused to fight in Jerusalem. Allenby even went so far as to leave the Turks defending Jerusalem an escape route, so that they could leave rather than be forced to fight. And the Turks did leave, partly for reasons of self-preservation, but partly out of deference for the Holy City.

19.7 Eight Card Hands
If both players agree, they may use an eight card hand. Just add an extra card to each player’s hand at the beginning of the game and draw back up to eight cards at the end of each turn. Any references in the rules to a seven card hand, should be read as applying to an eight card hand.

Play Note: This will tend to make for a more relaxed game and somewhat reduce the luck of the draw, allowing players to hold desired cards more easily. Seven card hands should still be used for tournaments and for players who wish to experience the full tension of Pursuit of Glory.
19.8 Pre-Game Bidding Phase

19.81 If both players agree, they may determine sides by bidding VP s and Maximum TU RPs. Note: This rule should always be used in tournament play.

- Each player rolls a die. The player with the high die declares which side he wishes to play and the number of VPs he will “cede” to the opposing player—any whole number including a bid of zero.
- If the opposing player accepts the bid, he plays the other side. If he rejects it, he must either bid a higher number of VPs that he will cede or bid the same VP number and an adjusted number of Maximum TU RPs (25 TU RPs is the limit set by the Royal Navy Blockade Event). Maximum TU RPs are bid higher if the player desires to play the AP (making life easier for the Turks) and lower if he wishes to play the CP (making life harder for himself), within the range of 0 to 40 inclusive.
- Bidding ends when a player accepts his opponent’s bid. The final bid should be documented.

19.82 During play, when Royal Navy Blockade is played, the Max TU RP Marker is placed on the General Records Track on the space that was bid or on 25 if there was no such bid.

19.83 At the end of the game, the bid may have one of two effects:
- If the game ends in an Automatic Victory, the VPs bid has no effect.
- If the game ends in an Armistice, adjust the VP Marker up or down by the number of VPs bid, in favor of the player who lost the bid.

19.9 Gallipoli Map (recommended)

19.9.1 At the end of any turn, if there are AP units, but no CP units, on the Gallipoli map, the AP Player may announce his conquest of Gallipoli.

- He may then take up to three units (plus one HQ) off the Gallipoli submap and place them on the Gallipoli space on the main map, making it much easier to defend Gallipoli.
- Any excess units may remain on the Gallipoli submap, moving on and exiting that submap per normal rules (but may not attack from this submap nor be attacked).

19.9.2 Combat from and to the Gallipoli main map space is possible.

a. The Gallipoli main map space has mountain terrain.
b. Attacks against the Gallipoli main map space from Bandirma or Edremit are considered to be coming across a Water Crossing.
c. Likewise, if Bandirma or Edremit are attacked from the Gallipoli main map space, that attack is considered to be coming across a Water Crossing.
d. If the CP player attacks the Gallipoli main map space and causes the AP units to retreat, the AP units must retreat at least 3 spaces onto the Gallipoli submap, counting the space(s) of entry nearest the direction of the attack as the first space of retreat. The AP units may retreat further, if the AP Player desires. All full-strength attacking CP units may then advance up to 2 spaces onto the Gallipoli submap, counting the space(s) of entry nearest the direction of the attack as the first space of Advance.
e. After the CP has reentered the Gallipoli submap by Advance After Combat or by Movement (if there are no AP units on the Gallipoli main map space), the AP conquest of Gallipoli is terminated and normal Gallipoli submap rules apply.
f. The AP Player may announce the conquest of Gallipoli as often as the conditions above are fulfilled (it is not necessarily a one-time event).
SET-UP: NOVEMBER 1914 SCENARIO AND CAMPAIGN GAME

KEY:
Special = Special Division  Inf = Infantry Division
Cav = Cavalry Division  [ ] = reduced at start

Note: Large Combat Units (LCUs) are in CAPITALS; Small Combat Units (SCUs) are in normal text. It is important to use the exact LCU listed.

ALLIED POWERS (AP)
(Various may select Russo-British Assault event for first hand.)

BRITAIN (BR)
Cairo (3E):  [Inf]
Mersa Matruh (3E):  [Special—Royal Navy Armored Car]
India (8B):  3 x [Special—Indian Garrison]

INDIA (IN)
Pt. Said (4E):  Cav
Ismailia (4E):  [Inf] + Special—Bikanir Camel
Suez (4E):  Inf
India (8B):  2 x Elite Inf
Baluchistan (8C):  Inf + Cav
Bahrain (8D):  Inf
On any one Beach in Persian Gulf:  2 x Inf + Cav + Beachhead Marker

RUSSIAN EMPIRE (RU)
Tiflis (6A):  2 x Inf + Cav + Yudenich HQ
Batum (5A):  2 x [Inf]
Oltu (5A):  Inf
Kars (6A):  Inf
Sarikamis (6A):  1 CAUCASIAN CORPS + Cav
Kagizman (6A):  2 x Inf
Erevan (6A):  Elite Inf
Julfa (7B):  2 x Cav
Tabriz (7B):  Elite Inf + Cav + Special—RU-P E Persian Cossacks
Central Asia (8A):  [Cav]
Reserve Box:  + 2 x Inf
Corps Asset Box:  II TURKISTANI CORPS

CENTRAL POWERS (CP)
(May select any 4 OPS Mobilization card for first hand.)

OTTOMAN EMPIRE (TU)
All units below are TU unless designated TU-Arab

Note: Be sure to distinguish between TU units and TU-Arab (TU-A) units for set-up. Except during set-up and reinforcement events, TU and TU-A units are usually treated as one nationality, including stacking, Activation, and Replacement Points (RPs).

Thrace / Anatolia
Constantinople (2B):  I CORPS + 2 x Inf + Trench 1
Adrianople (2B):  II CORPS + Trench 1
Catalca (2B):  Trench 1
Rodosto (2B):  [TU-A VI CORPS] + [Cav]
Bandirma (2B):  Inf
Smyrna (2C):  Inf
Ankara (3B):  Inf
Kastamonu (3B):  Inf
Yozgat (4B):  Inf
Sivas (4B):  [X CORPS]
Adana (4C):  [TU-A Elite Inf]

Gallipoli Map
Bulair (2C):  Elite Inf + Trench 1
Gallipoli (2C):  Elite Inf
Seddul Bahr (1D):  Elite Inf

Caucasus
Rize (5A):  Special—Stanke Bey (see 3.2.2 on the Special Units player aid card)
Bayburt (5B):  Inf
Erzerum (5B):  [XI CORPS] + Cav
Koprukoy (5B):  IX CORPS
Eleskirt (6B):  [Cav]
Bayazit (6B):  [Cav]
Van (6B):  Elite Inf
Cizre (6B):  TU-A Inf

Syria / Palestine & Arabia
Aleppo (5C):  2 x TU-A Inf
Homs (5C):  TU-A Elite Inf
Damascus (5D):  2 x Elite Inf
Gaza (4D):  2 x TU-A Inf
Beersheba (4E):  TU-A Special—Camel Corps
The Hejaz [Mecca] (5E):  TU-A Inf

Mesopotamia / Iraq
Ctesiphon (7D):  Trench 1
Nasiriya (7D):  [TU-A Inf]
Basra (8D):  [TU-A Inf]
Ruwandiz (6B):  [TU-A Cav] + [Inf]
Suleymaniye (7C):  [TU-A Inf]
Reserve Box:  2 x Elite Inf + 3 x Inf
Corps Asset Box:  TU CORPS, III, IV, V, TU-A CORPS VIII, XII, XIII

REMINDERS
(1) Units marked with the Balkans Symbol (a B in a circle) may only be rebuilt or reorganized on the Balkan Front and may never move, SR, or attack outside the Balkans;
(2) Neither player may enter or attack Serbia or Bulgaria until the BULGARIA event is played (in 1914, Serbia is already an AP ally);
(3) Neither player may enter or attack Romania before the ROMANIA event is played (in 1914, Romania is neutral).
### BULGARIAN ENTRY

**BULGARIA (BU)**

<table>
<thead>
<tr>
<th>Location</th>
<th>Troops</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vidin</td>
<td>1st ARMY + Inf</td>
</tr>
<tr>
<td>Sofia</td>
<td>2nd ARMY + Inf</td>
</tr>
<tr>
<td>Rustchuk</td>
<td>[3rd ARMY]*</td>
</tr>
<tr>
<td>Xanthi</td>
<td>Inf</td>
</tr>
<tr>
<td>Strumica</td>
<td>Inf</td>
</tr>
<tr>
<td>Varna</td>
<td>Inf</td>
</tr>
<tr>
<td><strong>Reserve Box</strong></td>
<td>2 x Inf</td>
</tr>
</tbody>
</table>

*If Romania has entered the war, the Central Powers player may choose to place BU [3rd Army] in Plevna instead of Rustchuk.

