

RAIDERS

MINI GAME SCENARIO RULES

SCENARIO: LAWRENCE OF ARABIA

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28.0 INTRODUCTION

Lawrence of Arabia is a solitaire wargame system in which the player takes the role of T. E. Lawrence—more popularly known as Lawrence of Arabia—and leads the Arab Revolt of World War I. The enemy is the decaying but still powerful Ottoman Empire—and is controlled by the game system via a deck of Operations cards.

The player conducts the following missions:

Aqaba!: Take Red Sea ports, culminating with Aqaba.

Hejaz Railroad: Sabotage the Hejaz Railroad and cut off the Ottoman army in Arabia

Gaza Offensive: Support Allenby's drive on Jerusalem

Damascus: Take Damascus and establish a capital for an Arab state.

For a campaign game, play the missions in the above order. Repeat a failed mission per 25.0, but any subsequent failed mission (same or subsequent mission) loses the campaign. In the campaign game, add +1 Ottoman Expeditionary Force (OEF) unit to the enemy force generated by an operations card for each mission successfully completed (i.e. +3 OEF units in every combat during the final mission).

29.0 COUNTER TYPES

Arab Revolt (player) Units

Lawrence of Arabia (1+5):

T. E. Lawrence.

Leader (2+4, 4+4): a commander of extraordinary abilities.

Arab Bedouin (1-3, 2-3, 3-3):

a mobile Arab formation, using camels or horses.

Arab Mercenaries (3-4):

Lawrence's elite bodyguard.

Arab Regulars (4-1):

regularly enlisted Arab units or Egyptian Army.

Feisal's Camp (2-0):

the main camp and army of Prince Feisal. Note the combat strength is not printed on the counter.

Armored Car (4-2): a detachment of British armored cars.



Arab Revolt Gear (British)

Machineguns (+1): adds +1 to the combat strength of the unit transporting it.

Demolition Charges: a force can expend this to roll one die when trying to destroy a Rail Route.

Aeroplane (1+): adds +1 to the combat factor of the unit transporting it. Gives +1 die roll modifier to Tactical Edge (in addition to any Leaders for a total potential of +4). This does not expend the Gear. Also, a force with the Aeroplane can perform scouting (27.0) and can transport Lawrence (35.3).



Ottoman (Hostile) Units

Ottoman Garrison (0 to 3):

Local Ottoman forces holding down the fort.

Ottoman Expeditionary Force (1 to 4):

Ottoman infantry and cavalry formation.



Other OEF units

Pasha (3+): the Ottoman Leader.

AK (Asien Korps) (4+): German or Austrian Asian Corps. Elite.

Aeroplane (1+): adds +1 to the combat strength of the strongest unit in the Ottoman force (other than the Armored Train). Gives +1 die roll modifier to Tactical Edge (in addition to any other Elite for a potential of +3).



Armored Train (5): this is placed only if picked as part of the Combat procedure on a Rail space; if otherwise picked, then place aside and return to the bin after combat.



Markers

Leadership: Indicates the current Leadership (Command) Level.

Pounds: Indicates remaining number of Pounds (RPs).



30.0 SPECIAL SPACES

30.1 Critical Cities

The following spaces are significant for political and religious reasons: **Medina** and **Damascus**. If you win a battle in either of these spaces, gain one additional Op. If you lose a battle in either of these spaces, you lose one additional Op (no more than two Ops gained or lost in any one battle).

30.2 British Staging Areas & Mecca

When an Operating force completes a move in a Staging Area (Cairo, Suez) or Mecca, pick an Operation card but ignore the event. The card is then discarded. Also, only Lawrence can enter British Staging Areas and only Arab Revolt Leaders (including Lawrence) can enter Mecca. Leaders can transport Gear into the Staging Areas. Only the specified Leaders and Gear they are transporting can be a part of an Operating force moving to a Staging Area; other units must remain in the starting space.

30.3 Arabian Ports

The term Arabian Ports refers to Aqaba, Wejeh, Yenbo and Jidda. It does not include Suez. Suez is a port only for Lawrence and British Gear.

30.4 Port to Port Movement

An Operating force can move from an Arabian port to another non-Ottoman occupied Arabian port by expending all of its movement on a Water Move.

