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1.0 INTRODUCTION

No Prisoners! (NP) is a wargame of the Suez-Palestine-Arabian Theater of Operations during World War I. That theater saw two major campaigns: one in which the forces of the British Empire contested control of the vital Suez Canal and Jerusalem regions with the Ottoman Turks and their German allies; and the Arab Revolt, in which Thomas E. Lawrence took the lead role. Both campaigns saw several of the major mobile actions of the Great War. At stake was nothing less than control of the Middle East.

The game has two players: the Allies (British and Arab rebels) and Central Powers (Ottoman Turks and Germans). The objective is to control critical cities and thereby win the war in this theater. The game map is divided into two theaters, Western and Eastern, in which what amount to separate campaigns are conducted.

NP also includes an optional alternative command system, in which both players control opposing British and Central Powers units in the two map sectors, in the same manner as SPI's classic *Battle for Germany* game. Using that option, two Allied players race with each other for victory.

2.0 GAME EQUIPMENT

2.1 The 34" by 22" mapsheet shows the campaign area. A hexagonal grid has been superimposed over the terrain features on the map in order to regularize movement and positioning of the playing pieces. The hexagons are called "hexes" in the game rules.

2.2 Sectors

The game map is divided into two theater sectors, Western and Eastern. Generally, units may not cross that boundary line.

2.3 Playing Pieces

The cardboard pieces represent the actual military units that took part in the original campaigns. Those playing pieces are referred to as "units" for military forces, and "markers" for informational pieces.

Credits

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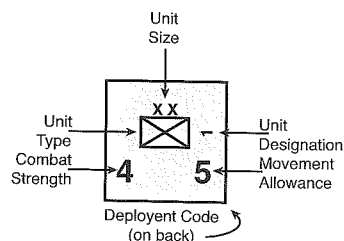
Production: Callie Cummins & Larry Hoffman

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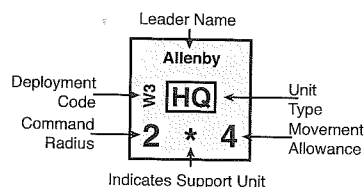
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2.4 How to Read Units

Sample Combat Unit



Sample Leader Unit



Design Note. Several headquarters are backprinted with increased values; they usually start a scenario on their weaker side and may be flipped to their stronger side in the course of play. Also note certain units have an asterisk after their combat strength. That indicates they're "support" units, which means they may stack free but they don't have a zone of control.

2.5 Unit Types

- Infantry
- Assault Infantry
- Composite
- Garrison
- Cavalry
- Camel Corps
- Artillery (& heavy weapons)
- Armored Cars
- Tanks
- Leader
- Railroad Mobile



Air Group



Naval Squadron



Railhead



Forward Supply Depot

F.S.D.

2.6 Unit Sizes

XX = division

X = brigade or group

III = regiment

II = battalion or squadron

I = company, troop or battery

2.7 Unit Designations

Units may be identified by a single number or a two part designation. In two part designations, the number to the right is the unit's superior formation.

2.8 Nationalities

Allies

Allied Eastern Theater: red on white

Allied Western Theater: white on red

Central Powers

Turkish Western Theater: black on green

Turkish Eastern Theater: black on blue

Austro-German Western Theater: white on black

Austro-German Eastern Theater: black on gray

2.9 Abbreviations on Units

Allied

A: Australian

AL: Arab Legion

ANZAC: Australia New Zealand Army Corps

Bers: Bersaglieri (Italian)

BCC: Bikanur Camel Corps

CF: Chaytor Force

DFPS: French Detachment of Palestine and Syria

EF: Eastern Force

EMed: Eastern Mediterranean Squadron

H: Hejaz

HCC: Hejaz Camel Corps

IMD: Imperial Mounted Division (later the Australian Mounted Division)

ICC: Imperial Camel Corps

Ind: Indian

ISCB: Imperial Service Cavalry Brigade

JL: Jewish Legion

LCP: Light Car Patrol

MGC: Machinegun Corps

N: North

RN: Royal Navy

RS: Red Sea Squadron

S: South

WI: West Indian

Yeo: Yeomanry

XF: "X" Flight

Central Powers

8C: VIII Corps

AEF: Amman Expeditionary Force

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AK: Asien Korps
AlpK: Alpen Korps
Cauc: Caucasian
DF: Desert Force
FJ: Feldjaeger
H: Hejaz
HXF: Hejaz Expeditionary Force
KB: Khairi Bey
P: Provisional
PSH: Pasha
RJ: Reserve Jaeger
Sturm: German trained assault troops
SXF: Suez Expeditionary Force
Yild: Yildirim

2.10 Markers

Turn: indicates the current turn.

Victory Points (VP): provides a running total of a player's victory points.

2.11 Game Scale

Each map hex equals 30 miles (49 kilometers) from side to opposite side. Each complete game turn represents three months.

2.12 Inventory

A complete game of NP includes: a 34x22" mapsheet, these rules, and a set of 176 die-cut counters. Players will need to provide themselves with a six-sided die.

3.0 SETTING UP

3.1 The map should be set up between the players. Players then determine which side each will command. Next, they should punch out the units from the counter sheet. Consult the specific scenario rules to determine which player sets up first. Units may be assigned specific set up hexes, or players may be instructed to choose set up hexes for their units.

3.2 After all units in the initial deployment have been set up, remaining units should be placed aside and brought into play according to the reinforcement schedule. Play proceeds according to the sequence of play for the number of game turns specified in the scenario instructions.

4.0 SEQUENCE OF PLAY

4.1 NP is played in sequential "game turns," each of which is composed of alternating "player turns." All game actions must be made within the sequence outlined below. Each game turn is divided into two Central Powers Player Turns and two Allied Player Turns. Each player turn is further divided into a series of segments called "phases." The player whose turn is currently in progress is termed the "phasing player;" the other player is the "non-phasing player," until the next player turn begins, when those roles are reversed.

4.2 SEQUENCE OF PLAY

I. WESTERN CENTRAL POWERS PLAYER TURN

A. Random Events Phase. The Central Powers player rolls a die and cross indexes that result with his Western Random Events Table.

B. Reinforcement Phase. The Central Powers player determines if he receives any additional western sector units this turn. He places them according to the reinforcement rules.

C. Movement Phase. The Central Powers player may move all, some, or none of his western sector units.

D. First Combat Phase. The Central Powers player may use his western sector units to attack Allied western sector units.

E. Second Combat Phase. Same as the First Combat Phase, except there's no Second Combat Phase during Summer (III) Game Turns.

F. Replacement Phase. The Central Powers player initiates the replacement procedure for any of his qualified eliminated Western sector units.

II. WESTERN ALLIED PLAYER TURN

III. EASTERN ALLIED PLAYER TURN

IV. EASTERN CENTRAL POWERS PLAYER TURN

In steps II, III and IV, the Western Allied, Eastern Allied, and Eastern Central Powers commanders follow the same steps as given in the outline above, only using their own units and within their own map sectors.

V. GAME TURN INTER-PHASE

A. Victory Point Check. If this is an end of a year turn (IV), total victory points and add them to the current Victory Point Index. Otherwise, skip to "B" below.

B. Turn Advancement. Advance the turn marker to the next box on the Turn Record Track.

C. End of Game. If this is the last game turn of the scenario, the game ends and victory is determined.

4.3 Note that during Central Powers player turns, the Central Powers player is the "phasing player," and the Allied player is the "non-phasing player." Conversely, during Allied player turns, the Allied player is the "phasing player," and the Central Powers player is the "non-phasing player."

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5.0 RANDOM EVENTS

5.1 During each Random Events Phase, the phasing player rolls a die and consults his own Random Events Table (Central Powers or Allied, Western or Eastern; see below). He cross indexes that roll with the results on his Random Events Table. The result is applied immediately. Unless otherwise specified, each event may occur more than once per game.