### ROMANIAN ENTRY

**ROMANIA (RO)**

<table>
<thead>
<tr>
<th>Location</th>
<th>Troops</th>
</tr>
</thead>
<tbody>
<tr>
<td>Craiova</td>
<td>1st ARMY + Inf</td>
</tr>
<tr>
<td>Targa Jiu</td>
<td>Inf</td>
</tr>
<tr>
<td>Ploesti</td>
<td>2nd ARMY + Inf + Cav</td>
</tr>
<tr>
<td>Turtukai</td>
<td>[3rd ARMY]</td>
</tr>
<tr>
<td>Bucharest</td>
<td>Inf</td>
</tr>
<tr>
<td><strong>Reserve Box</strong></td>
<td>2 x Inf</td>
</tr>
</tbody>
</table>

### RUSSIA (RU)

*Only if Russian Revolution has not begun.*

<table>
<thead>
<tr>
<th>Location</th>
<th>Troops</th>
</tr>
</thead>
<tbody>
<tr>
<td>Constanza</td>
<td>[DOBRUDJA CORPS]</td>
</tr>
<tr>
<td><strong>Reserve Box</strong></td>
<td>Special—RU-SB Yugoslav Div; 2 x Inf</td>
</tr>
</tbody>
</table>

### FRANCE (FR)

<table>
<thead>
<tr>
<th>Location</th>
<th>Troops</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lemnos</td>
<td>2 x Inf</td>
</tr>
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</table>

### GERMANY (GE)

<table>
<thead>
<tr>
<th>Location</th>
<th>Troops</th>
</tr>
</thead>
<tbody>
<tr>
<td>Galicia</td>
<td>IV-R CORPS + XI ARMY + Heavy Artillery + Mackensen HQ</td>
</tr>
<tr>
<td>Vidin</td>
<td>Special Inf—Alpenkorps (if not already on map)</td>
</tr>
<tr>
<td><strong>Reserve Box</strong></td>
<td>2 x Inf (if available)</td>
</tr>
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</table>

### AUSTRIA (AH)

<table>
<thead>
<tr>
<th>Location</th>
<th>Troops</th>
</tr>
</thead>
<tbody>
<tr>
<td>Galicia</td>
<td>VIII CORPS + XXII-RES CORPS + Inf (if available)</td>
</tr>
<tr>
<td><strong>Reserve Box</strong></td>
<td>Inf (if available)</td>
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### SERBIA (SB)

<table>
<thead>
<tr>
<th>Location</th>
<th>Troops</th>
</tr>
</thead>
<tbody>
<tr>
<td>Belgrade</td>
<td>1st ARMY + 3rd ARMY + Inf</td>
</tr>
<tr>
<td>Nis</td>
<td>2nd ARMY + Inf + Cav</td>
</tr>
<tr>
<td>Veles</td>
<td>2 x Inf</td>
</tr>
<tr>
<td><strong>Reserve Box</strong></td>
<td>3 x Inf</td>
</tr>
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### SERBIAN COLLAPSE

Serbia collapses whenever the AP player chooses and Belgrade is CP controlled, or when (1) Belgrade and Skopje are CP-controlled and (2) there are no SB LCUs in Serbia. During the War Staus Phase of that turn, remove from the game (temporarily) all SB LCUs; any SB SCUs unable to trace supply to an AP-controlled port; and all GE and AH units listed above, except: 11th Army, Mackensen HQ, Heavy Artillery, 2 GE Inf. Note: *If the Romania event has been played and Romania has not yet collapsed, the GE Alpenkorps remains.* The CP player may then (at no cost) SR up to two CP units in the Balkans to any CP-controlled space(s) in the Balkans.

### OTHER EFFECTS OF SERBIAN COLLAPSE:

1. If there are no BR units in Greece or Serbia, +1 VP immediately due to loss of AP prestige;
2. SB units cannot use RPs until *The Serbs Return* event is played;
3. SB units may attack spaces only in Greece and Serbia until Belgrade is recaptured (once Belgrade is AP-controlled, SB units may attack anywhere in the Balkans).
KEY:
Special = Special Division  Inf = Infantry Division
Cav = Cavalry Division  [ ] = reduced at start
Note: Large Combat Units (LCUs) are in CAPITALS; Small Combat Units (SCUs) are in normal text. It is important to use the exact LCU listed.

ALLIED POWERS (AP)

BRITAIN (BR)
Salonica (1B): XII CORPS; XVI CORPS; Trench 1
Thermaikos Bay (1B): Beachhead marker
Sollum (2E): Special (Royal Navy Armoured Car)
Mersa Matriuh(3E): Cav
Cairo (3E): Inf
Sudan (4E): Inf
Ismailia (4E): Inf
Romani (4E): Inf; Trench 1
Amara (7D): Elite Inf; Maude HQ
S Persia (8D): Special (PersCordon)
C Persia (8C): 2 x Special (PersCordon)
E Persia (8B): Special (PersCordon)
India (8B): 3 x Special (Indian Garrison)

Reserve Box: Elite Inf

ANZAC (ANZ)
Mersa Matriuh(3E): Cav
Ismailia (4E): Special (Camel Corps)
Romani (4E): Cav

INDIAN (IN)

Egypt
Ismailia (4E): Special (Bikanir Camel)
Suez (4E): Inf; Cav

Mesopotamia/Persia
Nasiriya (7D): Special (15); Cav
Amara (7D): TIGRIS CORPS
Qurna (8D): Cav
Shatt al Arab
Beachhead (8D): Beachhead Marker
Ahwaz (8D): Inf
India (8B): 2 x Elite Inf

Corps Asset Box: II CORPS
Reserve Box: 2 x Inf

RUSSIAN EMPIRE (RU)
Trabzon (5A): V CAUC CORPS; Special (Black Sea Marines); Yudenich HQ
Oltu (5A): II TURKISTANI CORPS; Inf; Cav
Erzerum (5B): I CAUC CORPS; Inf; Cav; Destroyed Fort marker
Mus (5B): IV CAUC CORPS; Elite Inf; Inf

Bitlis (6B): Elite Inf; [Inf]
Urmia (6B): Elite Inf; Cav
Ruwandiz (6B): Cav
Sehneh (7C): Cav
Kermanshah (7C): Cav; Inf; Baratov HQ
C Asia (8B): Cav

Reserve Box: 4 x Inf

FRANCE (FR)
Florina (1B): ARMY ORIENT 1; 2 x Inf

Reserve Box: Inf

SERBIA (SB)
Lemnos (2B): [1st Army]; [2nd Army]; [3rd Army]; Cav

Reserve Box: 2 x Inf

ARAB REVOLT
Jiddah (5E): 1-1-1 unit; Faisal unit
The Hejaz (5E): 1-1-1 unit

NEUTRALS

GREEK (GK)
Lamia (1C): Inf
Athens (1C): 2 x Inf

Permanently Removed AP Units
BR: VIII CORPS; IX CORPS; 3 x Elite Inf; Cav; Inf
ANZ: ANZAC CORPS; 2 x Inf
IN: 3 x Elite Inf; 3 x Inf
RU: Elite Inf; 4 x Inf

ARM: Armenian Uprising

AP Eliminated/Replaceable Units Box
RU: Elite Inf; Cav

Captured VP Spaces
RU VPs: Trabzon, Erzerum, Van, Teheran, Hamadan, Isfahan
Other: Basra

Control of Spaces
All VP spaces are controlled by the player who can trace supply from that space to one of his Supply Sources. To clarify:
CP controls: Belgrade, Skopje. Medina
AP controls: Qum

IMPORTANT NOTES

- Forts Destroyed: Fao, Seddul Bahr, Kum Kale, Trabzon, Erzerum
- Serbia has collapsed.
CENTRAL POWERS (CP)

OTTOMAN EMPIRE (TU)

Thrace / Anatolia
- Constantinople (2B): 2 x Inf; Trench 1
- Bosphorus Forts (3B): Inf
- Adrianople (2B): TU-A VI CORPS; TU-A Elite Inf; Cav; Trench 1
- Catalca (2B): Trench 1
- Rodosto (2B): XV CORPS
- Giresun (4A): V CORPS
- Sivas (4B): Elite Inf; 2 x Inf
- Adana (4C): Elite Inf; Cav

Gallipoli Map
- Gallipoli (2C): [I CORPS]
- Anafarta (1D): Trench 1
- Sari Bahr (1D): Trench 1
- Seddul Bahr (1D): Trench 1
- Canakkale (1D): Trench 1

Caucasus
- Gumusane (5B): X CORPS; [TU-A Inf]
- Erzincan (5B): [IX CORPS]; [XI CORPS]; [Inf]
- Harput (5B): III CORPS; Inf; Kurdish Tribe
- Diyarbekir (5B): [II CORPS]; 2 x Elite Inf
- Cizre (6B): [Cav]

Syria / Palestine
- Aleppo (5C): Inf
- Damascus (5D): 2 x TU-A Inf
- Amman (5D): TU-A Inf
- Gaza (4D): TU-A Inf
- Beersheba (4E): VIII Corps
- Maan (5E): TU-A Inf

Mesopotamia / Persia
- Mosul (6C): Elite Inf; Kurdish Tribe
- Suleimanie (7C): Inf
- Baghdad (6C): TU-A Inf
- Ctesiphon (7C): Trench 1
- Sannaiyat (7C): TU-A XVIII CORPS; Elite Inf; Trench 1
- Diwaniyeh (7D): TU-A Cav
- The Hai (7D): Elite Inf; TU-A Inf
- Karind (7C): TU-A XIII CORPS
- Menjil (7B): Jengali Tribe
- S Persia (8D): Tangistani Tribe
- C Persia (8C): Qashqai Tribe

Egypt
- Bahariya Oasis (3E): Senussi Tribe (2-1-3)
- Siwa Oasis (2E): Senussi Tribe (1-1-3)

Reserve Box:
- 5 x Inf; 2 x TU-A Inf; TU-A Elite Inf; TU-A XII, XIV, XVI, XVII

Corps Assets Box:
- Germany (GE):
  - Galicia (1A): Mackensen HQ; Heavy Artillery
  - Monastir (1B): GE-BU Special (XI ARMY); Inf
  - Doiran (1B): Inf; Trench 2

BULGARIA (BU)

- Vidin (1A):
- Sophia (1A):
- Varna (2A):
- Monastir (1B):
- Doiran (1B):
- Ft. Rupel (1B):

Permanently Removed CP Units
- TU: 2 x Elite Inf; Cav; Special (Stanke Bey), 2 x Cav;
- TU-A: Special (Camel Corps)

CP Eliminated/Replaceable Units Box
- IV Corps, 2 x Inf; 1 x TU-A Inf; Tribes: Laz, Bakhtiari, Marsh, Bawi

TRIBAL WARFARE KEY
Available: Marsh, Sinjabi, NW Frontier, Jangali

MARKER SET-UP

General Records Track:
- VP = 7; Jihad! = 6; TU MAX RPs = 11; CP War Status = 11; AP War Status = 16; Combined War Status = 25

On Map:
- LCUs in Restricted Areas: AP = 3, CP = 2; RU Amphib Assault Not Allowed; CP Air Superiority; U-Boats in the Med; Egyptian Rebellion Allowed; Indian Mutiny Not Allowed; C. Asia Revolt Allowed; Afghan Alliance Allowed; Persian Neutrality Violated

Turn Track:
- Turn = 8; Parvus = 4; Russian Revolution = 8; Long Live the Czar! = Turn 10; Suez Railroad Marker = Turn 11

CARDS

AP:
- Begin with Romania event in hand and six random cards.
- Deck is composed of all Total War cards, plus all “1916” cards: Shore Bombardment, Project Alexandria, Gurkhas, Armenian Druzhiny, Armoured Cars, Allied Solidarity, Let the French Bleed. All other events have been played. Jafar Pasha is face up in front of the AP player.

