

FIRE & MOVEMENT FOLIO GAME EXCLUSIVE RULES

SUEZ 1916: OTTOMAN STRIKE, 4-6 AUGUST 1916

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10.0 INTRODUCTION

10.1 Historical Background

The Suez Canal was a critical strategic objective in the Great War, both for British trade and as a political symbol. If the Central Powers controlled or could fire on the canal, they would interdict traffic and possibly stimulate rebellion in the Middle East against the European colonial powers. A failed Ottoman attack in 1915 caused the British to increase security, but only slow progress had been made by August 1916, when the second Ottoman attempt was made. The assault was expected, but the Ottomans nevertheless achieved surprise by attacking at night. The ensuing battle was a touch-and-go affair, ending with the British pushing the Turks back, though the latter were able to salvage most of their heavy guns.

10.2 Scope of the Game

There are two players in the game. The Central Powers player controls Ottoman Turk and German units and is the first player in each game turn. The British player controls British units. The game begins with the Central Powers movement phase of the Zero Hour turn.

10.3 System Rules Changes

All standard rules apply except as modified below. Rules 13.0 through 19.0 are new rules for this scenario.

4.1 Mobile Movement & Combat is not used; skip those phases in the turn sequence.

5.3 Stacking is modified to allow certain friendly units to end a phase in the same hex. See 17.0.

7.6 A3 & D3 Results inflict a loss in addition to the retreat. The owning layer selected a one-step unit for elimination, or a two-

step unit for depletion. Only one step is lost regardless of the number of units involved.

7.9 Advance After Combat. Mobile units (those with circled movement factors) may advance after combat per rule 7.9. All other unit advances are limited to a maximum length of one hex (the one originally occupied by the retreated/eliminated defender).

8.0 Fire Support is modified extensively; see 18.0.

10.4 Game Scale

Each hex represents about one kilometer (0.6 mile). Each turn represents one third of a day. Central Powers units represent battalions or groupings of companies (500 – 1000 men). British half-brigades represent two battalions (about 1,500 men), and mounted brigades represent 800-1000 troopers.

11.0 SET UP

11.1 Set Up Sequence

Place the Turn marker in the Zero Hour box of the TRT. The British player deploys first (11.2) followed by the Central Powers player (11.4).

11.2 British Deployment

In hexes adjacent to any British trench: 52nd Division, 160+161/R [8 counters]

On or adjacent to Kantara (0239): Armored Train, 42nd Division [8 counters]

Hill 40 (0637): Yeo/R [1 counter]

Pelusium Station (1532): ICC/R, MobC/R [2 counters]

Ballybunion (0644): 3LH/ANZ [1 counter]

Hill 70 (0937): NZMR/ANZ [1 counter]

Dueidar (1336): 5LH/ANZ [1 counter]

On or adjacent to Romani (2031): 1 LH/ANZ, 2 LH/ANZ, 53rd Division [4 counters]

Fire Support Pool: two +4, two +3, one +2 markers [5 counters]

Set Aside: Remaining FS markers [6 counters], reduction counters [see 13.2; 14 counters]

11.3 British Activation

British units set up on and west of Pelusium Station may not move until activated. At the start of each British turn starting with 4 August Morning, roll one die for each unit. On a “1-2” it activates; on a “3-6” it remains inactive.

Automatic Activation. The instant that a Central Powers unit moves within four hexes (three intervening hexes) of an un-activated unit, or a Central Powers fire support marker is used to bombard it, the unit immediately activates.

Additional Fire Support. Each time a unit of the British 42nd Division activates, add one of the set aside fire support markers (drawn randomly) to the pool. Continue until all markers have been added.

Player Note. Indicate an un-activated unit by rotating it 90 degrees or placing a blank marker on it, or some other mutually agreed method.

11.4 Central Powers Initial Deployment

On or east of the 26xx hex column: 3rd Division; 1 Ex, German AK-1 and AK-2 [19 counters]

Fire Support Pool: three Ottoman, two Austro-Hungarian, two German +6, and four German +4 markers [11 counters]

Central Powers Air box: German air unit

Central Powers Reinforcements box: 27th Division [9 counters], two German +5 and one German +4 fire support markers [3 counters]

Set Aside: Kress (see 13.1): See below.

11.5 Central Powers Reinforcements

At the start of each Central Powers turn, if a Central Power unit occupies a railroad hex containing a town or village on or west of the 20xx column of hexes, roll one die (regardless of the number of eligible hexes occupied). If the result is “1-3”, then the three battalions of one regiment of the 27th Division arrive on the east map edge. Each unit pays the normal movement cost to enter the, then operates normally thereafter. For each regiment selected, randomly pick two of the fire support markers in the Reinforcement box and add them to the pool.