5.2 Western Allied Random Events Table

Die Roll	Result
1	Central Powers Major Offensive Elsewhere. The Allied player must immediately withdraw western sector Allied units whose combat factors total at least 15. If this event occurs in 1915 or 1916, ignore it. This event may be triggered only once per game.
2	Troop Reassignment. Roll again. On a 1-3, the Allied player must immediately withdraw a division (his choice) from the western sector. On a 4-6, he immediately picks a western sector unit from the dead pile and takes it as an extra reinforcement this turn. It may be a unit from the permanently eliminated pile.
3	Emergency Replacements. This goes into effect only if any CP western unit currently occupies any city, town, or depot in Egypt, including the Sinai. The Allied player immediately picks a western sector unit from the dead pile and takes it as an extra reinforcement this turn. It may be a unit from the permanently eliminated pile.
4	Senussi Revolt. The Western Allied player may not move any units across the Suez Canal this turn in either direction. This event may happen no more than twice per game.
5	Morale. If the Western Allies currently have five or more VP than the Western CP, the Western Allies have their replacement rate increased by one this turn. If the Western CP currently have five or more VP than the Western Allies, the Western Allies have their replacement rate reduced by one this turn.
6	No Event.

5.3 Eastern Allied Random Events Table

Die Roll	Result
1	Troop Reassignment. Roll again. On a 1-3, the Allied player must immediately withdraw an eastern non-tribal unit (his choice) from that sector. On a 4-6, he immediately picks an eastern sector non-tribal unit from the dead pile and takes it as an extra reinforcement this turn. It may be a unit from the permanently eliminated pile. This event may not occur until after the Arab Revolt event has been triggered.
2	Arabs Go Home. Roll again. On a 1-3, the Allied player must immediately withdraw an Arab tribal unit from the map. On a 4-6, the Allied player immediately picks an extra Arab tribal unit as a reinforcement. This event may not occur until after the Arab Revolt event has been triggered.
3	Morale. If the Eastern Allies currently have five or more VP than the Eastern Central Powers, the Eastern Allied player immediately picks an extra Arab tribal reinforcement. If the Eastern Central Powers currently have five or more VP than the Eastern Allies, the Eastern Allies must immediately withdraw an Arab tribal unit from the map. This event may not occur until after the Arab Revolt event has been triggered.
4	No Event.
5	Arab Revolt. If this is the first time this event has been rolled, initiate the Arab Revolt (see section 18.0). If it's rolled again, treat it as "No Event."
6	Arab Revolt, 1916 & Later. If this is a 1915 turn, treat this as "No Event." If this is a 1916 or later turn, initiate the Arab Revolt (see section 18.).

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5.4 Western Central Powers Random Events

Die Roll	Result
1	Allied Major Offensive Elsewhere. The Central Powers player must immediately withdraw western sector units with combat factors totaling at least 11. This event may be triggered only once per game.
2	Troop Reassignment. Roll again. On a 1-3, the Central Powers player must immediately withdraw a western sector division (his choice) from the map. On a 4-6, he immediately picks a western sector unit from the dead pile and receives it as an extra reinforcement this turn. It may be a unit from the permanently eliminated pile.
3	Emergency Replacements. This takes effect only if any Allied western sector unit currently occupies any city, town, or depot in the Ottoman Empire western sector. The Central Powers player immediately picks a western sector unit from the dead pile and receives it as an extra reinforcement this turn. This may be a unit from the permanently eliminated pile.
4	Attrition. The Central Powers player must immediately eliminate a western sector unit (his choice). Place it in the replaceable pile.
5	Morale. If the Western Central Powers currently have five or more VP than the Western Allies, the Western Central Powers have their replacement rate increased by one this turn. If the Western Allies currently have five or more VP than the Western Central Powers, the Western Central Powers have their replacement rate reduced by one this turn.
6	No Event.

5.5 Eastern Central Powers Random Events

Die Roll	Result
1	Troop Reassignment. Roll again. On a 1-3, the CP player must immediately withdraw an eastern sector unit (his choice) from the map. On a 4-6, he immediately picks an eastern sector unit from the dead pile and takes it as an extra reinforcement this turn. It may be from the permanently eliminated pile.
2	Emergency Replacements. If any Allied eastern sector unit currently occupies any city, town, or depot in the Ottoman Empire eastern sector, the CP player immediately picks an eastern sector unit from the dead pile and receives it as an extra reinforcement this turn. It may be from the permanently eliminated pile.
3	Attrition. The CP player must immediately eliminate a CP unit from the eastern sector (his choice). Place it in the replaceable pile.
4	Morale. If the Eastern Central Powers currently have five or more VP than the Eastern Allies, the Eastern Central Powers have their replacement rate increased by one this turn. If the Eastern Allies currently have five or more VP than the Eastern Central Powers, the Eastern Central Powers have their replacement rate reduced by one this turn.
5-6	No Event.

6.0 REINFORCEMENTS & WITHDRAWALS

6.1 Players may receive additional units over the course of a game. Such units are called reinforcements. Reinforcements appear in the owning player's reinforcement phase on the game turns indicated on the backs of their counters.

6.2 Procedure

During his own reinforcement phase, the phasing player places reinforcement units, either in hexes designated on the map or along a map edge. Reinforcements perform normally during their turn of arrival. Units must be placed in the sector indicated on their counter (W = Western; E = Eastern).

6.3 Placement of Reinforcements

- 1) Allied western sector: western map edge in Egypt.
- 2) Allied eastern sector: See the Arab Revolt rules (section 18.0).

3) Central Powers western sector: northern map edge west of the sector boundary.

4) Central Powers eastern sector: northern map edge east of the theater boundary, plus the hex just south of Damascus.

6.4 Units may not be placed in a hex containing any enemy units. They may be placed in an enemy zones of control. Placement takes place in the reinforcement phase and isn't considered part of movement.

6.5 If, and only if, all scheduled entry hexes are occupied by enemy units, the arrival of the blocked reinforcement unit(s) is delayed until a friendly reinforcement phase in which an unblocked hex is available. A player may not otherwise delay the arrival of reinforcements.

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6.6 Withdrawals

Certain random events require units to be withdrawn from play on the map. The player simply picks up the designated units from the map and places them in the permanently eliminated pile. Units to be withdrawn must be in supply at the time they are to be withdrawn. If there aren't sufficient supplied units to meet a withdrawal requirement, then unsupplied units may be withdrawn. In such cases, however, the opposing sector commander can choose which units are to be withdrawn. If there are insufficient units in play in any supply condition of the type designated for withdrawal, that portion of the call for withdrawal is simply ignored.

7.0 HEADQUARTERS & COMMAND

7.1 Units within the command radius of a friendly headquarters are said to be "in command." Units in command receive bonuses when attacking and conducting pursuit movement. See rules sections 11.0 and 13.0.

7.2 Command radius is measured from the headquarters outward. For example, a headquarters with a command radius of "2" could provide command to all friendly units in its hex, in all hexes immediately adjacent to it, and in all hexes two hexes away from it. All units within the command radius are considered to be in command. Command radius may be traced through any type of terrain, friendly and enemy units, and ZOC. It may not be traced across the theater boundary.

7.3 A headquarters doesn't have to be in supply in order to provide command. A headquarters may move and conduct combat in the same phase it provides command.

7.4 When to Judge Command Status

Units are judged to be in or out of command the instant they check for combat or pursuit bonuses.

8.0 MOVEMENT

8.1 During each of his movement phases throughout the game, the phasing player may move as many or as few of his units as he desires. Units may be moved in any direction or combination of directions within the hex field. There are two types of movement, and a unit may perform only one type in any one friendly movement phase:

- 1) normal movement, which is governed by a unit's printed movement allowance; and
- 2) strategic movement, which is double the unit's printed movement allowance.

Units using strategic movement must be in supply and may not begin, enter, or end their movement in an enemy zone of control. Note that while a unit meeting those qualifications may use strategic movement, it isn't required to do so. It might, for example, be moved using only normal movement in order to be able to enter an enemy zone of control.

8.2 Movement Procedure

Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As each unit enters a hex, the unit pays one or more movement points from its movement allowance. Different types of units have different movement

rates and are effected differently by terrain. Consult the Terrain Effects Chart (TEC) printed on the mapsheet for details.

8.3 Movement Restrictions & Prohibitions

A player's units may be moved only during his own movement phase. Once a unit has been moved and the player's hand removed, it may not be moved again. (Retreat and pursuit after to combat are not movement *per se* and therefore don't consume movement points. See rule sections 12.0 and 13.0.) A unit may expend all, some, or none of its movement points in any one friendly movement phase, but unused movement points may not be accumulated from turn to turn or transferred to another unit.

8.4 Minimum Movement Capability

All units may always move a guaranteed minimum of one hex per friendly movement phase no matter the nominal movement point costs involved. Overriding that guarantee, however, is the fact units may never move directly from one enemy zone of control to another, nor move into an enemy occupied hex, nor enter terrain forbidden to it by the TEC, nor cross the sector boundary line.