CP:
- Begin with Enver-Falkenhayn Summit event in hand and six random cards. Deck is composed of all Total War cards, plus all “1916” cards: German High Command, Parliamentary Inquiry, Indian Mutiny, I Order You to Die!, Bull’s Eye Directive, King Constantine, Fliegerabteilung. No Prisoners is face up in front of the CP player.

Railroads:
- Murray Takes Command has been played, and the Sinai Railroad will be built on Turn 11. The Berlin-Baghdad Railroad event has not been played, so the tunnels near Adana are not complete.

OPTIONAL RULES
- Rule 18.3 is recommended in this scenario.
We encourage first-time players to set-up and play through this sample game. After two turns, you should be familiar enough with the basic rules that you can continue the sample game on your own. It leaves both players in fairly balanced positions – in essence, the final position of the units is the set-up for a Limited War scenario!

**SET-UP**

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

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

**Hands for Turn 1**

<table>
<thead>
<tr>
<th>AP Player</th>
<th>CP Player</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>russo-british assault</strong></td>
<td><strong>Pan-Turkism</strong></td>
</tr>
<tr>
<td>ANZAC Reinforcements</td>
<td>RESERVES TO THE FRONT</td>
</tr>
<tr>
<td>Churchill Prevails</td>
<td>Fresh Recruits</td>
</tr>
<tr>
<td>Secret Treaty</td>
<td>Indian Mutiny</td>
</tr>
<tr>
<td>Enver Goes East</td>
<td>Save Tiflis</td>
</tr>
<tr>
<td>Egyptian Coup</td>
<td>Liberat Sue</td>
</tr>
</tbody>
</table>

**TURN 1—FALL 1914**

**Mandatory Offensive Phase**

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

**Action Phase**

**ACTION ROUND 1**

AP Action 1

The AP Player plays **russo-british assault** as an event and permanently removes it from the game (since the card has an asterisk after its name). The parenthetical number after the event title indicates that the AP War Status and Combined War Status both increase by 2. As stated in the event, the IN units on the Shatt al-Arab Beachhead (two IN 1-1-3 Inf Divs and an IN 1-1-5 Cav Div) advance to Fao and mark the Fort with a Destroyed Marker. The AP Player then activates the Fao space for Attack and chooses two Russian spaces to Activate for Attacks: Sarikamis, Julva. The event states that these attacks do not count as Mandatory Offensives (MOs).
Sarikamis combat: The AP Player announces an attack on Eleskirt. His Russian (RU) units have a total of 5 Combat Factors (the AP Player has a RU 3-3-4 1 Caucasian Corps and a 2-2-6 Cav Div in Sarikamis), and since an LCU is present, they will use the Heavy Fire Table. The defending reduced Turkish (TU) 1-1-5 Cav Div (current value 0-1-5) has a Combat Factor of 0 and must use the Light Fire Table (since no LCU is present). Neither player plays a Combat Card. The CP Player may not to announce a Turkish Withdrawal, since there is no defensive terrain or trench in the space. There is no DRM, since both sides have cavalry in the battle. The AP Player rolls a 6, getting a 5 Loss Number. The CP Player also rolls a 5, getting a 1 Loss Number. The defending cavalry is destroyed. Usually, destroyed units are placed in the Eliminated/Replaceable Units Box, but since the cavalry is marked with a black triangle, it can never be rebuilt and is removed from the game. The RU units all have a Loss Factor greater than the 1 damage the Turks could inflict, so shrug off this potential damage with no effect. The AP Player chooses to not Advance After Combat, although he could have done so.

Julfa combat: The AP Player announces an attack on Bayazit. His units will roll on the 4 column of the Light Fire Table (the AP Player has two RU 2-2-6 Cav). The defenders are in mountains, which shifts the attack one left to the 3 column. The defenders fire back on the 0 Light Fire Table as they are a reduced TU 1-1-5 Cav Div (current value 0-1-5). Neither player plays a CC card. The CP Player announces a Turkish Withdrawal. There is no DRM since both sides have cavalry in the battle. The AP Player rolls a 6, getting a 5 Loss Number. The CP Player also rolls a 5, getting a 1 Loss Number. The defending cavalry is destroyed. Usually, destroyed units are placed in the Eliminated/Replaceable Units Box, but since the cavalry is marked with a black triangle, it can never be rebuilt and is removed from the game. The RU units all have a Loss Factor greater than the 1 damage the Turks could inflict, so shrug off this potential damage with no effect. The AP Player chooses to not Advance After Combat, although he could have done so.

CP Action 1

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

CP Action 2

The CP Player plays PAN-TURKISM as the event, permanently removing it from play (due to the asterisk). The CP War Status (WS) advances to 2, and the Combined WS advances to 4. The CP Player places the two 2-2-4 Elite Inf Divs and the 1-1-5 Cav Div in Erzincan. He then records 1 TU RP and increases the Jihad Level +1. The increase in Jihad Level allows him to immediately place a tribe on the map -- a Marsh Arab is removed from the Tribal Warfare Key and joins the TU-A unit in Qurna.

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

Malazgirt: The CP Player decides to build the TU IV Corps at full strength. A TU 2-1-4 Inf Div is removed from the game. A TU 2-1-4 Inf Div is put in the Eliminated Units Box. A TU 2-1-4 Inf Div is placed in the reserve box. IV Corps is taken from the Corps Assets Box and placed in Malazgirt.

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

Sivas: The reduced TU X Corps moves to Erzerum.

Koprukay: The TU IX Corps moves to Eleskirt.

**ACTION ROUND 3**

**AP Action 3**

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

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

The AP Player chooses not to Advance After Combat. The AP Player has fulfilled his Russian Mandatory Offensive and moves the MO Marker to “Made.”

**CP Action 3**

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

**AP ACTION ROUND 3**

The Flank Attack against Eleskirt

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**ACTION ROUND 4**

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

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

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

**Mus:** A TU 2-1-4 Inf Div moves to Koprukay. The TU Corps remains in Mus and attempts to build a trench. The CP Player rolls a 1 and adds a trench to the space.

**Malazgirt:** The TU 3-2-4 IV Corps moves to Koprukay. The TU 1-1-5 Cav Div moves to Urmia, capturing that VP space. The VP Marker moves +1, from 9 to 10. Since Urmia is also a RU VP Space, the RU VP Marker is now at −1.

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

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

**ACTION ROUND 5**

**AP Action 5**
The AP takes a 1 OPS (so he does not play a card). He activates Tiflis for movement. The Yudenich HQ and the RU 2-2-6 Cav Div move to Sarikamis. The two RU 2-2-4 Inf Divs move to Ardahan.

**CP Action 5**
The CP plays **FRESH RECRUITS** for 2 OPS and Activates Damascus and Erzerum for movement.

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

**Erzerum:** Two reduced TU 3-2-4 Corps (current values 2-2-4) and a reduced TU 1-1-5 Cav (current value 0-1-5) move to Oltu.

**ACTION ROUND 6**

**AP Action 6**

**CHURCHILL PREVAILS** is played for the event and permanently removed. The AP WS goes to 4 and the Combined WS goes to 6. **Note:** Normally this 4 WS would mean that the AP War Commitment Level would shift to Limited War at the end of the turn, but in Fall 1914 War Commitment Levels cannot change—the AP will remain at Mobilization during Winter 1915.

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

The Royal Navy find itself in front of Constantinople (see 18.11.2 in rules). The AP Player thinks briefly, then chooses to shell Constantinople. He immediately gains 1 VP (since he is The AP Player, this means the VP Marker shifts down, from 10 to 9). Since the West has outraged the Muslim world, the Jihad Level also shifts (+1) to 2, and The CP Player immediately places one new tribe on the map (he chooses to have the Laz appear at Rize.) Due to Churchill’s success, two BR 3-2-4 elite Inf Divs are immediately sent to Lemnos. The Royal Navy then shells The Bosphorus Forts, rolling a 3. Failure! (Perhaps the Royal Navy has been thwarted by mines.) The Bosphorus Forts are not destroyed—no additional aid will be reaching the Russians.

**CP Action 6**
The CP Player plays **GOEBEN** for 3 OPS. He Activates Gaza for movement and Activates Koprukay and Oltu for combat.

