

Turn: 1 Date: Nov, 1914

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** BRITISH 16/6, 18/6, 6<sup>th</sup> HQ, 1 Depot, and MEF HQ land at Fao. *HMS Odin/Espiegle* adjacent to Fao. All these units are in supply and communication on turn one.

### Turkish Turn

(Turk Set-up: See 16.1)

Movement Phase: Same as above

Combat Phase: same as above

Reinforcements: None

Turn: 2 Date: Dec, 1914

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** One supply point[ one stockpile track] 17/6 in Basra (1345); *HMS Comet/Pelly*; *HMS Mashona/Shaitan/ HMS Lewis/Sumana* .

### Turkish Turn:

Movement Phase: Same as above

Combat Phase: same as above

Reinforcements: None

### Combat Sequence:

#### 7.1 RESOLVE AIR TO AIR COMBAT

Once the attacker has announced all of his intended attacks, the attacker places any aircraft he wishes to participate in the combat hex. The defender commits any aircraft he has available for interception and the players resolve air-to-air combat. **Important:** For air-to-air combat, *the interceptor becomes the attacker on the air-to-air table*. The players calculate an odds ratio and roll on the Air-to-Air Table to resolve the interception. If the phasing player's planes survive and do not abort, they add their bombing strengths to the ground attack. After air-to-air combat takes place, the intercepting planes return to their base or HQ. They may not bomb.

#### 7.2 SUPPLY EXPENDITURE DECISION

To attack or defend at full strength, a player must use up the supply depot that the participating ground units draw supply from. If a player wishes not to expend the depot, the depot may be retained, but his units attack or defend at *half strength* (round up) and no Tactical Advantages (except the defender's terrain) may be used.

#### 7.3 RESOLVE GROUND COMBAT

After deciding supply, total all attacking units (including bombing strengths of airplanes) and compare to the combined strength of all defenders. (added: HQ's may contribute their combat strength, which is the parenthesized number, only if in a hex adjacent to the unit(s) being attacked. Each player then determines any Tactical Advantages that he has. The defender subtracts his tactical advantages from the attacker's tactical advantages, producing either a positive or negative differential. A positive result indicates the number of column shifts to the right; a negative result indicates the number of column shifts to the left. (A limit of 7 tactical advantages per side is imposed). Next, each player determines what Command benefits each receives by totaling the HQ modifier's of any HQ present with either force. The defender subtracts his command bonus from the attacker's bonus producing a differential. A positive result is the amount added to the combat die roll; a negative result is subtracted from the combat die roll. The die is rolled, the combat result obtained and applied.

7.5 Tactical Advantages: The player with the advantage will reap the benefits in column shifts in his favor. For the attacker, this is a positive result which shifts the combat column to the right. The defender advantage shifts the combat column to the left. In a combat, both players determine their own Tactical Advantages (these appear on the Tactical Advantages Chart on the map). The defender subtracts his total advantages from the attacker's total. Tactical Advantages are cumulative. The Maximum accrued Tactical Advantages for either the attack or defender may not exceed 7

**Supply Survival Phase:** Each player now checks to see if he has units that cannot trace a supply line. A supply line may be no more than 6 hexes long to a depot or a major supply source. (see 12.0) Place an OOS marker on units that cannot trace a supply line. Remove OOS markers from units that now can trace a supply line to a depot OR major supply source. *Combat units* (not support, HQ, or supply units) designated as out of supply must now roll a die less than or equal to their troop competence rating. If this die roll fails, they must lose a step. Units in a fort or town receive a -1 die roll modifier. Units in a city receive a -2 die roll modifier.

Turn: 3 Date: Jan, 1915

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements: None**

Turn: 4 Date: Feb, 1915

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements :** [Extra supply point each for Qurna, Amara, and/or Kut, if British occupied] 30/12, 12/12, 12<sup>th</sup> HQ, 6<sup>th</sup> Cav, 1 supply depot in hex 1548. These units are considered in supply and communication during the entire turn four. 33/12 lands at Basra. *Ahwaz must be seized this turn or lose one supply point this turn and all subsequent turns that Ahwaz is unoccupied by a British unit.*

Turn: 5 Date: March 1915

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements: None**

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements: None**

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements:** Three supply points. 1<sup>st</sup> and 13<sup>th</sup> Arab Cavalry at hex 2944 or any border hex along south/east of the pipeline. (these units are in command as they missed the Mutual Operations phase. They are also in supply as the supply phase is at the end of the turn. If they survive their turn of entry, they will soon be OOS and OOC.) 1/37, 2/37, and German Vol. rgt. in any city controlled by the Turks.