8.5 Zones of Control

Moving units must end their movement for that phase upon entering the first enemy zone of control they encounter.

8.6 Effects of Terrain

A unit must expend a movement point to enter a clear terrain hex. To enter other types of hexes, units must expend more than one movement point. When the TEC calls for a movement point expenditure in order to cross a hexside, that cost is in addition to the cost for entering the in-hex terrain.

8.7 Road Movement

All railroads also have roads running along them. Units moving along roads, not by rail movement but using normal movement, pay only one half (0.5) a movement point for each hex entered. Roads paralleling railroads may be used by all units regardless of which side actually controls the railroad.

8.8 Railroad Movement

Both players may move units by rail. Units moving by rail may move an unlimited number of hexes, as long as they move entirely by rail along a friendly controlled rail line. They ignore normal terrain costs. Units must start in supply to use rail movement.

Rail and non-rail movement may be combined in the same phase by the same unit, but a unit may make only one rail move per turn. That is, you may not move by rail, move normally or strategically off the rail line, then move by rail again, all in the same phase. Units may start or move adjacent to enemy units while using rail movement, subject only to normal zone of control rules.

8.9 Western Sector Rail Restrictions

Allied units in the western sector may use rail movement only up to (west of) the hex containing the Allied Railhead

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marker. Central Powers units in the western sector may use the rail movement only up to east of the hex adjacent to the Allied Railhead marker. See section 16.0 for more details on railroads.

8.10 Rail Move Capacity

The number of rail moves that be made per phase is limited according to the data given on the Turn Record Track printed on the mapsheet. One unit moving any distance by rail constitutes "one rail move."

9.0 STACKING

9.1 Having more than one friendly unit in the same hex at the same time is called "stacking." The maximum number of units a player may have in a hex is set by the TEC. Each type of terrain has its own stacking limit.

9.2 Stacking limitations apply at the end of each phase and at the end of the resolution of each separate combat. Friendly units may move through hexes occupied by other friendly units at no extra cost. There is no limit on the number of friendly units that may pass through a single hex, or cross a hexside, in a single phase. If, however, at the end of any phase, or any single combat's resolution, a hex is overstacked, the excess units are eliminated by the owning player.

9.3 A friendly unit may never enter a hex containing an enemy unit.

9.4 Units that have an asterisk on them (support units) may stack for free; there is no limit to the number of those units that may stack in a hex, and they do not count against the stacking limit of non-support units in any way. Air groups, naval squadrons and the railhead marker stack for free.

9.5 Units must obey stacking limits during initial setup.

9.6 Fog of War

A player may examine enemy stacks only during combat. Once an attack has been declared and an enemy stack examined, that attack may no longer be called off.

10.0 ZONES OF CONTROL

10.1 The six hexes immediately surrounding a unit's location constitute that unit's zone of control (ZOC). Hexes into which a unit exerts its ZOC are called "controlled hexes." Units must cease their movement for that phase when first entering an enemy zone of control (but they aren't thereby also obligated to attack).

10.2 All units that don't have an asterisk printed on them exert ZOC at all times, regardless of the phase or player turn. The projection of ZOC is never negated by other units, enemy or friendly.

10.3 ZOC extend into all types of terrain and across hexsides except all-sea or all-lake. Also note, ZOC never extend across the sector boundary line, no matter what terrain and water barriers are otherwise present.

10.4 Multiple ZOC

Both friendly and enemy units may exert ZOC into the same hex at the same time. There are no additional effects or penalties if that occurs. If a given non-support unit is in

an enemy ZOC hex, that ZOC-projecting enemy unit is also in an enemy ZOC hex. In such situations, the two units are equally and mutually affected.

10.5 Leaving Enemy ZOC

Units that start a phase already in an enemy ZOC may exit that hex in one of three ways: 1) due to combat results that call for retreat or pursuit; or 2) if all enemy units exerting ZOC into its hex are removed; or 3) via "disengagement;" see below.

10.6 Disengagement

Disengagement is the act of moving a friendly unit out of an enemy ZOC. To do so, the friendly unit must enter, as the very first hex of its move, a hex that contains no enemy ZOC. It may enter another enemy ZOC later, as long as the first hex entered contains no enemy ZOC. Further, units that disengage may move no more than half their movement factor during that phase.

10.7 ZOC Effects on Combat

Attacking is always voluntary; you do not have to attack simply because one or more of your units are in enemy ZOC. Units that retreat after combat into an enemy ZOC are eliminated. Units may pursue into and/or through enemy ZOC; enemy ZOC never block pursuit.

10.8 ZOC Effects on Supply

Lines of supply may be traced into, but never through, enemy ZOC.

10.9 No ZOC Negation

Note that, unlike in many other wargames, in this one ZOC are never negated for any reason or by any circumstances, except as given in 10.3.

11.0 COMBAT

11.1 Combat is always voluntary; units are never forced to attack. The phasing player is termed the attacker, and the non-phasing player is the defender, regardless of the overall strategic situation. There are two different combat results tables (CRT): Raid (RCRT) and Major Offensive (MOCRT). Each reflects a separate approach to battle and each therefore has different outcomes. The MOCRT may be used only if all attacking units are in supply. The RCRT may be used regardless of attacker supply state.

11.2 There are two combat phases in every player turn. All phasing units may potentially attack once in both of their combat phases as long as certain prerequisites are met.

11.3 Combat Procedure

For each combat, follow the sequence below.

- 1) The attacker declares which attacking units will be attacking which defending units in a given combat. He also declares which CRT will be used in that combat.
- 2) Total the combat strength of all involved attacking units for that particular combat.
- 3) Total the defense strength of all involved defending units that are the target of the attack being resolved. Make any multiplications for defensive terrain and entrenchments.

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- 4) Divide the attacker's strength by the defender's strength, and the multiply that result by 100 to get a percentage.
- 5) Consult the appropriate CRT under the appropriate percentage column.
- 6) Make any necessary shifts to the column to account for air and/or naval support.
- 7) Roll a die and cross index that result under the percentage column.
- 8) Apply combat results immediately, including retreats and pursuits.

11.4 Strictures

The attacker may resolve combat in any order desired. The phasing player doesn't need to declare beforehand all the attacks he will fight in a turn. A defending unit may be attacked from as many as all six adjacent hexes.

No unit may attack more than once per combat phase. A unit may be attacked more than once per combat phase as long as no involved attacking unit attacks it more than once.

11.5 Multi-Unit & Multi-Hex Combat

If a phasing unit is adjacent to more than one hex containing enemy units, it may attack only one of those hexes. Units in two or more hexes may combine their combat strengths and attack a single hex if all the attacking units are adjacent to that hex. Attacks may potentially involve any number of attacking or defending units.

11.6 The attacker may never reduce the percentage column of any attack.

11.7 Combat Strength Unity

A unit's attack and defense strengths are always unitary. A unit's strength may not be divided among different combats, either on attack or defense. Units in the same hex may be combined for an attack, or they may attack separately or in small groups. Units defending in the same hex must be attacked as a single combined total; they may not be attacked separately.

11.8 Air Groups

The attacker may add one air group per combat. The effect is to shift the percentage column one to the right. The defending hex must be within six hexes of a city or town occupied by a friendly supplied land unit and in the same sector. Remember: air units may be used only in their own sectors.

11.9 Allied Naval Squadrons

The attacker may add one naval squadron per combat. The effect is to shift the percentage column one to the right. The defending hex must be on a coastal hex, or be adjacent to the Suez Canal (the British had a flotilla in the Canal). Remember: naval units may be used only in their own sectors.

11.10 Command Bonus

If all attacking units in a given combat are in the command radius of the same friendly headquarters, the attacking player may declare a command bonus. That shifts the combat percentage one column right. A player may provide a command bonus to no more than one attack per friendly combat phase.

11.11 The attacker may add a maximum of one air group and one naval squadron to a single combat, and make a maximum of one command shift. The defender may never use any of those. Each air unit, naval squadron, and headquarters may potentially be used twice per player turn: once in its first combat phase and once again in the second.

For example, if you have seven factors attacking three, you divide and then multiply by 100 to get 233, which means you'd use the "200-299%" column on the CRT. If you then added a bonus for air, one for naval, and one for command, the percentage column would be shifted three right to "500-599%."