Koprukay and Oltu: Both stacks launch a combined attack on Sarikamis. This includes the units in Koprukay (a TU 3-2-3 Corp, a reduced TU 4-3-4 Corps (current value 3-3-4), and a TU 2-1-4 Inf Div) and Oltu (two reduced TU 3-2-3 Corps (current values 2-2-3) and a reduced TU 1-1-5 Cav (current value 0-1-5)) which add up to 12. CP is on the 12-14 LCU column, but moves to the 9-11 LCU column due to mountains. The AP is on the 6-8 LCU column. No CC Cards are played. AP has +1 DRM for HQ. The CP Player rolls a 3 for 4 LF. The AP Player rolls a 1 (+1 DRM for a total of 2) and 3 LF. The CP Player flips a TU 3-2-3 Corps and a TU 2-1-4 Inf Div in Koprukay. The AP Player removes a reduced RU 2-2-6 Cav (current value 1-1-6) and places it in the eliminated box. The AP Player also flips a RU 3-3-4 Corps. Attacker has 1 LF more than the defender, so the AP Player usually must retreat or take an additional loss to prevent a retreat. Yudenich HQ uses its special ability and prevents a retreat at no loss. Yudenich HQ suffered a defeat in combat and must flip.

Siege Phase
There are no forts under siege.

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

War Status Phase
This phase is skipped on the first turn.

The Replacement Phase
AP: He has no RPs to use.

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

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

RP Markers are set back to 0.

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

Hands for Turn 2

<table>
<thead>
<tr>
<th>AP Player</th>
<th>CP Player</th>
</tr>
</thead>
<tbody>
<tr>
<td>SECRET TREATY (retained)</td>
<td>ENVER TO CONSTANTINOPLE</td>
</tr>
<tr>
<td>ENVER GOES EAST (retained)</td>
<td>GERMAN MILITARY MISSION</td>
</tr>
<tr>
<td>ROYAL NAVAL BLOCKADE</td>
<td>PERSIAN PUSH</td>
</tr>
<tr>
<td>RUSSIAN REINFORCEMENTS (#10)</td>
<td>PARLIAMENTARY INQUIRY</td>
</tr>
<tr>
<td>ARMENIAN DRUZHINNY</td>
<td>SANDSTORMS AND MOSQUITOES</td>
</tr>
<tr>
<td>SPHERE OF INFLUENCE</td>
<td>GERMAN HIGH COMMAND</td>
</tr>
<tr>
<td>SHORE BOMBARDMENT</td>
<td>JIHAD!</td>
</tr>
</tbody>
</table>

End of Turn
Advance the Turn Marker to Winter 1915.

TURN 2 – WINTER 1915
Note: There are Severe Weather checks in Mountain spaces during Winter turns.

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

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

CP Mandated Offensive Table

<table>
<thead>
<tr>
<th></th>
<th>1-2</th>
<th>3</th>
<th>4-5</th>
<th>6</th>
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<tbody>
<tr>
<td>Enver to Front</td>
<td>3</td>
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<tr>
<td>TU</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>None or Made</td>
<td></td>
<td></td>
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</tbody>
</table>

Action Phase

ACTION ROUND 1

AP Action 1
The AP plays ENVER GOES EAST for the event permanently removing the card from play. The AP Player announces that the Turks at Rize must attack Ardahan and that the Turks at Koprukay must attack Sarikamis. The CP Player then conducts those attacks (during The AP Player’s Action Round).

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

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

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

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

**CP Action 1**
The CP Player plays Parliamentary Inquiry for RPs, recording 2 TU RPs and 1 GE RP.

**ACTION ROUND 2**
**AP Action 2**
The AP Player plays Royal Naval Blockade as the event, permanently removing it from play. The TU Max RP Marker is put in the 25 space on the General Records Track. The VP Marker is flipped to its “Blockade” side. From now, whenever the Turkish player records TU RPs, the Max TU RP Marker is lowered by that amount (at the end of the turn, any unused TU RPs are credited back, shifting the Max TU RP up by that amount).

**CP Action 2**
The CP Player plays Enver to Constantinople as the event, permanently removing it from play. The Enver to the Front MO is cancelled. The CP Player draws three of the AP Player’s cards from his hand, looks at them, and returns them.

**ACTION ROUND 3**
**AP Action 3**
The AP Player plays Sphere Of Influence as the event, placing two RU 2-1-4 Inf Divs and a RU 2-2-4 Elite Inf Div in Suj Bulak.

**CP Action 3**
The CP Player plays Jihad! as the event, permanently removing it from play. The CP WS advances to 4, and the Combined WS advances to 8. The Jihad Level rises from 2 to 5, which allows the CP Player to put three more tribes on the map (he puts the Bakhtiari tribe in Isfahan, the Qashqai in Central Persia, and the Tangistani in Southern Persia). Each of these spaces is a VP space – thus, the VP Marker moves +3 (from 9 to 12).

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

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

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

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

**CP Action 5**
The CP Player plays German High Command for 2 OPS. The following spaces are Activated for movement: Ruwandiz and Cizre.

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

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

**ACTION ROUND 6**
**AP Action 6**
The AP Player plays Shore Bombardment for 2 OPS. The following spaces are Activated for movement: Erevan and Tabriz.

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

**Erevan:** The RU 2-2-4 Elite Inf Div moves to Khoy.

**CP Action 6**
The CP Player plays German Military Mission as the event, permanently removing it from play. The CP WS moves to 5, and Combined WS moves to 9. The 1 TU Bonus RP shifts the TU RP Marker +1 (to 3). This Bonus RP does not effect the TU Max RP Marker. The CP Player places trenches in Smyrna, Adana, Chardak, and Ezine. **Note:** If you are planning on continuing this game, feel free to change the placement of these trenches at this time.
Siege Phase
There are no forts under siege.

Revolution Phase
The Jihad is at 5 and there are 6 tribes on the board. The CP Player chooses to remove the Tangistani from Southern Persia back to the Tribal Box. Since tribes can only control a space when physically present, Southern Persia immediately reverts to AP control, and the VP Marker shifts –1 (from 10 to 9).

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

The Replacement Phase
AP: He has no RPs to use.
CP: He uses ½ a CP-A RP to repair the Laz tribe at Rize. He also has 3 TU RPs to use. He repairs the TU III Corps at Koprukay (for 1 RP) and rebuilds a destroyed TU 3-2-3 Corps at full-strength at Erzerum (for 2 RPs).
The CP also converts 1 GE RP to TU RP and flips the reduced 3-2-4 Corps (current value 2-2-4) to its 3-2-4 side.
All RP Markers are reset to 0.

Draw Strategy Card Phase
The CP Player chooses to discard the CC remaining in his hand—Sandstorm and Mosquitoes. Both players take their Limited War Deck and shuffle it together with their Draw Pile and Discard Pile. The CP Player then draws seven cards to bring his hand up to seven, after which the AP Player does likewise.

Hands for Turn 3

<table>
<thead>
<tr>
<th>AP Player</th>
<th>CP Player</th>
</tr>
</thead>
<tbody>
<tr>
<td>No Prisoners</td>
<td>Liberate Suez</td>
</tr>
<tr>
<td>Armenian Uprising</td>
<td>German Intrigues in Persia</td>
</tr>
<tr>
<td>Armoured Cars</td>
<td>Gorlice-Tarnow</td>
</tr>
<tr>
<td>Indian Reinforcements</td>
<td>Fliegerabteilung</td>
</tr>
<tr>
<td>Salonika Invasion</td>
<td>Turkish Reinforcement (#26)</td>
</tr>
<tr>
<td>The Serbs Return</td>
<td>Djemal Crushes Secret Societies</td>
</tr>
<tr>
<td>Kitchener</td>
<td>“I ORDER YOU TO DIE!”</td>
</tr>
</tbody>
</table>

End of Turn
Because it is a Winter turn and the Blockade is in effect, the AP Player gains 1 VP (the VP Marker moves from 9 to 8). Advance the Turn Marker to Spring 1915.

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

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

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

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

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

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

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

The Bawi are the bane of Basra. (Yes, you may quote me on that.) It is important for the British to quickly take control of the ports and garrison Ahwaz from the Bawi. If attempting to reach Baghdad, weigh carefully the advantages and disadvantages of the northern and southern routes. Tactical maneuvering can reduce the amount of needed battles.
Regarding Persia, be ready to have the BR/IN/ANZ forces support the Russian violation of Persian neutrality, and be wary of the CP Player taking control (usually via tribal placement) of the Persian regions—take them back as quickly as possible when this happens. Then, get ready to launch into Russia as soon as the Revolution occurs to defend VP squares; if you don't, the CP Player can have a field day taking advantage of the Revolution and possibly even moving the VP marker enough for an automatic victory. Finally, under no condition allow the Turkish player into Afghanistan.

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

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

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

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

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

**Turkey (TU, TU-A)**

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

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

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

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

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

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

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

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

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

Don’t neglect the Balkans. There are five VPs the Germans can take there, and you can gain an additional three VPs by keeping an LCU in Galicia. But once again, don't let the Balkans sap all your resources, unless you can guarantee that the area will sap your opponent's resources as well.
WAR STATUS STRATEGY
The Allied Player should try to reach a Combined War Status of 26 as soon as possible in order to play Lloyd George Takes Command and allow the play of Allenby. By the same token, the CP should not play War Status points if the Combined War Status is near 26. Lloyd George can be played regardless of WS by Fall 1916 every game however. The CP player should try to get to Total War quickly in order to stop VP losses from the AP Blockade card. Beware that a Combined War Status of 40 causes an Armistice and is possible.

INDIVIDUAL CP CARDS

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

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

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

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

CARD HISTORIES AND NOTES—CP

CP#1 JIHAD
As caliph, the Ottoman sultan was revered as the defender of Islam, even outside Ottoman borders. In November 1914, he used this religious authority to issue a call for holy war or jihad against the British and Russian invaders. The sultan’s proclamation was immediately translated into Arabic and Indian languages, in hope that it would sow dissension within the British Empire, resulting in an Indian military mutiny or a Muslim uprising in Egypt. The jihad did promote armed uprisings by some tribes, but no major episodes occurred within the British Empire other than the Senussi uprisings in western Egypt.