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements None**

**Supply Survival Phase:** Each player now checks to see if he has units that cannot trace a supply line. A supply line may be no more than 6 hexes long to a depot or a major supply source. (see 12.0) Place an OOS marker on units that cannot trace a supply line. Remove OOS markers from units that now can trace a supply line to a depot OR major supply source. *Combat units* (not support, HQ, or supply units) designated as out of supply must now roll a die less than or equal to their troop competence rating. If this die roll fails, they must lose a step. Units in a fort or town receive a -1 die roll modifier. Units in a city receive a -2 die roll modifier.

Turn: 6 Date: April 1915

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** [Extra supply point each for Qurna, Amara, and/or Kut, if British occupied] One supply point; A flight/30 [four air units], II Corps HQ in Basra

Turn: 7 Date: May, 1915

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** None

Turn: 8 Date: June, 1915

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** [ Extra supply point each for Qurna, Amara, and/or Kut, if British occupied] Two supply points, four steamers in Basra. (Although the steamers had arrived earlier than this time, this turn was when they were finally available for use.)

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements:** Two supply points. Two Albatross aeroplanes at Ali Garbi (2324)

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements:** Two supply points. 46 XX in Baghdad. **These units may not move until they are released on turn 13**

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements:** : one supply point

**Supply Survival Phase:** Each player now checks to see if he has units that cannot trace a supply line. A supply line may be no more than 6 hexes long to a depot or a major supply source. (see 12.0) Place an OOS marker on units that cannot trace a supply line. Remove OOS markers from units that now can trace a supply line to a depot OR major supply source. *Combat units* (not support, HQ, or supply units) designated as out of supply must now roll a die less than or equal to their troop competence rating. If this die roll fails, they must lose a step. Units in a fort or town receive a -1 die roll modifier. Units in a city receive a -2 die roll modifier.

Turn: 9 Date: July, 1915

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** None

Turn: 10 Date: Aug, 1915

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** *Extra supply point each for Qurna, Amara, and/or Kut, if British occupied*

Turn: 11 Date: Sept, 1915

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** One supply Point, two Short aero-planes, 30 arty, 23 arty in Basra.

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements:** one supply point, German Artillery Bn3/37, 37 HQ in Baghdad

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements:** None

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements** None

**Supply Survival Phase:** Each player now checks to see if he has units that cannot trace a supply line. A supply line may be no more than 6 hexes long to a depot or a major supply source. (see 12.0) Place an OOS marker on units that cannot trace a supply line. Remove OOS markers from units that now can trace a supply line to a depot OR major supply source. *Combat units* (not support, HQ, or supply units) designated as out of supply must now roll a die less than or equal to their troop competence rating. If this die roll fails, they must lose a step. Units in a fort or town receive a -1 die roll modifier. Units in a city receive a -2 die roll modifier.

Turn: 12 Date: Oct, 1915

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** : [Extra supply point each for Qurna, Amara, and/or Kut, if British occupied] Two support points, 43<sup>rd</sup> x in Basra.

Turn: 13 Date: Nov, 1915

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** B Flight/30 sqd (2 units) at Basra.

Turn: 14 Date: Dec, 1915

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** : [Extra supply point each for Qurna, Amara, and/or Kut, if British occupied] Three supply points. 3<sup>rd</sup> Division [all] in Basra. (errata: the 3<sup>rd</sup> HQ is mislabeled 23<sup>rd</sup> HQ)

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements:** None

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements** Three supply points, 31 Cav, 13 arty, 1/46 at hex 1601

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements** Three supply points. Two Fokker planes, 6 xx, 51 xx, 52 xx, 18<sup>th</sup> Corps HQ in Baghdad.