12.0 VICTORY CONDITIONS

12.1 Central Powers Instant Victory

Play stops and the Central Powers player wins if at the end of any British turn there is a Central Powers engineer unit occupying a hex adjacent to the Suez Canal.

12.2 British Instant Victory

Play stops and the British player wins the instant there are no Central Powers units on the map.

12.3 Victory on Points

If neither player wins an instant victory, the victor is determined at the end of the Afternoon 6 August turn. The Central Powers player gains victory points (VP) by having his units on any or all of the hexes listed in 12.4. Count the total VP score and compare to the following.

16+	Central Powers decisive victory.
13-15	Central Powers operational victory.
10-12	Central Powers tactical victory.
7-9	Draw.
4-6	British tactical victory.
1-3	British operational victory.
0	British decisive victory.

12.4 Victory Hexes

At the start of the game, all towns and villages west of Katia (exclusive) are British controlled, while all towns and villages east of Katia (inclusive) are Central Powers controlled. A player gains control of a hex by moving a unit into or through the hex, and retains control until an enemy unit enters or moves through the hex. At the end of the game, the Central Powers player is awarded points for the control of towns as follows.

0234 (El Kab)	2 VP
0239 (Kantara)	4 VP
0644 (Ballybunion)	2 VP
0936 (Gilban Station)	1 VP
1532 (Pelusium Station)	2 VP
2031 (Romani)	6 VP
2633 (Katia)	2 VP
3331 (To Bir el Abd)	1 VP

13.0 SPECIAL UNITS

13.1 Kress von Kressenstein

The **Kress** counter represents the command attention of Kress von Kressenstein and the staff of the Ottoman **8th (1st Expeditionary) Corps**. This counter is held off the map. **Kress** can be used to assist one attack per Central Powers combat phase. Shift that attack one column to the right. **Kress** may not be used on the defensive. The counter is never affected by combat outcomes, and may be reused each turn.

13.2 British Reduction Counters

British infantry brigade groups are three-step units. The full strength side of the brigade group counter represents the three-step strength; the reverse side represents the two step strength. If the unit takes another step loss, remove it and replace it with a reduction counter of the same designation.

13.3 British Armored Train

The armored train unit may move only via contiguous railroad hexes. It may enter and exit enemy ZOCs freely.

14.0 TERRAIN

14.1 Suez Canal

A British unit may cross the canal between hexes 0139 and 0239 by expending its entire movement allowance; it must start in one of the hexes and end its move in the other. No unit may cross the canal at any other point. ZOC do not extend across canal hexsides. Combat may not take place across a canal hexside.

14.2 Trenches

Movement Effects. It costs one additional movement point to cross a trench hexside, regardless of direction or if the hex is friendly or enemy. This does not affect retreat or advance after combat.

Combat Effects. If all attacking units are attacking across trench hexsides, the defender uses the trench defense line. If units are attacking a defender across a combination of trench and non-trench hexsides, use the line for the other terrain in the hex. Trenches benefit only units of the owning side.

15.0 SURPRISE

15.1 Effects on Central Powers Units

All Central Powers units have their movement factors doubled during the zero hour turn. All Central Powers ground units during the zero hour combat phase are shifted one differential column to the right; this can be cumulative with the Kress bonus (13.1).

15.2 Effects on British Units

No British units may move during the British movement phase of the zero hour turn. Retreat and advance after combat are conducted normally. British units adjacent to Central Powers units during that British combat phase may attack normally. No British support fire may be used during the zero hour turn.

16.0 RAIL MOVEMENT

The British player may move one unit per movement phase via railroad in addition to moving the armored train unit. The unit must start on a railroad hex. It may move an unlimited

number of contiguous rail hexes. It may not conduct any non-rail movement in the same phase. It may not start in or enter an EZOC.

17.0 STACKING

17.1 Stacking Limits

Friendly units may end a phase stacked in the same hex subject to the limits listed below. If a retreat causes a hex to be overstacked, the owning player must displace units to restore the limit. No stacking is allowed in marsh hexes.

Central Powers Stacking Limit. Up to three units from any formation.

British Stacking Limit. Up to two units may stack in one hex. The units must be from the same division or the Reserve.

17.2 Moving Stacks

Stacked units do not move together; each unit is moved individually.

17.3 Stacks in Combat

Stacked units must defend and attack together in a single combat.