CP#2 FRESH RECRUITS
These RPs do NOT count against the Max TU RP total.
The Ottoman army was not organized in the same manner as a European army. During war, European militaries planned to mobilize additional units, using new manpower or trained reserves. The Ottomans maintained a large number of undermanned units during peacetime. During mobilization, reservists were used to bring these units up to full strength.

CP#3 ENVER TO CONSTANTINOPLE
Political intrigues in Constantinople required Enver’s attention and could distract him from his military goals at the front. Since Enver’s military plans were not always optimal, this distraction was often a good thing (for the Ottoman military). A prime example was the nearly complete obliteration of two Turkish corps that Enver ordered to attack the Russians. The corps marched heroically through blizzards in the mountains at the end of December 1914—with no winter gear. The survivors of the march were obliterated in combat (although even in that desperate strait the Turks nearly broke the Russian lines, which would have sent the Russians pouring back towards Tiflis). Enver had hoped to achieve a Caucasian Tannenberg.

CP#4 RESERVES TO THE FRONT
This event ‘negates’ damage—the reserves are rushed into battle before the unit is destroyed. Thus, any unit can be repaired, even one which normally would be permanently eliminated by the combat.
This event can only repair damage caused by this combat. It returns a unit to its pre-combat condition. It cannot be used to repair to full-strength a unit that was already reduced when the combat began. If the reduced unit was eliminated, the event could return the unit to the board in its reduced state.
These Bonus RPs do NOT count against the Max TU RP total.
Note: The parenthetical remark on the card was added to clarify the procedure for attacking units—attacking units which were damaged in the combat but have been brought back to full-strength by this event are NOT eligible to Advance After Combat. This should be clear from the fact that the card is played after combat. The phrase is badly worded, for which we apologize. The phrase has no bearing on retreats—they occur per usual rules if required, with any rebuilt defender appearing in the space of retreat. So long as the card is played after all other combat steps, it should have the intended result.

Despite the lack of infrastructure in many parts of the Ottoman Empire, there were times when troops could be rushed to the front quite rapidly to plug gaps. Turkish soldiers were well-known for their ability to force march quickly and effectively to the front. The Tigris River also served as a fast route for troops to navigate down from Mosul to the Iraq front.
The Germans, under Field Marshal von der Goltz, actively advised the Ottomans on military operations, both in Istanbul and at the front. As early as August 1914, German personnel were moving through neutral Romania and Bulgaria into Turkey to assist in Turkey’s preparations for war. These German ‘advisors’ obtained crucial supplies, and they trained and organized Ottoman units. Goltz began advising the Turks as a major in 1883, becoming aide-de-camp to the Sultan in 1914. Goltz was later sent to oppose the Indian Army’s advances in Mesopotamia, and he masterminded the Turkish defense at Ctesiphon (south of Baghdad). That battle sent British General Townshend’s troops reeling back to Kut. The subsequent siege of Kut and the final surrender of Townshend’s forces, was a major defeat for the British Empire. The Turks’ victory at Kut proved that non-European troops could inflict a humiliating defeat on the forces of the British Empire. Days prior to Kut’s surrender, Goltz died—due either to natural causes or poison (the truth is unknown). The presence of German officers was frequently resented and recognized as a mark of Germany’s colonial intentions in the Ottoman Empire.

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

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

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

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

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

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

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

One of Enver’s main rivals was Djemal Pasha. Based in Damascus and in command of all Ottoman forces in Syria-Palestine, Djemal established a semi-independent kingdom. In January 1915, he launched an early strike against Egypt, hoping to capture the Suez Canal and inspire a Muslim uprising in Egypt. He successfully sent five divisions across the Sinai desert (no mean feat) and attacked across the canal near Ismailia. The attack was a complete failure due in large part to the alertness of the few Indian troops stationed there. A few Turkish troops made it across the canal using pontoon boats that they had hauled across Sinai for this purpose, but they were overwhelmed and easily defeated.
For centuries, the Ottoman Empire had done much to accommodate the diverse peoples and religions within its borders. Under Enver, the Young Turks stressed an ideology that asserted the supremacy of the ethnic Turks and advocated a vision of Turks reasserting their supremacy in the Near East and Central Asia, including Persia (under Ottoman leadership, of course). A policy such as this was increasingly troublesome to ethnic groups within the Ottoman Empire, especially the Armenians (but also the Greeks and Arabs). Thus, this policy may have helped to forge Turkish ethnic unity, but it also contributed to the disintegration of the Ottoman Empire.

**CP#14 INDIAN MUTINY**

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

**CP#15 DJEMAL CRUSHES SECRET SOCIETIES**

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

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

**CP#16 KING CONSTANTINE**

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

**CP#17 TREACHERY AT FORT RUPEL**

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

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

**CP#18 TURKISH REINFORCEMENTS**

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

**CP#19 SURPRISE**

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

**CP#20 JAFAR PASHA**

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

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

**CP#21 FLIEGERABTEILUNG**

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

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

**CP#22 GERMAN SUBS IN THE MEDITERRANEAN**

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

**CP#23 GERMAN INTRIGUES IN PERSIA**

Under the guidance of the German ambassador to Constantinople (Baron von Wangenheim) and the on-site leadership of the “German Lawrence” (Wilhelm Wassmuss), Persia was reduced to a state of tribal rebellion and near chaos for years, contributing to widespread famine. The German hope of an alliance with a strong Persia was yet another delusion entertained in Berlin—and included the remarkable notion (which met with some success) that Muslim tribes could be convinced that Germany was itself a Muslim nation besieged by Christians (and that the Kaiser had been on the hajj to Mecca). In fact, a German-Persian alliance was signed in 1915, but the only Persian troops available to back it were the 7000 Persian gendarmerie led by pro-German officers from Sweden. Such an alliance clearly was toothless.

**CP#24 MISSION TO AFGHANISTAN**

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

**CP#25 TURKISH REINFORCEMENTS**

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

**CP#26 TURKISH REINFORCEMENTS**

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

**CP#27 CATASTROPHIC ATTACK**

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

**CP#28 "I ORDER YOU TO DIE!!"**

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

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

**CP#29 ENVER-FALKENHAYN SUMMIT**

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

**CP#30 BULL’S EYE DIRECTIVE**

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

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

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

This three-month long major offensive against Russian troops in Galicia (Austro-Hungarian territory) was the initial campaign of the German XI Army, with combined German and Austro-Hungarian arms under the command of the German general Mackensen. Weeks of combat resulted in the collapse of vast portions of the Russian line. This resulted not only in Russian forces retreating out of Galicia, but also forced the Russians to pull out of Poland. The Gorlice-Tarnow campaign forced the Russians to pull troops out of Caucasus and curtail the supplies sent there.

**CP#32 VERDUN (Out of Theater Offensive)**

This German effort to bleed the French Army to death became the longest and probably the bloodiest battle of World War One. Falkenhayn funneled massive numbers of German troops into a meatgrinder, hoping that the French Army would eventually collapse. He wrote: “The string in France has reached breaking point. A mass breakthrough—which in any case is beyond our means—is unnecessary. Within our reach there are objectives for the retention of which the French General Staff would be compelled to throw in every man they have. If they do so the forces of France will bleed to death.”

In response, the French pressured the British into launching the Somme attack further to the north in a successful effort to draw the Germans away from Verdun. This necessitated the British sending many troops of the Empire from the Near East into France. Notably, Kitchener resented having his New Army units used in this way. He had hoped to keep the British Army fresh until it was greatly strengthened later in the war when the other combatants were exhausted. Britain then could dictate the terms of peace. The French (and Russians) were very alert to this possibility and threatened a separate peace if Britain did not bleed equitably alongside them!

**CP#33 BULGARIA**

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

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

Initially energetic fighters, the Bulgarians were ultimately drained economically and emotionally, especially due to the ever-increasing pressure from the British, French, Serbs, and Greeks pressing north from Salonika. As Austria-Hungary collapsed and the Germans shifted troops to the Western Front, the Bulgarians became the sole bulwark in the Balkans holding back the Allied flood. When Bulgaria’s morale finally collapsed and her troops retreated in massive numbers, the war was over. Within days, Serbia was liberated and Germany surrendered, knowing that nothing of import stood between her and the victorious Allied armies from Salonika.

**CP#34 PARVUS TO BERLIN**

The sooner this card is played, the worse for the AP. But it is designed to time out historically. If played at the earliest possible turn (Spring 1915) and if the RU player captures as many VP spaces as was done historically, the Revolution will occur in Winter 1918—one turn later than historically. (So, weep not, AP Player, if Parvus makes an early journey to Berlin—History is still on your side! But wait.

. . . theoretically History was on the Bolsheviks’ side. . . .)

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

**CP#35 TOWNSEND TO LEMNOS**

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

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

But things are not always as they seem. As others have since found, success in Iraq can be much harder to attain than it looks. . . .

Just south of Baghdad, Townsend’s troops were overwhelmed by superior Ottoman forces, and Townsend’s rapid retreat to Kut led to one the British Empire’s greatest defeats pre-Dunkirk.

After he and his troops surrendered, Townsend was taken to Istanbul, where he was allowed to live in some luxury. In 1918 the Young Turks released him, sending him to the isle of Lemnos in an attempt to negotiate a separate peace on their behalf. The meeting bore no fruit.

**CP#36 APIS**

If any man can be credited with starting World War One, it is probably Dragutin Dimitrijevic—APIS (“the bee”). A Serbian officer and founder/leader of the Black Hand society (The Union of Death), Apis took credit for arming the students who assassinated Archduke Ferdinand at Sarajevo. He also allegedly directed the murders of the Serbian monarch and his queen in 1903.
In 1917 he was accused of again conspiring against the Serbian government, was arrested, given a political show-trial, and executed. The Serbian government-in-exile also removed many officers supporting Apis and dispersed an entire Serbian army in an effort to ensure that there would be no rebellion or mutiny among Apis’ pupils and followers.  