31.0 OTTOMAN UNITS

There are two general types of Ottoman units: Garrisons (which are on the reverse of Garrison markers), and other units.

Garrisons: these are placed on the map via Mission cards (see the Situation/Garrison line).

Note: for players of other Command series mini-games: garrisons are the Objective markers in **Lawrence**.

Expeditionary units: the units with the Ottoman flag on their reverse are placed in the Ottoman Expeditionary Forces (OEF) box and temporarily moved to the map as the result of Ops events. They are placed in the same space as the force that triggered the card draw. Expeditionary units are automatically removed from the map after the battle concludes, and placed back in the OEF box. They may be eliminated by combat, but are always returned to the OEF box (and can be drawn again; even Pasha).

32.0 OTTOMAN GARRISONS

Garrisons are not units *per se*; they are the markers placed on the map via Mission card (per the Situation line). Pick and place Garrison markers face down. They are revealed (flipped face up) only if one of the following conditions apply:

- a) An Operating Arab Revolt force is in the same space during an Objective segment; or
- b) if you play a card that reveals a Garrison; or
- c) via the Scouting rule.

Once a Garrison marker is revealed, it remains so until eliminated, at which point it is returned to the Available Box (face down).

In the Campaign Game, once a Garrison is eliminated and the space is occupied (meaning an Arab Revolt unit is in the space at the end of the Mission), a Garrison will not be placed in the space in future Missions.

32.1 Movement Effects

A moving force must cease movement in a space containing a Garrison marker (face up or down).

32.2 Combat Effects

There is no Breakoff possible in combat with a Garrison. Continue with combat rounds until one or the other side is eliminated.

The number on the marker has two functions:

- a) at the start of the combat procedure, this is the number of Ottoman Expeditionary units picked and placed in the space (these are in addition to any units placed by an Ops card).
- b) If the Arab Revolt wins the battle, then this is the number of Pounds you gain (there is no loss if you lose).

Note: If a Garrison is revealed via card or scouting, then do not place units in it nor gain Pounds. The marker remains in play. Units would be placed if an Arab Revolt force later moved into the space. A Garrison with a value of zero is eliminated and placed in the Available box the instant it is revealed.

33.0 LEADER ESCAPE

At the end of any combat, roll one die for each Arab Revolt Leader lost in that battle. Use the Leader Escape Table. This may possibly return that Leader to play. Regardless of outcome, any Gear the Leader controlled is eliminated.

34.0 LAWRENCE & LEADERSHIP

Lawrence is a special Leader. Certain cards can be played only if Lawrence is with a Force. If Lawrence is eliminated, the Mission as well as a Campaign game is lost.

34.1 Leadership

This game does not use the Alert rules (17.0) and level as in the system rules. Instead, the Leadership level tracks Lawrence's abilities. The Leadership level can never go lower than one or higher than five.

34.2 Leadership Checks

Operations Cards may call for a Leadership check. Roll one die against the current Leadership level. If it is less than or equal to that level, the check succeeds and the event takes place; if it is higher, the check fails—see the cards for the outcome.

34.3 Leader Recruitment

To recruit Leaders: Lawrence must be part of the Operating force. During the Recruiting phase, make a Leadership check. Prior to rolling the die, you may expend Pounds to temporarily increase the Leader value to up to five. Roll one die. If the number rolled is less than or equal to Leadership plus Pounds, then pick one Leader. Otherwise, the attempt fails. Regardless, the Pounds are expended. Recruited leaders are placed in the same space with Lawrence. You can make one Leader recruiting attempt per Mission (plus once per battle won per 20.2). Arab leaders that are eliminated are available to be recruited in the next Mission.

34.4 Cairo & the High Command

British General Headquarters is in Cairo. If Lawrence is in Cairo, you can appeal to the British High Command. An appeal can be made once per Mission (and does not count as an Op). Make a Leadership Check. If you succeed, then you can select one Result from the Table. If you play the Allenby card and succeed, you can pick two different results. Flip the Leadership marker over to show the Appeal has been made.