18.0 FIRE SUPPORT

18.1 Fire Support Procedure

Bombardment (8.4) is the only form of fire support allowed. Only observed hexes (18.2) may be bombarded. At the beginning of a combat phase, the active player must place all fire support markers (18.3) to be used in that combat phase, and must announce which if any adjacent units will attack that target hex. After all attacking markers are placed, the defending player places any markers desired.

Central Powers Limits. The Central Powers player may use one or two support fire markers per hex bombarded.

British Limits. The British player may use only one support fire marker per hex bombarded.

18.2 Observation

A unit observes all hexes adjacent to it and all hexes within the observations range listed below. When counting the range, do not count the observing unit's hex, do count the target hex. Range is the only limitation on observation; it is not blocked by any terrain. See also 18.5.

Central Powers Observation

Range: four hexes, six hexes if the observing unit is in a hill hex.

British Observation Range: five hexes, seven hexes if the observing unit is in a hill hex.

18.3 Fire Support Markers

Each side receives fire support markers as indicated in the set up (11.0). Each player's markers (except air; see (18.5) are placed into a pool (a bowl or pile) and drawn for use. Each marker may be drawn once per three-turn day; once used, set it aside until the morning turn of the following day. When a marker is drawn, keep it face down so neither player knows the actual fire strength. The markers are revealed once all have been placed (18.1).

18.4 Bombardment Resolution

The bombardment resolution process is altered as follows.

CRT Column. To resolve a bombardment, find the strength of the artillery marker(s) on the appropriate terrain line of the CRT. Do not consider the strength of the target unit.

Results. Ignore "Ex," "No Effect," and all "A" results. Retreat is not allowed. After a D2, D3, or De result, the target unit must take a one-step loss (but see 18.5). If a defender's hex is emptied by bombardment and an attack was declared against the hex, the attacking units may advance.

Ground Attack. If the bombardment is being made in conjunction with a ground attack, resolve both the attacker's and defender's bombardments prior to resolving the combat.

Bombarding Stacks. If stacked units are being bombarded, resolve the bombardment against each unit separately (but it still counts as a single bombardment).

18.5 Air Unit

The air unit is a support fire marker with the following special abilities.

Utilization. It is available for use every turn and the strength is known to both players. It does count toward the Central Powers' fire support limit (18.1).

Range. It may be placed anywhere on the map, regardless of the proximity of friendly units.

Observation. Rather than bombarding, it may be flipped to its observation side. The placement hex and all six adjacent hexes are now considered observed (18.2) for bombardments.

19.0 NIGHT

The three night turns affect play as follows.

Disengagement: Central Powers units (only) may exit enemy ZOC without paying the movement point cost (5.1.1).

British attacks shift one column left.

No bombardments may be conducted.

The **air unit** may not be used.

20.0 ORDERS OF BATTLE

20.1 Central Powers

Ottoman 3rd Division: 31st, 32nd, 39th, Composite (Comp) Regiments

Ottoman 27th Division: 79th, 80th, 81st Regiments

Ottoman 1st Expeditionary Corps

Troops: Pioneers, Composite Engineers;

Composite Cavalry Battalion, Arab

Cavalry; Syrian Camel Corps (SCC)

German Asia Corps (Asienkorps;

AK): two machinegun groups

20.2 British

42nd Division: 125th, 126th, 127th Brigades.

52nd Division: 155th, 156th, 157th Brigades.

53rd Division: 158th Brigade only.

Australia & New Zealand Mounted Division

(ANZ): 1st, 2nd, 3rd, 5th, NZMR Brigades.

Reserve: 160th & 161st Machinegun companies

(combined), Imperial Camel Corps (ICC),

Mobile Column (MobC), Yeomanry

Cavalry Brigade, Dismounted (Yeo)

21.0 GAME NOTES

21.1 Designer's Notes

The Turkish army of the Great War is often depicted as the "sick man" of European forces, but it did have some strengths. The recently concluded Balkan Wars (1912-13) cleared out a lot of leadership deadwood, initiated reforms, and provided some combined-arms experience. The German-Austro-Hungarian contingent, called **Pasha I** or the **Asienkorps (Asia Corps)** provided critical expertise and morale.

The Turks as a result had an advantage in the open field against the British. While the latter's troops were highly motivated, and often well trained as individuals, but coordinating higher level formations was a difficulty during the early war years (reflected in the activation rules).