**CP#37 TURKISH REINFORCEMENTS**  
Under German command (which the Turks, especially Kemal greatly resented), Ottoman defenses in Palestine were strengthened.

**CP#38 WATER SHORTAGE**  
The acute and chronic shortage of potable water, especially in the Sinai, greatly slowed the pace of British operations. At times, the shortage was severe enough (at least in the commander’s mind) to require a cessation in operations, even on the brink of complete success in battle. Such was the case at Beersheba, where the British needed to capture the water wells or withdraw by the end of the day. Fearing thirst for his men and horses, the commander called off the attack on the verge of a hard-won victory.

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

**CP#39 PASCHA 1**  
Pasha 1 was a “force-multiplier” package that the Germans sent to aid the Ottoman Fourth Army’s “Desert Force” in the Sinai. The German advisor in charge of that force (the same officer who planned the disastrous Turkish attack on the Suez Canal in 1915) was Kress von Kressenstein. Under his leadership, the Turks again attacked across the Sinai in 1916 and again failed.

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

**CP#40 "TO HELP AND SAVE YOU"**  
Units which were permanently eliminated may not be brought back into play. If the CP Player is only bringing back 1 or 2 SCUs, it still costs 1 VP. The CP Player may bring back as many units as possible, paying the penalty for each. So a GE LCU, 2 AH SCU, the Alpenkorps, and 2 GE SCU would be a –3 VP penalty (-1 VP for the LCU and –2 VPs for 5 SCUs).

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

In reality, the German units were undermined and arrived in bits and drabs, adding no real ‘teeth’ to the CP defense. Even the Alpenkorps could do nothing to halt the collapse of Bulgaria and the liberation of Belgrade. In short order, the road to Vienna lay wide open. Austria-Hungary descended into revolution, and the Germans surrendered.

**CP#41 TALAAT PASCHA REFORMS CABINET**  
Although Enver was in large measure the public face for and most vocal leader of the Young Turks, it was Talaat, the Minister of the Interior, that was actually the most important member of the Young Turks and leader of the largest faction within that movement. This made him the most influential man in Turkey. His reforms helped to stabilize the Ottoman government in the midst of military defeats and massive economic dislocations. (Intriguingly, the Young Turks’ rebellion began under Talaat’s leadership in Salonika in 1908, and it was also in Salonika that the Allies intervened, crushing the Young Turks’ lifeline to Germany in 1918.)

**CP#42 CZAR’S ARMORIES**  
As the Russian army collapsed and the Turks pushed forward into the territory held by the newly formed Transcaucasian Federation (Armenia and Georgia), the Turks captured weapons and munitions, especially at the fortress of Kars. The Turks badly needed these, since their own munitions and armament industry were grossly inadequate to support their efforts during the long war.

**CP#43 CONFUSED ORDERS**  
Communications in the region were quite poor, and it was not uncommon for British Imperial units to ‘cross wires’ on orders. This could lead to the retreat of successful units, lack of support for units that had successfully advanced under fire, or repeated futile assaults in the face of fearsome fire with no clear objective in sight.

**CP#44 ARMY OF ISLAM**  
In 1918, Enver attempted to build a purely Muslim army (i.e., no Germans!) that would march into Russia, Persia, and Central Asia in an effort to liberate Muslims and raise up jihadist forces. In fact, little of a radical nature was accomplished, but the Army of Islam did clear a path through Armenia and capture Basra, a major oil center on the Caspian Sea. This ‘army’ was actually about the size of a division or corps—about 14,000 to 25,000 men.

**CP#45 YILDIRIM**  
The placement of the Falkenhayn HQ can cause a bit of confusion. If the Romania event has not been played, place the Falkenhayn HQ with the other Yildirim units. If Romania has been played and if Falkenhayn is still on the map, the CP player may (at his option) immediately move Falkenhayn to stack with the other Yildirim units if a line of communication can be traced from Falkenhayn’s current space to Yildirim’s space. If Falkenhayn has been eliminated prior to the play of Yildirim his HQ does not reappear.

The Yildirim (or Lightning Bolt) force was officially designated Pasha 2 and was designed as a ‘force multiplier’ that would greatly increase the fighting effectiveness of the Turkish army. Its initial destination was Baghdad, with the objective of driving the British out of Mesopotamia. However, Allenby’s unexpected successes in Palestine forced Yildirim’s diversion south from Aleppo. Yildirim was commanded by Gen. Falkenhayn, formerly the supreme commander of all the German forces—O how the mighty are fallen!

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

**CP#46 JIHAD SUPREMACY (Hypothetical)**  
Note that tribes in the Eliminated Units Box do NOT return to the map—they go back to the Tribal Warfare Key. Units in the Tribal Warfare Key do NOT go to the map. However, tribes already active on the map are pumped up to full strength and given a bonus for combat during this Action Round. Thus, this card is most useful if the...
CP Player already has a goodly number of tribes active on the map and wishes to bring many tribes out of the Eliminated Units Box.

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

**CP#47 JIHAD OFFENSIVE (Hypothetical)**

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

**CP#48 ROBERTSON (Hypothetical)**

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

**CP#49 BERLIN-BAGHDAD RAILROAD**

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

Before the war began, the Germans were in the process of converting the Ottoman Empire into an neo-colonial hinterland for Germany, hoping to improve irrigation and agriculture in the Mesopotamian region, as well as gain access to oil and markets. There was also thought of German immigration to ‘underpopulated’ Ottoman regions. The construction of a Berlin to Baghdad railroad was a major element of this strategic plan. When completed, the railroad would have allowed German troops to reach the Persian Gulf more quickly than British troops could be shipped from England to the same destination. In the Adana region (where Turkey meets Syria on the Mediterranean coast), two massive engineering projects were required to complete railroad tunnels through the Tarsus Mountains. Work on these tunnels continued throughout the initial years of the war, and they were finally completed in 1917, connecting Syria-Palestine and Arabia to Anatolia (Turkey). The railroad was also extended somewhat towards Mesopotamia, but the resources required to truly complete the railroad in a timely fashion were never made available.

**CP#50 KAISERSCHLACHT (Out of Theater Offensive)**

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

**CP#51 TURKISH REINFORCEMENTS**

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

**CP#52 CAUCASIAN ARMY REFORMS**

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

**CP#53 UNRESTRICTED SUBMARINE WARFARE**

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

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

**CP#54 YILDIRIM OFFENSIVE (Hypothetical)**

When Germany first created the Yildirim (Lightning Bolt) Force, it formed up at Aleppo, destined for Mesopotamia and the recapture of Baghdad. However, Allenby’s sudden breakthrough at Gaza-Beersheba caused the Yildirim units to be sent south prematurely. If Yildirim had been able to coalesce into a major fighting force, it is possible that it could have been used much more strategically and effectively to un hinge AP efforts in the Near East. This card represents the German-Ottoman hope for these units and also represents a major expenditure of resources.

**CP#55 BRITISH WAR WEARINESS**

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

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

Important voices in Britain continued to call for a withdrawal from the war in the Balkans and in Turkey. Eventually, if the domestic pressures mounted, it is possible that the British support for involvement in the Near East would have dwindled to the point of a separate armistice with Turkey—or so this card hypothesizes.
In response to the Turks allowing the German battleship Goeben to take refuge in Constantinople and then bombard the Russian coast under the shield of supposed Turkish neutrality, the Russian and British Empires declared war on Turkey in early November 1914. It was very much the Russian and British intent to take the offensive immediately upon declaration of war. On November 1, the Indian Army landed at Fao, quickly overrunning the outdated fort and proceeding to Abadan and Basra. On November 3, the British conducted a desultory bombardment of the Dardanelles. On November 5, the Russians invaded Caucasia, attacking the Turkish Third Army at Koprukoy, followed by operations toward Van.

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

AP#2 ANZAC REINFORCEMENTS
This mobilization of the Empire is an important step to Limited War, giving the AP player an important (perhaps even vital) War Status point.

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

AP#3 EGYPTIAN COUP
Egypt and Cyprus were both technically under Ottoman rule in 1914, although Britain was in fact already occupying and governing both. (The British occupied Egypt in 1882!) The Egyptian ruler—the Khedive—was technically an Ottoman viceroy and was an ambitious man. The British government favored outright annexation of both Egypt and Cyprus, but Kitchener made it plain that such a move would violate Britain’s promises of eventual independence for the people of Egypt and would contribute to a potential uprising against British rule.

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

AP#4 SHORE BOMBARDMENT
The great ships of the British Royal Navy, sometimes supplemented by French warships, often acted as mobile artillery platforms around the coasts, even in the Suez Canal. This gave the Allied Powers a slight, but ongoing, advantage in battles near the shore.

AP#5 ARMENIAN DRUZHINY
Some Armenians were organized formally as units within the Russian army at the outset of the war. Smaller, less formal units (druzhiny) were also organized. The Armenian populations within the Russian Empire (some of whom had been added to the empire when Russia seized Ottoman territories during the late 19th century) were concerned about reports of mistreatment of their brethren still living within the Ottoman Empire, especially once the ethnically-oriented doctrines of Pan-Turkism were propagandized by the Young Turks ruling in Istanbul. Thus, these Armenians fought for their homes and their nation, not for Russia per se.

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

AP#6 PUGNACITY AND TENACITY
The Indian Army units in Mesopotamia were great fighters, holding tenaciously on the defense and pushing aggressively on the offense. They were also able (or forced) to ignore the effects of heat in the first summer of the war, pressing on as if the oven-like conditions were of no consequence.

AP#7 ENVER GOES EAST
To clarify—each TU attack must be directed against one space only. The defenders in a stack are never forced to split their attack against multiple spaces.