11.12 Defensive Terrain Bonuses

Defending units benefit from the terrain in the hex they occupy and that hex's hexsides. Terrain in hexes occupied by the attacker has no effect on combat. The effect of terrain on combat is reflected by (sometimes) multiplying the defender's printed strength (see the TEC). Terrain benefits are not cumulative. If there is more than one type of terrain in the hex, the defending force receives only one multiplication on defense (the best single one). A force receives the benefit for defending behind a hexside only if all attacking units are attacking across that type of hexside. For example, for defending behind the Suez Canal.

11.13 Choice of CRT

The attacker always chooses which CRT will be used, either the RCRT or MOCRT, declared by him, on a combat by combat basis, at the start of each combat's resolution. The attacking player may always choose the RCRT. The MOCRT may be chosen only if all attacking units involved in a given battle are in supply.

11.14 Percentage Column Limits

Even if the starting percentage is less than 49% or greater than 600%, use the 49% and 600% columns as the "base line" column against which any applicable shifts are applied. For example, if the attacker had just one combat factor and the defender 10, that would normally give a percentage of 10%; however, since that figure is less than 49%, that column (49) is actually the one initially referenced on the CRT. Then say the attacker has two shifts to the right for air and naval participation. The final percentage column rolled on would therefore be 100-199%.

12.0 RETREATING AFTER COMBAT

12.1 When a combat result requires a player's units be retreated, the player designated by the result must immediately move those units the indicated number of hexes away from their combat position. Retreat is not normal movement; it's counted in terms of hexes, not movement points, and units

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always retreat the number of hexes indicated regardless of their printed movement allowance.

12.2 Retreat is subject to the following restrictions, and if a unit is unable to retreat within these restrictions it is eliminated instead in the last allowable hex of its retreat path (or in its original location if no retreat at all was possible).

- 1) Units may never retreat into hexes containing enemy units.
- 2) Units that must retreat into hexes containing enemy ZOC are eliminated.
- 3) Units may not retreat (or pursue after combat) off the map, or into terrain or across hexsides they could not normally enter. Units may not retreat across the sector boundary.
- 4) Units may retreat into and through hexes containing friendly units, and it doesn't affect the stationary units being retreated through. Remember, though, units must obey stacking restrictions at the end of the combat resolution or the excess is eliminated.
- 5) A retreating unit must terminate its retreat the indicated number of hexes away from its former combat position. If it can't, and can retreat only a portion of the number of hexes called for, it is eliminated in the last hex in which it was able to retreat. The retreat path terminates in the hex in which a unit is eliminated.
- 6) Within the strictures given above, units may be retreated together or separately, as the owing player desires.
- 7) In no case may a unit be retreated into a hex that would cause it to be eliminated or overstacked if other retreat paths are available.

12.3 Units which retreat into a hex that are then attacked later during that same combat phase defend normally and contribute their defense strength normally.

13.0 PURSUIT

13.1 Pursuit is a special form of movement that may occur after combat. It's more or less what other wargames often term "advance after combat."

13.2 Pursuit Procedure

If a combat result calls for a player to conduct pursuit, he may immediately move some, none, or all of his qualified units involved in that combat the number of hexes indicated. The first hex must be the hex the just-defeated enemy units formerly occupied. The second and third hex (if allowed) may be in any direction(s).

13.3 Unit types may move the following number of hexes via Pursuit:

- Two hexes: cavalry, camel corps, armored cars, the Lawrence HQ.
- One hex: infantry, assault infantry, composite, tank.
- No hexes: all other units.

13.4 Pursuit movement doesn't expend movement points. It may be conducted only into hexes into which the pursuing units could normally enter. Pursuing units may ignore enemy ZOC but may not enter hexes containing enemy units. If a

pursuit is more than one hex, then some units may stop in the first hex, and others in the second hex.

13.5 In Command Pursuit Bonus

If pursuing units received a command bonus in their attack, they may increase their pursuit by an additional hex, except for those units that can't normally pursue at all and the Lawrence HQ.

14.0 REPLACEMENTS

14.1 Units eliminated for any reason may be returned to play as replacements. All unit types may be replaced, including headquarters and units eliminated while OOS.

14.2 Replacement Procedure

When a unit is eliminated, place it in the Replaceable Units Holding Box on the mapsheet. During your replacement phase, you may select from that box the number of eliminated units equal to your side's current replacement check rate for each theater sector. You then roll a die for each selected unit. If the result is a six, that unit is permanently eliminated. If the result is one through five, the unit is placed on the Turn Record Track that number of turns later and is received during that turn as if it were a reinforcement. For example, say it is Game Turn 6 and the Allied player has a replacement check rate of two. He has three eliminated units in his dead pile. He chooses two of those units. The die roll for the first is three, so that unit will be reentered into play in Game Turn 9 as a reinforcement (6 + 3); the die roll for the second unit is a two; so it will be received on Game Turn 8 (6 + 2).

14.3 If a replacement check die roll causes a unit to be replaced after the last turn of a scenario, that unit is permanently lost. Units that are otherwise not replaced in a given turn may be rolled for on subsequent turns; however, the replacement check rate may not itself be accumulated. That is, for example, if the Allied western sector player had only one unit in the dead pile on Game Turn 6, he would not be allowed to attempt to replace three units on Game Turn 7.

14.4 Certain random events award extra replacements. They are taken immediately, and there is no need to roll a die for them. Using those event replacement bonuses, players may even replace units that had previously been determined to have become permanently eliminated.

15.0 SUPPLY

15.1 Units must be in supply to use strategic movement, and to use the MOCRT. Units become supplied by tracing a "line of supply" to a friendly depot hex. Units that can't trace a complete line of supply are "out of supply" (OOS). Supply is judged for movement the instant a unit begins its movement. It's judged for combat at the instant of combat. A line of supply is traced from the unit to its supply source hex.

15.2 Allied Supply

Allied supply is traced from a unit or stack of that side to a maximum of five hexes to either: 1) an Allied depot hex occupied by at least one Allied unit at that time; or 2) a railroad hex in the Allied rail net from which can also be

NO PRISONERS:

traced a path of rail hexes of any length back to an Allied depot occupied by at least one Allied unit at that time.

15.3 Central Powers Supply

Central Powers supply is traced from a unit or stack of that side to a maximum of four hexes to either: 1) a Central Powers depot hex occupied by at least one Central Powers unit at that time; or 2) a railroad hex in the Central Powers rail net from which can also be traced a path of rail hexes of any length back to a Central Powers depot occupied by at least one Central Powers unit at that time.

15.4 The five or four hexes traced to a rail or depot is counted in hexes, not movement points. Depot hexes must be occupied in order to provide supply, which represents the need to garrison rear areas against local insurgents.

15.5 The following units are always in supply: 1) the Lawrence headquarters and any eastern sector Allied tribal units stacked with Lawrence at the start of a phase; and 2) all air units and all naval units.

15.6 Blocking Supply Lines

A line of supply is blocked by enemy units, zones of control, terrain that land units can't cross, and sector boundaries. A unit in an enemy ZOC may trace supply into its hex, but not into any other enemy ZOC. A supply source hex in an enemy ZOC may provide supply to units in that hex but not to units in other hexes.

15.7 OOS Effects

An OOS unit may not use strategic movement. If one or more units involved in an attack are OOS, that attack may not be resolved on the MOCRT. Also note that while supply has no direct effect on defenders, the nature of the combat results means units cut off by enemy units or ZOC stand a good chance of being destroyed owing to their lack of retreat paths.

15.8 Arab Revolt Forward Supply Depot (FSD)

The eastern theater sector FSD marker may be placed on any city or town occupied by one or more Allied eastern units during any Allied eastern reinforcement phase. The hex must be able to trace a line of hexes no more than 12 hexes long to any printed Allied depot at the time of placing. The hex then becomes an Allied depot for all purposes; it doesn't have to trace a line of supply to be used thereafter. The marker itself is not a unit and isn't eliminated if an enemy unit occupies its hex.

15.9 Depot Captures & Recaptures

An Allied depot may be used to supply only Allied units. A Central Powers depot may be used to supply only Central Powers units. If, however, an enemy occupied depot is recaptured, then the original player may use it again. The Central Powers begin the game occupying several Allied depots on the Red Sea. They were ports the British eventually used to supply the Arab army. Also, if the Allies capture Haifa, they can use its port as a depot.

15.10 Units of both sides are allowed to move to hexes in which they will be, or may become, OOS (except when it

comes to crossing the sector boundary line). Also note that headquarters have nothing directly to do with supply; see section 7.0.