**Supply Survival Phase:** Each player now checks to see if he has units that cannot trace a supply line. A supply line may be no more than 6 hexes long to a depot or a major supply source. (see 12.0) Place an OOS marker on units that cannot trace a supply line. Remove OOS markers from units that now can trace a supply line to a depot OR major supply source. *Combat units* (not support, HQ, or supply units) designated as out of supply must now roll a die less than or equal to their troop competence rating. If this die roll fails, they must lose a step. Units in a fort or town receive a -1 die roll modifier. Units in a city receive a -2 die roll modifier.

Turn:15 Date: Jan, 1916

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** : Two supply points, 7<sup>th</sup> Div, Heavy Arty, III Corps HQ at Basra. *HMS Butterfly/Dragonfly, HMS Crane-fly/Gadfly*, Basra

Turn: 16 Date: Feb. 1916

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** *Extra supply point each for Qurna, Amara, and/or Kut, if British occupied* Two supply points, 13<sup>th</sup> Div, 77<sup>th</sup> Heavy arty, 61<sup>st</sup> How arty, Home arty, C flight/30 sqdn [4 planes]; 34<sup>th</sup> x, *HMS Grayfly/Mayfly* at Basra.

Turn: 17 Date: March, 1916

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** One supply point. *HMS Mantis/Firefly; HMS Stonefly/Sawfly*. At Basra.

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements** 2<sup>nd</sup> Cav rgt. at hex 1601. Two Fokker, one albatross.

35<sup>th</sup> Div, 38<sup>th</sup> Div, 13<sup>th</sup> Corps HQ removed.

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements** Two supply points, 2<sup>nd</sup> Div, Misc. arty at Baghdad.

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements** None

**Supply Survival Phase:** Each player now checks to see if he has units that cannot trace a supply line. A supply line may be no more than 6 hexes long to a depot or a major supply source. (see 12.0) Place an OOS marker on units that cannot trace a supply line. Remove OOS markers from units that now can trace a supply line to a depot OR major supply source. *Combat units* (not support, HQ, or supply units) designated as out of supply must now roll a die less than or equal to their troop competence rating. If this die roll fails, they must lose a step. Units in a fort or town receive a -1 die roll modifier. Units in a city receive a -2 die roll modifier.

Turn: 18 Date: April, 1916

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** : [Extra supply point each for Qurna, Amara, and/or Kut, if British occupied] One supply point, 14<sup>th</sup> DIV, 14<sup>th</sup> HQ at Basra.

Turn:19 Date: May, 1916

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** None

Turn: 20 Date: June, 1916

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** [Extra supply point each for Qurna, Amara, and/or Kut, if British occupied]

#### Turkish Turn:

Movement Phase: Same as above

Combat Phase: same as above

Reinforcements None

#### Turkish Turn:

Movement Phase: Same as above

Combat Phase: same as above

Reinforcements None

#### Turkish Turn:

Movement Phase: Same as above

Combat Phase: same as above

Reinforcements : Remove the 2<sup>nd</sup> Div

**Supply Survival Phase:** Each player now checks to see if he has units that cannot trace a supply line. A supply line may be no more than 6 hexes long to a depot or a major supply source. (see 12.0) Place an OOS marker on units that cannot trace a supply line. Remove OOS markers from units that now can trace a supply line to a depot OR major supply source. *Combat units* (not support, HQ, or supply units) designated as out of supply must now roll a die less than or equal to their troop competence rating. If this die roll fails, they must lose a step. Units in a fort or town receive a -1 die roll modifier. Units in a city receive a -2 die roll modifier.

Turn: 21 Date: July, 1916

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** 66 arty at Basra

Turn: 22 Date: Aug, 1916

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** [Extra supply point each for Qurna, Amara, and/or Kut, if British occupied] Two supply points. All Ford vans, 60 pdr arty, trench arty, at Basra

Turn: 23 Date: Sept, 1916

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** 1<sup>st</sup> Corps HQ Basra

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements:** None

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements:** None

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements:** None

**Supply Survival Phase:** Each player now checks to see if he has units that cannot trace a supply line. A supply line may be no more than 6 hexes long to a depot or a major supply source. (see 12.0) Place an OOC marker on units that cannot trace a supply line. Remove OOC markers from units that now can trace a supply line to a depot OR major supply source. *Combat units* (not support, HQ, or supply units) designated as out of supply must now roll a die less than or equal to their troop competence rating. If this die roll fails, they must lose a step. Units in a fort or town receive a -1 die roll modifier. Units in a city receive a -2 die roll modifier.