Enver, the Turkish Minister of War, one of the main leaders of the Young Turks who had seized control of the Ottoman government, was impetuous and prone to action. It was he who, in 1913, led the rebels against the Ottoman government, resulting in the death of the Minister of War. In 1914, Enver himself was promoted to that post, but he showed little aptitude for either front line command or grand strategy.

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

AP#8 SECRET TREATY
In 1907, the British and Russians negotiated a treaty that ended The Great Game in Asia, as their rivalry there was called. That earlier treaty ceded Afghanistan to the British sphere of influence, and divided Persia into a Russian zone of influence, a British zone, and a large central neutral zone. This agreement was later renegotiated, giving the Russians full access to the neutral zone. After the Bolsheviks came to power in Russia, they made this secret treaty public, to the great embarrassment of Britain. The increasing Russian influence in the main body of neutral Persia did much to fuel jihadist sentiments, helping to fuel various tribal uprisings.

AP#9 SPHERE OF INFLUENCE
The Russian railroads into northern Persia (Azerbaijan) and Russian political and military influence in that area, gave them greater flexibility in terms of troop movements behind the front lines. That flexibility could be used to shift the center of gravity on the front, catching the Ottoman forces off guard.

AP#10 RUSSIAN REINFORCMENTS
Yudenich made good use of the smaller Russian IV Corps, tasking it to guard his army’s left wing, especially in advances through Van and beyond. This corps played a pivotal role throughout the war.

AP#11 ROYAL NAVY BLOCKADE
At the outset of the war, the British Royal Navy imposed a blockade on the Ottoman Empire. This not only cut off important trade for the largely agrarian Ottoman economy, but also halted the coastal shipping on which the Ottoman Empire depended for its own internal transportation, due to poor inland infrastructure. Thus, the Ottoman Empire began to die a slow economic death. This economic crisis was compounded by the almost complete draining of the available manpower pool. This emptying of the villages crippled the Empire’s agricultural potential.

AP#12 PROJECT ALEXANDRIA (Hypothetical)
It should not be underestimated how severe the French and British rivalry in Syria/Palestine was. If anything, the VP and Jihad Level penalty in the game for a British invasion of Syria understimates the political effect a British invasion would have had in Paris and in the minds of Arabs. This card cannot be used as a British Reinforcement card, as can the other invasions.

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

AP#13 CHURCHILL PREVAILS
Forts across a strait from each other (e.g., Seddul Bahr and Kum Kale) must both be destroyed before a fort further up the waterway can be bombarded. The AP player chooses which Fort in the pair to roll against first.

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

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

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

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

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

AP#14 KITCHENER
Britan’s most influential military commander, Kitchener was Counsel-General in Egypt and well-versed in Near East affairs. He had also been in charge in India and had successfully implemented a major reform of the Indian Army. He was also the man who in large measure helped to win the Boer War, sometimes through questionable means. While visiting Britan in August 1914, he was appointed the War Minister two days after Germany declared war on France. He was looked to again as the potential saviour of his nation.

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

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

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

AP#15 GURKHAS
The Gurkhas are from Nepal and have a long tradition of being some of the most fierce, elite fighters in the British and colonial Indian armies. A British officer who served with them in the First World War wrote: “Uncomplaining you endure hunger and thirst and wounds; and at the last your unwavering lines disappear into the smoke and wrath of battle. Bravest of the brave, most generous of the generous, never had country more faithful friends than you.”

AP#16 ARAB REVOLT
Almost as soon as war broke out, jihad was declared. The British set to work to make an Arab the new caliph. For many years, the Ottoman sultan had been the caliph, the successor to or representative of the founder of Islam. The British argued that since the holiest sites of Islam were in Arabia (not Turkey) and since Islam originated in Arabia (not Turkey), it should be an Arab (not a Turk) who was caliph. And if this change were made with British backing, it was hoped that this would fortify the British Empire, which at that time contained the majority of the world’s Muslim population.

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

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

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

AP#17 ALLIED SOLIDARITY
Important: If the BR-GR CND (Corps of National Defense) enters at neutral Salonika, the space becomes AP-controlled without violating Greek neutrality.

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

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

AP#18 LAWRENCE
Lawrence of Arabia is surely legendary, evolving from a somewhat obscure military intelligence clerk in Cairo to the giant of the Arab Revolt. He joined with Prince Feisal in 1916 and led the capture of Aqaba in 1917, gaining a port which allowed the British to equip an actual Arab army (the Arab Northern Army). Lawrence remained with the desert tribesman, leading them in raids against the Turkish railroads and helping to guard Allenby’s right flank in his march to Damascus.

AP#19 MURRAY TAKES COMMAND
Murray was given command of the Egyptian Expeditionary Force in January 1916. He reorganized the troops under his command and began the advance across the Sinai to the dual gateways to Palestine—Gaza and Beersheba. He pushed his men twice against the rock of Gaza, losing both times.

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

AP#20 ARMoured CARS
Armored cars were available at the beginning of the war, operating in groups as light tanks or very heavy cavalry. Ironically, they were principally under control of the Royal Navy, with a brigade guarding western Egypt (landships indeed!). They played a large role in supressing the Senussi and even made an appearance in Romania (having travelled a long ways to arrive there)! They were initially equipped with one mounted machine gun, but later in the war sported two machine guns or even a small cannon.
Massacres were not unknown in the Great War, even under the leadership of Lawrence, whose Arab soldiers (on his orders) took no prisoners when hunting down a retreating Ottoman column. This was reportedly done in revenge for Ottoman atrocities at the village of Tafas. Of this event, Lawrence wrote: “In a madness born of the horror of Tafas, we killed and killed, even blowing in the heads of the fallen and of the animals; as though their death and running blood could slake our agony.”

**AP#21 NO PRISONERS**

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

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

**AP#25 RUSSIAN REINFORCEMENTS**

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

**AP#26 INDIAN ARMY REINFORCEMENTS**

The Tigris Corps represented a significant upgrade of offensive capability under the leadership of Gen. Nixon, who nevertheless failed to rescue the British-Indian units besieged at Kut. The 2nd Indian Army Corps never coalesced into a coherent unit on the battlefield. Its component units were scattered for duty in a variety of locations. The most famous of its divisions (the 6th [Poona] Division) was besieged in Kut and captured. Ultimately, nearly 600,000 soldiers in the Indian Army served in Mesopotamia, with another 100,000 posted to Egypt. They fought valiantly and well for the Empire.

**AP#27 LET THE FRENCH BLEED (Hypothetical)**

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

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

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

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

**AP#28 MAUDE**

The IN 15th Inf Div does not magically appear in the AP attacker’s space. It is brought on according to normal rules of placement. Thus, if the attackers are in a port, the IN 15th can be placed there if stacking allows, being used in the current combat. For example, if the attackers were in Basra (and Fao were controlled), the 15th could be brought in at Basra and used during this combat (subject to normal stacking limits).
Maude, who had been a divisional commander at Suvla Bay, near Gallipoli, was posted to Mesopotamia with his division (the BR 13th) in March 1916. There, he was assigned command of the Tigris Corps shortly after the fall of Kut (April 1916) and was given command of the theater a month later. The Chief of the Imperial General Staff, Robertson, ordered Maude to hold and not advance. By December, however, having reorganized and strengthened his forces, Maude launched an attack on Kut and gradually proceeded north to capture Baghdad in March 1917. His incremental methods and attention to logistics (including the construction of light railroads) redeemed British fortunes in the theater completely and prevented the Turks from consolidating their efforts in Persia. This card represents the unexpected punch added by Maude’s logistical efforts, as well as his ongoing command abilities.

**AP#29 ROMANIA**

*If Romania is played after Yildirim, and if the Falkenhayn HQ is still in play, the CP player may (at his option) get 1 free SR immediately to place Falkenhayn in any CP-controlled space or Region adjacent to Romania (if a line of communication can be traced from Falkenhayn’s current space to the new one). If Falkenhayn has been eliminated prior to the play of Romania, his HQ does not reappear. See Yildirim above.*

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

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

**AP#30 GALLIPOLI INVASION**

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

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

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

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

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

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

**AP#31 RUSSIAN WINTER OFFENSIVE**

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

*This is an important card. Use it wisely.*

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

Yudenich stockpiled supplies and winter equipment and then planned to infiltrate and outflank the fortified Turkish positions at Erzerum. Morgan Price, the British military observer with Yudenich’s army, reported: “It is interesting to note that this was the same sort of plan as that which Enver Pasha adopted, when he attacked the Russians just twelve months before [and was badly defeated] . . . [Enver’s] plan ultimately failed, because he could not guarantee supplies to his advanced forces in the country that they had occupied. But the Russians were brilliantly successful, because they had given the necessary attention to roads and transport for their main advance along the Passan plain.”
This card then represents both the logistics and operational strategies required to move a large army safely in winter against fortified enemy positions, effectively negating those fortifications.

The conclusion of Price’s report is also of interest: “The capture of the great fortress [Erzerum], hitherto considered impregnable, sent a thrill through the whole continent. . . . Russian military prestige in the East had fallen very low since . . . Enver Pasha’s advance into the Caucasus in December, 1914. But the Dardanelles expedition had given the Turks something else to think of than conquering the Caucasus, and had thus afforded the Russians the necessary respite to prepare for their attack on Erzerum which in its turn saved the British from being driven completely out of Mesopotamia.

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

**AP#32 ARMENIAN UPRISING**

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

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

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

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

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

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

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

**AP#33 ASQUITH/ LLOYD GEORGE COALITION**

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

In order to preserve his hold on power, Asquith formed a coalition government with the opposition, with the fiery Lloyd George as the new Minister of Munitions tasked with solving the munitions crisis. This was a role fraught with peril (if he failed), but also including great potential of reward (if he succeeded). Lloyd George did succeed, both in operating almost as a co-Prime Minister and in resolving the munitions crisis. He went on to out Asquith as Prime Minister in December 1916.