16.0 RAILROAD OPERATIONS

16.1 There are two rail nets on the map: the Allied (in red) and the Central Powers (in black). In general, players may use only friendly rail net rail hexes. Additionally, though, the Allied player may extend his side's rail net by advancing the railhead marker. Note that a section of the British rail net is initially located in Ottoman territory. That represents the railroad the British built during the campaign, and it comes into play only through use of the Allied Railhead Marker.

16.2 Allied Railhead Marker

The Allied Railhead Marker represents the forward point of the British-built railroad and water pipeline used to provide logistical support to the front. The Railhead marker is received as a reinforcement during Game Turn 1916-I. It may be placed in any Allied rail hex west of the Suez Canal that's not enemy occupied or in an enemy ZOC at that time. It may be moved only along rail hexes. If in supply, it may move two hexes; if OOS, it may not move. It may never enter an enemy occupied hex, nor an enemy ZOC.

Any rail hex between the railhead marker, including its location hex, and any rail hex on the western map edge that is linked to the latter by a contiguous path of rail hexes is considered part of the Allied rail net. All other rail hexes are part of the Central Powers rail net.

16.3 Players may only use their own rail net hexes for rail movement and supply. They may not use the enemy rail net for any purpose. Any railroad hex the Allies have taken over via the railhead marker are no longer considered part of the Central Powers rail net, even if recaptured. The railhead marker is not affected by combat. If its hex becomes enemy occupied, it is not eliminated or moved.

17.0 THEATER SECTOR BOUNDARY

17.1 Operations are restricted by the Theater Sector Boundary line on the map. It represents a variety of command-control, logistical and political restrictions. Units assigned to one theater may not cross the theater boundary line for any reason.

17.2 Supply

Lines of supply may not be traced across the sector boundary; units in one sector may not draw supply from the other sector's sources.

17.3 Combat & ZOC

ZOC don't extend across the sector boundary, nor may units attack across it.

17.4 Replacements

Units eliminated in one sector may not be replaced in the other sector.

17.5 Command Radius

Command radius may not be traced across the sector boundary.

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18.0 ARAB REVOLT

18.1 The Allied player doesn't receive units in the eastern sector until the random event "Arab Revolt" has been triggered. At the start of play, all Arab units marked "Tribal" on their reverse sides should be placed in a large-mouth opaque container. They will be picked at random throughout the course of play.

18.2 When the Arab Revolt event is rolled, the following occur. First, the Allied player rolls two dice, totals that result, and picks that number of Tribal units at random. Those units are deployed during his reinforcement phase of that turn in the eastern sector. Second, the Allied player receives the following non-Tribal units as reinforcements in the eastern sector during the turns indicated.

- All units marked "AR+1" enter one turn following the turn of triggering.
- All units marked "AR+2" enter two turns following the turn of triggering.
- All units marked "AR+3" enter three turns following the turn of triggering.
- All units marked "AR+4" enter four turns following the turn of triggering.
- All units marked "AR+5" enter five turns following the turn of triggering.

18.3 During every Allied Reinforcement Phase of "II," "III" and "IV" turns following the turn of triggering, the Allied player rolls a die and again picks at random that number of tribal units from the container, and then deploys them as reinforcements.

18.4 Deployment

Tribal units may be deployed anywhere in the eastern sector in hexes not containing enemy units or ZOC. They must be placed either within six hexes of the south map edge, or within six hexes of another Allied eastern sector unit.

AR+# units are deployed in any Allied occupied ports in the eastern sector.

18.5 Eliminated tribal units are replaced according to normal rules. After the designated number of turns, they are placed back in the pool (not the map). They may be picked again later according to 18.3 above.

18.6 Also see the Winter rule (22.3) about tribal units going home on "T" turns.

19.0 SPECIAL UNITS & REINFORCEMENTS

19.1 Headquarters

Headquarters are treated as any other units, with the exception they give units in their command radius a one column attack bonus and a one hex pursuit bonus. HQ are replaced in the same manner as other units if eliminated.

19.2 Leader Upgrades

The Allied Murray leader is flipped so its Allenby side shows thereafter during the 1917 III Allied Reinforcement Phase.

The Central Powers SXF leader is flipped so its Yildirim side shows thereafter during the 1917 III Central Powers Reinforcement Phase.

Those headquarters upgrade regardless of their location or supply status, and even if in the dead pile (and would be available if the HQ is returned to play as a reinforcement).

19.2 Air Groups & Naval Squadrons

These counters are not units as such; rather, they represent hexes that are the target of aerial and naval bombardment operations. Hence, air and naval units don't count for stacking, are always in supply, don't block enemy retreat, etc. They are held off-map and are deployed onto it only when used to support combat. They have no ZOC, and otherwise have no effects while on the game map. Each air and naval marker may be used only once per combat phase.

19.3 Infiltration Tactics

Starting in 1918 I, German infantry (not composite) and the Turkish "Sturm" unit may advance after combat two hexes whenever victorious on the attack (the defender's hex is vacated for any reason), and even if pursuit isn't otherwise allowed by the combat result. The first hex advanced into must be the just-vacated defender's hex.

19.4 Armored Trains

Armored trains are treated the same as other land units, except they may move only along the friendly rail net. They also ignore enemy ZOC, but they never advance after combat.

19.5 Optional Units

Units marked "OPT" on their reverse sides represent forces that might have been assigned to the campaign. The player may bring in any, some, or all of those units during designated friendly reinforcement phases. Each such arrival awards the opposing player a designated number of victory points, received at the end of the game (see below).

19.6 Allied Optional Units

The 1st and 2nd Australian Divisions may be sent to the western sector starting with 1915 I and 1916 I, respectively.

The Chaytor Force Division may be assigned to the Eastern sector on any turn starting with 1918 I.

The arrival on the map of each optional Allied reinforcement gives the Central Powers three victory points at the end of the game.

19.7 Central Powers Optional Units

The Alpen Korps and 2nd Cavalry Division may be assigned to the western sector starting with 1916 II.

The IIIrd Division may be assigned to the western sector starting with the 1918 I turn.

The Armored Car Battalion may be assigned to the eastern sector starting with 1916 II.

The IInd RJ Battalion may be assigned to the eastern sector on any turn starting with 1917 III.

The arrival on the map of each optional Central Powers

NO PRISONERS:

divisional reinforcement gives the Allies three victory points at the end of the game; each battalion gives the Allies one victory point.

19.8 These victory points are awarded only once, even if one or more of the optional units are eliminated and later replaced.

19.9 Historic Arab Revolt

Players may agree to ignore the Arab Revolt random event and instead use its historic trigger time of Game Turn 6 (1916 II).

19.10 Historic Troop Withdrawals

At the start of the game, players may, at their option, declare they will use the historic withdrawal schedule. If they do so, ignore the Troop Withdrawal random event, but not the Troop Reassignment event. Instead, the following units must be withdrawn on the designated turns. Central Powers, 1915 III: two 4-5 divisions, one 3-5 division. Allies on 1918 II: one 6-6 division, one 5-6 division, one 4-8 division.

20.0 ALLIED AMPHIBIOUS OPERATIONS

20.1 The Allied player may move units from a coastal hex to any other coastal hex in the same sector.

20.2 Procedure

The Allied player may move a maximum of one unit per sector per calendar year via amphibious operations. The unit must begin its movement in a coastal city or town or a coastal clear hex. It's picked up and placed in any other coast city, coastal town or coastal clear hex in the same sector and that isn't enemy occupied at that time (the presence of enemy ZOC doesn't affect this). That consumes all the unit's movement for the turn. The unit may attack normally. Supply status is irrelevant for amphibious movement.

20.3 Amphibious Allied Reinforcement Arrival

The landing unit may be an Allied reinforcement scheduled to appear that turn. Just place it on the map during the movement phase as described above. That counts against the one unit per year amphibious movement limit; however, units otherwise scheduled to appear in Allied-occupied ports don't count against that total.

20.4 Tribal units may never use amphibious movement, nor may an amphibious move ever go ashore into an enemy occupied hex.

21.0 SPECIAL CITIES

21.1 Medina, Jerusalem and Damascus have special rules reflecting their religious and political importance.

21.2 Medina & Jerusalem

Neither player may utilize the MOCRT when attacking into either of these hexes.

21.3 Damascus

Damascus is considered to lie exactly on the sector boundary. No Central Powers unit may ever enter Damascus and, if forced to do so by retreat, the unit is eliminated instead.