Both sides were affected by logistical problems, specifically a lack of water. For the British, it made it difficult to bring up artillery, as most of the guns were horse drawn and the teams could not be properly supplied (they were building a pipeline into the Sinai simply to enable operations). The Turks suffered under the same disadvantage; the restrictions on bringing in the **27th Division** reflect the need to capture water sources. Water is also why oases and villages give a benefit to the defense; the presence of water made life easier, as well as giving the troops more motivation to fight harder.

The Kress and Surprise rules put some non-material factors into the game. The human dimension counted for a lot in this theater.

Kressenstein's objective in the campaign was to take Romani and establish a forward base to interdict the canal. Even if this were not feasible, there was considerable opportunity for the Central Powers to delay the expected British offensive by seizing their railheads and disrupting their forward logistics. Hence, Romani is worth more VP than Kantara, even though the latter is on the canal. On the other hand, getting an engineer to the canal is an instant win because it would have led to a crisis back in the Home Office.

Researching the game was something of an adventure. There were some good sources for the British, notably the official history. The Central Powers were a little more difficult to pin down. I came across a map (in Turkish!) with what looked to be a fairly complete order of battle. I added in the **27th Division** as it was further east in support, and had the first wave succeeded, could have been brought up.

21.2 F&M System Notes

I modified several of the basic system rules to model the conditions of the Great War. The starting point was elimination of the mobile movement and combat phases, and restricting advance after combat, to show the lack of exploitation after combat. The amount of artillery each side can use is limited, again reflecting coordination and logistics issues.

I increased the A3 and D3 results to include both retreat and loss of a step to reflect the greater attrition of mass infantry armies, as well as the panic which sometimes hit units.

21.3 Player Notes

Central Powers: you are fighting with a handicap in numbers, starting with essentially a reinforced division against the equivalent of three British divisions. But you have several advantages: the first turn surprise rule, considerable artillery support, and Kress von Kressenstein. As you can keep the initiative you have a shot at winning.

You also have a slight advantage in mobility in the desert, so there you have a little more room to maneuver. If you can push a couple of units, especially an engineer, deep into the British rear you keep open the possibility of getting to the canal and grabbing a quick victory. At the least it will force the British to pull back units to defend the canal.

British: you have to hold on until you can get sufficient reserves moved forward. You have to decide how hard you will fight for the Romani position. Giving it up too soon means that the

enemy will get the **27th Division**, while hanging on too long slows the release of your reserves.

If/when you repulse the Turks and get reinforced, you have to make the decision as to how far you want to counterattack. To gain a decisive victory, you'll need to get as far as Katia, and given the enemy defenses, this can be a difficult thing.

TERRAIN EFFECTS CHART

In-Hex Terrain	Effects
Open	1
Sand	2
Hill or Ridge	2; see 18.2
Oasis	1
Marsh	3; no stacking allowed
Village	1
Town	1
Track	1/2; 1/3 for British infantry and machinegun
Railroad	1/2; see also 13.3 and 16.0
All-Sea/-Lake	P
Hexside Terrain	Effects
Trench	+1
Water (Suez Canal, All-Sea, All-Lake)	P (but see 14.1); ZOCs blocked, combat P

= MP cost to enter or cross P = Prohibited

SUEZ 1916 CRT

Terrain Type Combat Differential (attacking strength minus defending strength)

Town, Trench	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10		
Hill, Village, Oasis	-4	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10	
Clear	-5	-4	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10
Sand, Marsh	-6	-5	-4	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8
1	(A)	A3	A2	•	Ex	Ex	D2	D2	D2	D3	De	De
2	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3	De
3	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3
4	(A)	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2
5	Ae	(A)	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2
6	Ae	Ae	(A)	(A)	(A)	(A)	(A)	A1	•	Ex	Ex	Ex

De = All defending units are eliminated.

D3 = All defending units must retreat three hexes; at the end of the retreat, deplete one defending unit.

D2 = All defending units must retreat two hexes (or deplete one unit

of the defending player's choice, instead; see 7.8).

Ex = One attacking and one defending unit are depleted.

A1 = All attacking units must retreat one hex (or deplete one unit

of the attacking player's choice, instead; see 7.8)

A2 = All attacking units must retreat two hexes (or deplete one unit

of the attacking player's choice, instead; see 7.8)

A3 = All attacking units must retreat three hexes; at the end of the retreat, deplete one attacking unit.

(A) = One attacking unit must be depleted.

Ae = All attacking units are eliminated.

• = No effect

Note: a unit which is depleted and then is depleted again is eliminated. One step units are also eliminated if depleted. See scenario units for three step units. The owning player always chooses which units will be depleted.

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