**AP#34 SALONIKA INVASION**

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

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

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

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

Gradually, however, as more troops arrived, especially after the Brits shut down the fiasco at Gallipoli, the AP force at Salonika grew in power and potential. This was especially true after the Serbs rebuilt their armies. Lloyd George saw this soft Balkan underbelly as a key front in the war—and once he became Prime Minister, massive efforts were put into the Salonikan front, including a French-led Army of the Orient. Eventually, this Salonikan force (including Greek, French, and Russian troops) became so substantial that it cracked open the CP’s southern flank, knocked Bulgaria out of the war, liberated Serbia, and stood poised to march on Constantinople and Vienna. Within days of these events, the Germans sued for peace, leading some to conclude that Lloyd George had been right—the Balkans was the way to successfully outflank Germany, something which could never be done on the West Front.*
AP#35 BRITISH REINFORCEMENTS
Dunsterforce was an elite, motorized unit that the British built at Baghdad and sent into Persia during the period of Russian collapse. Dunsterforce (names after its commander, Lionel Dunsterville) was sent by sea to Baku in an effort to prevent Turkish access to the Baku oil fields and in part to prevent further atrocities. The British were also interested in overthrowing the communist soviet then ruling the city. The excursion to Baku failed, but Dunsterforce did much to help establish British dominance in post-war Persia.

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

AP#36 INDIAN REINFORCEMENTS
Indian Army units continued to arrive in the region as the war continued.

AP#37 RUSSIAN REINFORCEMENTS
During 1916, the Russian war economy began to pick up steam, allowing new divisions to be equipped even in the backwaters of Caucasia.

AP#38 ROYAL FLYING CORPS
British airpower early in the war was almost nonexistent. The Turkish and German airmen had command of the sky. This resulted in poor British reconnaissances—which sometimes resulted in surprise and led to disaster, such as the defeats at Ctesiphon and Kut.

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

AP#39 TANKS
Tanks played a very marginal role in the Near East, being used to limited effect in battles on the Gaza-Beersheba frontier. The sand was not good for the machinery, and the heat literally baked the crews. These two factors ensured that the tank would never enjoy the success in the Near East that it gained on the West Front.

AP#40 WARM WATER PORT (Hypothetical)
It was actively conjectured that Russia's primary goal in the war on the Ottoman Front, especially in Persia, was access to a warm water port. Russia reportedly sought a port on the Persian Gulf or Indian Ocean as a counterweight to Britain. Certainly, for long years Russia had sought control of Constantinople, in part to assure an outlet from the Black Sea.

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

AP#41 BALFOUR DECLARATION
This short statement, issued by British Foreign Secretary Arthur James Balfour in November 1917, affirmed Britain's intent to support the establishment of a Jewish homeland in Palestine. It read as follows: "His Majesty's Government views with favour the establishment in Palestine of a national home for the Jewish people, and will use their best endeavours to facilitate the achievement of this object, it being clearly understood that nothing shall be done which may prejudice the civil and religious rights of existing non-Jewish communities in Palestine, or the rights and political status enjoyed by Jews in any other country."

AP#42 "JERUSALEM BY CHRISTMAS"
Note that the capture of Jerusalem with this card would result in a -3 VP shift and -1 Jihad point. This could be massively important—a real turning point in the game. However, the card also represents a policy commitment. Failure results in public humiliation and the loss of national prestige. Thus, it is not a gamble to take lightly.

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

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

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

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

AP#43 RUSSIAN REINFORCEMENTS
Note that both corps go into the Corps Assets Box.

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

AP#44 WAR WEARY BALKANS
Bulgaria had entered the war in part to revenge herself upon her Balkans War allies of 1912-1913, who she felt had stabbed her in the back. Thus, she went for Serbia's throat and would apparently have been glad to march down to Athens if allowed. She even enjoyed contributing to the destruction of Romania. However, as the war went on and on, and no real gains materialized, many in Bulgaria—including her troops at the front—began to wonder whether the continuing hardships were worthwhile. Overwhelmingly, the answer was no.
The Bulgars fought with extraordinary valor in the Balkans War and in the initial years of The Great War, but when the Serbs, Brits, and French finally pushed hard at Monastir and Doiran, the Bulgarians largely broke and ran. The slaughter during the retreat from Doiran was massively overwhelming, the Bulgarian troops being obliterated by aerial bombing on the road to Strumica. (The Iraqis’ fate on the road from Kuwait in the 20th century comes to mind. The two events are not dissimilar.)

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

**AP#45 GREECE**

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

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

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

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

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

**AP#46 ARAB DESERTION**

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

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

**AP#47 INDIAN REINFORCEMENTS**

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

**AP#48 TURKISH WAR WEARINESS**

Before the war ended, the Turkish economy collapsed. The manpower pool had literally been drained, and there was nothing more the Ottoman leadership could do, except economize and reorganize their remaining assets. Entire divisions might have only 2000 men—20% of their usual strength. Despite this fact, the Ottomans soldiered on, innovating and persevering, despite the nation’s fatigue.

**AP#49 MASSED CAVALRY CHARGE**

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

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

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

**AP#50 PUSH TO THE BREAKING POINT**

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

**AP#51 HAVERSACK RUSE**

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

The “Haversack Ruse” is one of the more brilliant deceptions in modern warfare. Planned and executed by Allenby’s head of military intelligence (a man with the unlikely name of Meinertzhagen), the plan deceived the Turks as to Allenby’s main line of attack, causing them to rebalance their forces, placing them exactly where Allenby had stated. The “Haversack Ruse” itself consisted of Meinertzhagen attacking towards Turkish lines—he allowed himself to be shot at, rode away drooping in the saddle as if wounded, and dropped a haversack stained with fresh horse’s blood. The haversack contained personal items of a British officer (including letters and money) and a set of plans for Allenby’s forces. The Turks were convinced of the plans’ authenticity, largely due to the heroics and acting skills of Meinertzhagen, as well as the fresh blood.

**AP#52 MARCH AND COUNTERMARCH**

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

AP#53 D’ESPEREY
The appointment of Gen. Sarrail represented a shift in French politics and Allied commitment to the Balkans. He reorganized the Allied armies in Greece and brought supplies in from the heel of Italy, across the Adriatic, rather than through the open Mediterranean and the Aegean, where German subs threatened. He built up a potent force which Gen. D’Esperey was then given command to use—and did so to great effect, overseeing the recapture of Serbia. This card represents both generals, but is named after D’Esperey, whose victories made him by far more famous.

AP#54 ALLENBY
This event may be played, even if the ANA cannot enter. If Aqaba is not owned, the ANA is placed in the Eliminated/Replaceable Units Box (from whence it can be built using AP-A RPs, entering at any AP-controlled port in Sinai, or Syria/Palestine).

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

AP#55 LLOYD GEORGE TAKES COMMAND
From the outset of the war, David Lloyd George had advocated the strategy of finding a way to victory that led around (not through) the German trenches in France. When he became Prime Minister, his commitment to an assault on the Central Powers through Turkey and the Balkans empowered the military in those regions to do something significant—outflank Germany and Austria-Hungary and knock Turkey out of the war. He appointed Gen. Allenby to lead British forces in Egypt and cooperated with the French in a significant increase in Balkan activity, leading eventually to the liberation of Serbia and the collapse of Bulgaria. This severed Germany’s connection to Turkey, knocking Turkey out of the war and opening the Dardanelles so that supplies could again reach Russia (although this was too late). Days later, Germany surrendered. In part this was due to Germany’s exhaustion on the West Front and at home, but in large part it was due to the fact that there were no troops left to oppose an Allied-Serbian march into Austria-Hungary.

FOR FURTHER READING:
There is a nearly infinite number of books on World War One, many of them written at or near the time and many of those written by participants. Some are very hard to find, but others have been scanned into pdf files and can be googled on the internet.

The following books are indispensable if you are going to study this front seriously:
Allen and Muratoff, Caucasian Battlefields (Battery Press)—probably the only book available on the Turkish-Russian wars for the Caucasus, most of it focusing on World War One (WW1).
Erickson, Ordered to Die—-the definitive account of the Ottoman military in WW1.
The British Official Histories (Battery Press) are quite interesting. There are four volumes on Mesopotamia, one on Persia, three on Egypt/Palestine/Syria, two on Macedonia (Balkans). The maps are usually fantastic and included in little pockets in the front and/or back of the books.

Other valuable books used to research the game:
Fromkin, A Peace to End All Peace (Holt)—the most readily available history of WW1 and the Near East, this is the perfect place to start reading.
Hopkirk, Like Hidden Fire (Kodansha Globe)—the only readily available history of CP efforts in Persia, Afghanistan, and India during WW1.
Carver, National Army Museum Book of the Turkish Front 1914-18: The Campaigns at Gallipoli, in Mesopotamia & in Palestine (Pan)—a good overview of the British campaigns.
Cassar, Kitchener’s War (Potomac Books)—a good overview of the strategic issues from the British point of view.
Higgins, Winston Churchill and the Dardanelles (MacMillan).
Evans, A Brief Outline of the Campaign in Mesopotamia 1914-1918 (Sifton).

Other good sources used:
Bruce, The Last Crusade: The Palestine Campaign in the First World War (John Murray).
Palmer, The Gardeners of Salonika (Simon and Schuster).
Churchill, The World Crisis (various editions).
Wakefield, Under the Devil’s Eye: Britain’s Forgotten Army in Salonika 1915-1918 (Sutton).
Liman von Sanders, Five Years in Turkey (Battery Press).

Recent titles which I have not used include:
Wilcox, Battles on the Tigris: The Mesopotamian Campaign of the First World War (Pen and Sword).
Strachan, The First World War (Penguin).