Allied units from either sector may enter Damascus, but may not otherwise cross into the other sector. The first unit to do so gains the victory points for that action for its own sector. Allied units from different sectors may not stack together into Damascus. If for some reason all Allied units from one theater move out of Damascus, units from the other theater may then enter it.

Central Powers units may attack Allied units in Damascus, but may not pursue into the hex. If CP units from both the western and eastern sectors are adjacent to Damascus, they must attack separately and may not combine HQ bonuses and air support. Central Powers ZOC extend into Damascus. Also see also rule 23.7.

22.0 WEATHER

22.1 The "I" game turn of each year is winter. The "III" game turn of each year is summer.

22.2 Winter

See the TEC for winter effects on sand hexes and dry lakes/wadis.

22.3 Tribes Going Home

During the Allied Reinforcement Phase of each Winter turn, starting with the one following the triggering of the Arab Revolt, the Allied player must roll a die. The result is the number of tribal units he must immediately remove from the map (regardless of location) and put back into their pool. If the total is greater than the number of tribal units currently on the map, put all tribal units back into their pool (but no other types). If the Arab Revolt is triggered on a "I" turn, ignore this provision for that turn. In that case, the Allies still get their normal turn-of-triggering die roll of tribal units.

22.4 Summer

There are no second combat phases in any player turns during summer game turns.

23.0 VICTORY CONDITIONS

23.1 At the end of each calendar year, during the Victory Check Phase after the IV game turn, the players total their victory points (VP) separately in each sector. Add the total for the current year to the previous years' totals. At the end of the game (1918 IV), players compare their totals to see who has won the game in each sector.

23.2 Each city a player occupies with his units is worth the number of victory points printed in its hex. "Occupation" means a player has a land unit physically occupying the hex during a VP check.

23.3 At the end of the game, players check each theater separately to determine who won or lost in it. Subtract the lesser player total from the greater player total and consult the table below.

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VP Difference	Level of Victory
0-9	Draw
10-19	Marginal
20-29	Operational
30+	Strategic (highest)

23.4 A player may win a victory in one theater but be defeated in the other, so both players have a chance to claim victory once or twice.

23.5 Choosing optional reinforcements may give the enemy player VP. Those VP are evaluated at the end of each game for each such unit brought into play (even if they have been eliminated).

23.6 Arab Revolt

Don't total VP in the eastern sector for either player unless the Arab Revolt has been triggered.

23.7 Damascus

The Central Powers player never receive VP for Damascus. Allied VP are awarded for Damascus based on the sector of the Allied units occupying it, if any.

Historically, the western sector saw an Allied operational victory; the eastern theater was a draw.

24.0 ALTERNATIVE COMMAND RULE: RACE FOR DAMASCUS

24.1 When using this rule, each player chooses to be the commander of one of the two Allied "commands" in the game: the western and the eastern, while simultaneously also commanding the Central Powers eastern or western sectors. That is, the Allied western sector commander also commands the Central Powers eastern sector, while the Allied eastern sector command also commands the Central Powers western sector. The objective is for each player to rack up as many VP as possible for the Allied sector under his command while simultaneously using the Central Powers forces he commands in the other sector to thwart the efforts of his opponent.

24.2 Alternative Sequence of Play

The sequence of play is executed with the following modifications.

- 1) Western Central Powers Player Turn.** The Allied eastern sector commander conducts the Random Events Phase, Reinforcement Phase, Movement Phase, First Combat Phase, Second Combat Phase and Replacement Phase for all Central Powers western sector units.
- 2) Western Allied Player Turn.** The Allied western commander conducts the Random Events Phase, Reinforcement Phase, Movement Phase, First Combat Phase, Second Combat Phase, and Replacement Phase for all Allied western sector units.
- 3) Eastern Allied Player Turn.** The Allied eastern player conducts the Random Events Phase, Reinforcement Phase, Movement Phase, First Combat Phase, Second

Combat Phase, and Replacement Phase for all eastern Allied units.

- 4) Eastern Central Powers Player Turn.** The Allied western player conducts the Random Events Phase, Reinforcement Phase, Movement Phase, First Combat Phase, Second Combat Phase, and Replacement Phase for all Central Powers eastern sector units.

- 5) Game Turn Inter-Phase.** As in the normal rules.

24.3 Victory

Each Allied player checks his level of victory against the Central Powers in the same sector. The Allied player who has the higher level of victory wins the game.

25.0 SCENARIO 1: WAR IN THE DESERT (SHORT SCENARIO)

25.1 Game Length

1916 II to 1918 IV (11 turns total).

25.2 Starting Victory Points

Central Powers Western: 9

Central Powers Eastern: 0

Allied Western: 6

Allied Eastern: 0

25.3 Central Powers Order of Battle (deploy first)

Western Sector

On or adjacent to El Arish, Kalaat and/or Audja:

SXF headquarters; 27th Infantry Division; DF Composite Group; Arab Cavalry Group; Syrian Camel Corps.

On or adjacent to Beersheba, Jerusalem, Jaffa, Haifa and/or Tyre:

16th, 23rd, 24th, 26th, 44th Infantry Divisions; VIII Cavalry Group; 13th, 17th Garrison Regiments; Pasha I Group (German).

Air Available: Pasha I Group (German).

Replaceable Units: 3rd Infantry Division is in the replaceable units pool.

Permanently Eliminated Units: 8th, 10th and 25th Infantry Divisions.

Eastern Sector

On any cities or towns on the Tabuk to Medina railroad (inclusive):

HXFHQ; 42nd, 55th, 160th Regiments; HXF Camel Corps; KB Composite Group.

Kiswe, Dera, Amman, Ma'an, Aqaba, Wejh, Yenbo, Medina:

One garrison regiment each (eight total).

Any Desert Hex: Rashid Camel Corps.

Ma'an or Tabuk: 1P Composite Group.

Air Available: none.

Replaceable Units: none.

Permanently Eliminated Units: none.

NO PRISONERS:

25.4 Allied Deployment (deploy second)

Western Sector

Anywhere west of the Suez Canal

Murray HQ; ANZAC & Yeo Cavalry Divisions; 29th Indian Infantry Brigade; ISCB Cavalry Brigade; BCC Camel Corps; A & B Garrison Brigades.

One hex east of the Suez Canal (no more than one unit per hex)

42nd, 52nd, 53rd 54th Infantry Divisions.

Air Available: 5 Group.

Naval Available: EMED Squadron.

Railhead: Qantara.

Replaceable Units: none.

Permanently Eliminated Units: 10th & 11th Indian Divisions; ANZAC Infantry Brigade.

Eastern Sector

None. Place units in the Allied Reinforcement Phase as per the Arab Revolt schedule, with 1916 II being the turn of the Arab Revolt.

25.5 Scenario 1 Special Rules

There is no Central Powers western player turn on the first turn. Start with the Allied eastern player turn. Also note Central Powers Western reinforcements begin the scenario deployed on the map.

The eastern Allied event Arab Revolt is triggered for this turn. Don't otherwise roll for Allied eastern events.

Ignore the Central Powers Western Event, **Allied Major Offensive Elsewhere** (as it has already occurred).

26.0 SCENARIO 2: THE LAST CRUSADE (LONG SCENARIO)

26.1 Game Length

1915 I to 1918 IV (sixteen turns total).

26.2 Starting Victory Points

Central Powers Western: 0

Central Powers Eastern: 0

Allied Western: 0

Allied Eastern: 0

26.3 Central Powers Order of Battle (deploy first)

Western Sector

On or adjacent to Gaza and/or Beersheba:

SXF HQ; 23rd, 25th, 27th Infantry Divisions; VIII & Arab Cavalry Groups; Syrian Camel Corps.

On or adjacent to Jerusalem, Jaffa, Haifa or Tyre:

8th, 16th, 24th, 26th Infantry Divisions; 13th & 17th Garrison Regiments.

Air Available: none.

Replaceable Units: none.

Permanently Eliminated Units: none.

Eastern Sector

On any cities or towns on the Maan to Medina railroad (inclusive):

HXF HQ; 42nd, 55th & 160th Infantry Regiments; HFX Camel Corps.

Ma'an or Tabuk:

1P Composite Group.

Kiswe, Dera, Amman, Ma'an, Aqaba, Wejh, Yenbo & Medina:

One garrison regiment each (eight total).

Any Desert Hex: Rashid Camel Corps.

Air Available: none.

Replaceable Units: none.

Permanently Eliminated Units: none.