34.5 Campaign Game Leadership

During a Campaign Game, at the end of each mission, if the mission was successful, add one to Lawrence's Leadership Level. Subtract one if the mission was a failure. In succeeding missions, carry over the Leadership value (ignore the Leadership value on the Mission card.). Also note that Lawrence may return to

any friendly Arab port to start the next Mission (ignore the Mission card in this regard).

34.6 Leaders & Stacking Limits

Stacking limit is two units without a leader, four with an Arab leader, and four plus leadership level for Lawrence.

35.0 GEAR

A leader can carry one Gear, and other Arab units can carry a maximum of two Gear. Gear can be purchased at the beginning of a mission, or in Suez, an Arabian Port, or Feisal's Camp.

35.1 Gear: Demolitions

Demolition allows units to destroy sectors of the Hejaz Railroad. To perform Demolition, an Arab unit must be part of an Operating force in a Rail space. You may initiate demolition with any units with a Demolition gear. Roll one die for each such unit. If the demolition is successful, place the marker on the line (demolition side up), and this may count for mission victory. Regardless, the Demolition is expended. Demolition markers have no other effect on play.

Note: in the Campaign Game, once a particular Rail Route space has been demolished, it may not be targeted for demolition again in later Missions (i.e. they are not rebuilt).

35.2 Gear: Machineguns

Machineguns add one to the combat strength of the transporting unit.

35.3 Gear: Aeroplanes

Aeroplanes are treated as Elite combat units. The Aeroplane unit can also transport Lawrence. The two counters must start in the same space then move to any other space containing an Arab unit, or to Cairo.

36.0 FEISAL'S CAMP

Feisal's Camp is deployed at the start of the game via random placement. A Camp acts as an Arab Revolt unit with the following special rules. Feisal's Camp cannot normally move, but see the cards. If a move is called for, the Camp is relocated by rolling on the Random Placement Table. If eliminated, it cannot be replaced within a mission.

36.1 Camp Effects

An Arab Revolt force that starts an Operation in the same space as the Camp can:

- a) **Resupply:** You can expend RP to buy Gear for any Arab Revolt units in the same space as Feisal's Camp. **OR**
- b) **Rally:** You may move any or all friendly forces within movement range to the Camp. They must end their move in the camp (stacking is unlimited). Then pick one Operations card (for the combined force).

36.2 Camps & Operations

The camp itself cannot be part of an Operating force. Ottoman forces can possibly be deployed in its space via an Op card should an Operating force end a move in Feisal's Camp. Engage in combat normally, with the Camp counting as a 2-strength unit.

Note: Feisal is spelled with the alternative Faisal on the map. Also Daraa is spelled

Deraa, and Weij is spelled Wejh on the map. English spellings use both.

37.0 SETTING UP THE GAME

Note: There are no Objective markers in Lawrence. The objectives are on the Mission cards. Draw a Mission card to determine the number of Op cards to deal.

Perform these additional steps when setting up the game.

- 1) Place all Ottoman Garrison units face down in the Ottomans Garrison box. Mix them up.
- 2) Deploy the designated number of Garrison markers on the map per the Mission card.
- 3) Place Feisal's Camp by consulting the Random Placement Table and rolling one die to determine the location.
- 4) Place the Pounds marker per the Logistics section of the Mission card. Place the Leadership marker in space indicated by the Mission card Command line.
- 5) Place Lawrence in the space indicated under the Mission card Leadership line. Place all other Arab Revolt units in the Recruit box. Bedouin units are face down; others are face up.

APPEAL TO THE HIGH COMMAND TABLE (34.4)

- | | |
|---|--|
| 1 | Funding: Roll one die and gain that number of pounds. |
| 2 | Arab Bureau: Recruit one Arab Regular unit at no cost and place it in an Arabian port. |
| 3 | Intelligence Bureau: Select any two Ottoman Garrisons and reveal them. |
| 4 | Reinforcements: Recruit one Armored Car, one Machinegun, and one Aeroplane at no cost and place them in one Arab Port space containing at least one Arab Revolt unit. |

Demolition Results (21.1)

Blowup: lose the Arab unit setting the Demolition.

No Effect: nothing happens.

Succeeds: Place the RR break side of the Demolition face up in the RR space.

Succeeds + Loot: Place the RR break side of the Demolition face up in the RR space, plus gain 1 Pound.

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