Turn: 24 Date: Oct, 1916

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** : [Extra supply point each for Qurna, Amara, and/or Kut, if British occupied] Two supply points, 7<sup>th</sup> Cav, 74 arty, 159 siege at Basra

Turn: 25 Date: Nov, 1916

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** Four supply points.

Turn: 26 Date: Dec, 1916

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** [Extra supply point each for Qurna, Amara, and/or Kut, if British occupied] Two Supply Points, 13<sup>th</sup> Armored Car at Basra.

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements** None

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements** None

#### Turkish Turn:

**Movement Phase:** Same as above

**Combat Phase:** same as above

**Reinforcements** Four supply points, Cav B iii at Baghdad.

**Supply Survival Phase:** Each player now checks to see if he has units that cannot trace a supply line. A supply line may be no more than 6 hexes long to a depot or a major supply source. (see 12.0) Place an OOS marker on units that cannot trace a supply line. Remove OOS markers from units that now can trace a supply line to a depot OR major supply source. *Combat units* (not support, HQ, or supply units) designated as out of supply must now roll a die less than or equal to their troop competence rating. If this die roll fails, they must lose a step. Units in a fort or town receive a -1 die roll modifier. Units in a city receive a -2 die roll modifier.

Turn: 27 Date: Jan, 1917

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** Four supply points, *HMS Moth/Tarantula*, 14<sup>th</sup> armoured car at Basra.

Turn: 28 Date: Feb, 1917

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

**Reinforcements:** [Extra supply point each for *Qurna, Amara, and/or Kut, if British occupied*]

Turn: 29 Date: March, 1917

Weather:



**Mutual Operations Phase:** Both players conduct a variety of bookkeeping activities regarding their units. Units which are now out of communications with their HQ are so designated with an OOC marker. Units which were out of communications, but are NOT now, have their OOC marker removed. Supply points from the Reinforcement Schedule are added to the Stockpiled Supplies Track at this time. New Supply Depots are created. (see 12.1)

#### British Turn

**Movement Phase:** British ground units may move *normally* only if in supply and communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. (quartered if it is both OOS and OOC).

**Combat Phase:** 7,1 RESOLVE AIR TO AIR COMBAT

7.2 SUPPLY EXPENDITURE DECISION

7.3 RESOLVE GROUND COMBAT

Victory Points: **17.0 VICTORY (Changed)**

The British player collects VP's as follows. The hexes must be occupied

Basra: 1 VP

Ctesiphon: 1 VP

Ahwaz: 1 VP

Baghdad: 1 VP per hex

Amara: 1 VP

Baghdad all 4 hexes = 5 VP's

Nasirya: 1 VP

Kut: 3 VP's

#### Turkish Turn:

Movement Phase: Same as above

Combat Phase: same as above

Reinforcements None

#### Turkish Turn:

Movement Phase: Same as above

Combat Phase: same as above

Reinforcements Two supply points, 14<sup>th</sup> Div at Baghdad.

#### Turkish Turn:

Movement Phase: Same as above

Combat Phase: same as above

Reinforcements None

#### Victory Level

0-5 VP's Turk Victory.

6-7 VP's Draw

8-9 VP's British Tactical

10-11 VP's BR Victory

12-13 VP's BR Decisive

**Supply Survival Phase:** Each player now checks to see if he has units that cannot trace a supply line. A supply line may be no more than 6 hexes long to a depot or a major supply source. (see 12.0) Place an OOS marker on units that cannot trace a supply line. Remove OOS markers from units that now can trace a supply line to a depot OR major supply source. *Combat units* (not support, HQ, or supply units) designated as out of supply must now roll a die less than or equal to their troop competence rating. If this die roll fails, they must lose a step. Units in a fort or town receive a -1 die roll modifier. Units in a city receive a -2 die roll modifier.