26.4 Allied Deployment (deploy second)

Western Sector

Cairo

42nd Infantry Division.

Anywhere West of the Suez Canal:

10th & 11th Indian Infantry Divisions; 29th Infantry Brigade; ISCB Cavalry Brigade; BCC Camel Corps; A & B Garrison Brigades.

Air Available: none.

Naval Available: Med Squadron.

Replaceable Units: none.

Permanently Eliminated Units: none.

Eastern Sector

None (Arab Revolt not yet started).

26.5 Scenario 2 Special Rules

1. Don't roll for random events on 1915 I player turns.
2. During the Central Powers 1915 I Movement Phase, all supplied Central Powers western units set up on or adjacent to Gaza and Beersheba may enter enemy ZOC even when using strategic movement (they must still cease movement).
3. Reinforcements marked "1915 I" are received during the Reinforcement Phases of Game Turn 1, not during initial set up.

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27.0 ERRATA COUNTERS & DAGGER THRUSTS ADD-ONS

27.1 Early in September 1944, the *11th Panzer Division* had just retreated into southwest Germany as part of *19th Army*. There's a chance that unit could've continued north far enough to take part in the overall German effort to stop Patton, had the offensive modeled in that scenario of the *Dagger Thrusts* game (issue 233) been launched. Accordingly, starting with his reinforcement arrival phase of Game Turn 3, the German player rolls a die. If that result is a one, *11th Panzer* enters that turn as a reinforcement in any hex unoccupied by Allied units along the map's southern edge from 1014 to 1018, inclusive. The German player makes one such die roll per game turn until such time as the division's arrival is triggered or play ends.

If there were ever a golden age of *Kampfgruppen*, September 1944 had to be it. That month, on the western front alone, dozens of such German scratch organizations went into action, varying in size from about 300 to 3,000 men. It's therefore hard to know exactly where to draw the line

when deciding which KG should be included in a game in which the primary units of maneuver are divisions, brigades and regiments. I've been assured, though, by people whose knowledge of this campaign is vast, these three units should be added to the DT Montgomery scenario. Add them to the regular German reinforcement schedule for that game. Their abbreviations are as follows: "Spn" is "KG Spindler"; "DSS" is "Dutch SS"; and "FKG" is "FLAK Kampfgruppe." I've also added a "Roer Flood" marker for use as a mnemonic device on the Turn Record Track when rule 10.29 is brought into effect, along with some general control markers.

27.2 Errata counters have been included for *The Old Contemptibles* (issue 228), and *Twilight's Last Gleaming 2* (issue 225). Simply substitute them into the counter-mixes of those two games and get rid of their earlier misprinted versions

27.3 There is also an add-in counter for the still-forthcoming boxed game, *Nine Navies War*. According to an earlier schedule, that game was to have been published by now. The schedule change occurred too late to allow for the rescheduling of this counter.

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








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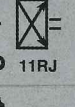
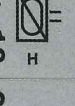
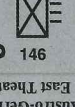
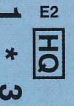



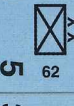
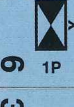
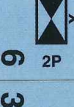

No Prisoners!

 Lawrence 1 * 12	 AL 1 6	 Z 1 6	 S 1 6	 HCC 1 12	 F 4 8	 H 1 * 10	 XF +1
 Red Sea +1	 F.S.D.	 Aboulla 2 12	 Ageyl 2 12	 Ali 2 12	 Aetba 1 12	 Bene-Sakr 1 12	 Bili 1 12

















Allied Eastern Theatre

 Druze 1 12	 Faisal 3 12	 Harb 1 12	 Howitat 2 12	 Juhaina 1 12	 Ruwalla 1 12	 Allied VP East x1	 Allied VP East x10
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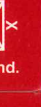
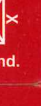









Austro-German West Theatre

 HXF 1 * 3	 3P 3 5	 48 3 5	 58 3 5	 62 3 5	 6 3 6	 2P 3 6	 KB 3 6
 E2 1 * 3	 55 2 5	 160 2 5	 7 1 8	 HXF 1 12	 7 1 12	 HRR 1 * 10	 HXF +1


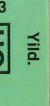


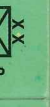
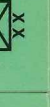
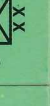

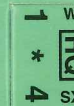
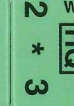

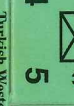
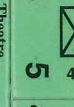
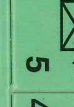
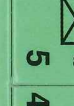

Austro-German East Theatre


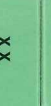
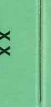
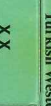
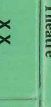




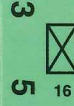

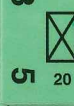
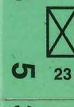
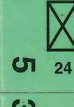
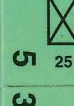

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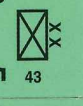

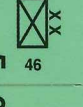
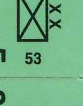



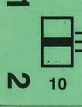
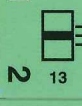
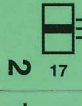
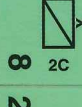
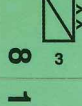

Allied Western Theatre

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 XX 6 6	 XX 6 6	 XX 6 6	 XX 6 6	 XX 6 6	 XX 6 6	 XX 6 6	 XX 6 6

 XX 1 6	 XX 6 1	 XX 6 1	 XX 6 1	 XX 6 1	 XX 6 1	 XX 6 1	 XX 6 1
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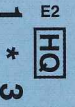



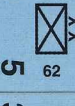

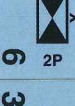

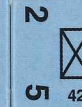
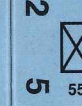
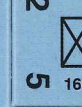
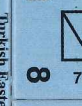

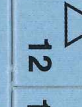


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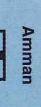
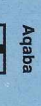
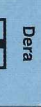
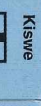
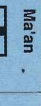
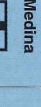
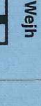
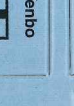

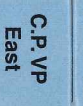






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 XX 8 1	 XX 8 2	 XX 8 3	 XX 8 3	 XX 8 3	 XX 8 3	 XX 8 3	 XX 8 3

















Austro-German East Theatre

 XX 42 5	 XX 55 2	 XX 160 2	 XX 7 1	 XX 7 1	 XX 7 1	 XX 7 1	 XX 7 1
 XX 5 2	 XX 5 2	 XX 5 2	 XX 5 2	 XX 5 2	 XX 5 2	 XX 5 2	 XX 5 2

Turkish Eastern Theatre

 XX 1 2	 XX 1 2	 XX 1 2	 XX 1 2	 XX 1 2	 XX 1 2	 XX 1 2	 XX 1 2
 XX 2 1	 XX 2 1	 XX 2 1	 XX 2 1	 XX 2 1	 XX 2 1	 XX 2 1	 XX 2 1

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 XX 1 2	 XX 1 2	 XX 1 2	 XX 1 2	 XX 1 2	 XX 1 2	 XX 1 2	 XX 1 2
 XX 2 1	 XX 2 1	 XX 2 1	 XX 2 1	 XX 2 1	 XX 2 1	 XX 2 1	 XX 2 1

10 West	9 West	11 West	5 West	7 West	7 West	Start 1915 West
Start 1915 West	9 West	12 West	Start 1915 West	Start 1915 West	11 West	13 West

14 West	Opt. 13 West		12 West	2 West	Start 1915 West	Start 1915 West
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14 East	Opt. 6 East	Opt. 11 East	6 West	14 West	6 West	6 West	Opt. 6 West
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6 East	7 East	Start 1915 East	13 East	9 East	12 East	14 East	Start 1915 East
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7 East	7 East	Start 1915 East	Start 1915 East	11 East	Start 1915 East	Start 1915 East	Start 1915 East
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Start 1915 East	Start 1915 East	Start 1915 East	Start 1915 East	Start 1915 East	Start 1915 East	Start 1915 East	Start 1915 East
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AI 1-4				10			
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					1-4		
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AR+5 East	AR+5 East	Opt. 13 East	AR+4 East	AR+5 East	AR+5 East	AR+3 East	AR+2 East
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Tribal East	Tribal East	Tribal East	Tribal East	Tribal East	Tribal East	East see 15.4	AR+1 East
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		Tribal East	Tribal East	Tribal East	Tribal East	Tribal East	Tribal East
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11 West	4 West	4 West	5 West	Start 1915 West	11 West	11 West	5 West
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14 West	14 West	9 West	6 West	Start 1915 West	Start 1915 West	10 West	9 West
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Opt. 5 West	Opt. 5 West	5 West	6 West	Start 1915 West	Start 1915 West	1 West	9 West
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14 West	Start 1915 West	9 West	Start 1915 West	Start 1915 West	13 West	14 West	1 West
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6 West	14 West	9 West	10 West	6 West	10 West	10 West	14 West
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			5 West	Start 1915 West	10 West	5 West	6 West
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1 West	Start 1915 West	9 West	15 West	5 West	12 West	11 West	Start 1915 West
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Start 1915 West	Start 1915 West	Start 1915 West	Start 1915 West	12 West	11 West	1 West	13 West
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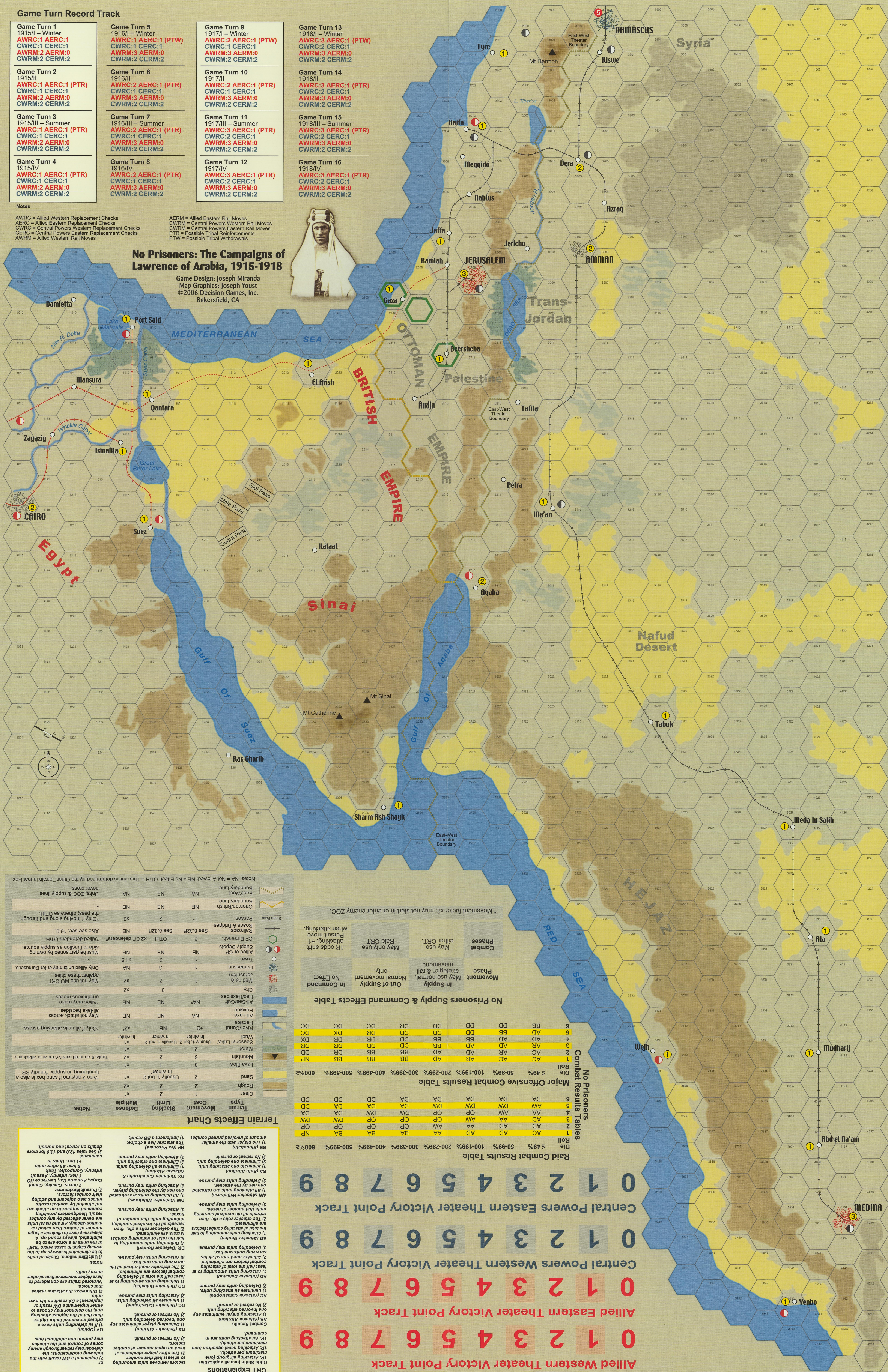
<p>Game Turn 1 1915/I – Winter</p> <p>AWRC: 1 AERC:1 CWRC: 1 CERC:1 AWRM: 2 AERM:0 CWRM: 2 CERM:2</p>	<p>Game Turn 5 1915/II – Winter</p> <p>AWRC: 2 AERC:1 (PTW) CWRC: 1 CERC:1 AWRM: 3 AERM:0 CWRM: 2 CERM:2</p>	<p>Game Turn 9 1917/I – Winter</p> <p>AWRC: 2 AERC:1 (PTW) CWRC: 1 CERC:1 AWRM: 3 AERM:0 CWRM: 2 CERM:2</p>
<p>Game Turn 2 1915/II</p> <p>AWRC: 1 AERC:1 (PTR) CWRC: 1 CERC:1 AWRM: 2 AERM:0 CWRM: 2 CERM:2</p>	<p>Game Turn 6 1916/II</p> <p>AWRC: 2 AERC:1 (PTR) CWRC: 1 CERC:1 AWRM: 3 AERM:0 CWRM: 2 CERM:2</p>	<p>Game Turn 10 1917/II</p> <p>AWRC: 2 AERC:1 (PTR) CWRC: 1 CERC:1 AWRM: 3 AERM:0 CWRM: 2 CERM:2</p>
<p>Game Turn 3 1915/III – Summer</p> <p>AWRC: 1 AERC:1 (PTR) CWRC: 1 CERC:1 AWRM: 2 AERM:0 CWRM: 2 CERM:2</p>	<p>Game Turn 7 1916/III – Summer</p> <p>AWRC: 2 AERC:1 (PTR) CWRC: 1 CERC:1 AWRM: 3 AERM:0 CWRM: 2 CERM:2</p>	<p>Game Turn 11 1917/III – Summer</p> <p>AWRC: 3 AERC:1 (PTR) CWRC: 2 CERC:1 AWRM: 3 AERM:0 CWRM: 2 CERM:2</p>
<p>Game Turn 4 1915/IV</p> <p>AWRC: 1 AERC:1 (PTR) CWRC: 1 CERC:1 AWRM: 2 AERM:0 CWRM: 2 CERM:2</p>	<p>Game Turn 8 1916/IV</p> <p>AWRC: 2 AERC:1 (PTR) CWRC: 1 CERC:1 AWRM: 3 AERM:0 CWRM: 2 CERM:2</p>	<p>Game Turn 12 1917/IV</p> <p>AWRC: 3 AERC:1 (PTR) CWRC: 2 CERC:1 AWRM: 3 AERM:0 CWRM: 2 CERM:2</p>

AERM = Allied Eastern Rail Moves
CWRM = Central Powers Western Rail Moves
CWRM = Central Powers Eastern Rail Moves
PTR = Possible Tribal Reinforcements
PTW = Possible Tribal Withdrawals

Game Design: Joseph Miranda
Map Graphics: Joseph Youst
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Game Turn 16
1918/IV
AWRC:3 AERC:1 (PTR)
CWRC:2 CERC:1
AWRM:3 AERM:0
CWRM:2 CERM:2



Combat Results Tables								
Major Offensive Combat Results Table								
Rdie Roll	≤ 49%	50-99%	100-199%	200-299%	300-399%	400-499%	500-599%	600%+
6	DA	DA	DA	DA	DA	DD	DD	DD
5	AW	DW	DW	DW	DA	DA	DA	DD
4	AA	AW	OP	OP	DW	DW	DW	DA
3	AD	AA	AW	OP	OP	OP	DW	DW
2	AC	AD	AA	AW	OP	OP	OP	OP
1	NP	BA	AD	AA	BA	BA	BA	NP
Major Defensive Combat Results Table								
Rdie Roll	≤ 49%	50-99%	100-199%	200-299%	300-399%	400-499%	500-599%	600%+
6	DA	DA	DA	DA	DA	DD	DD	DD
5	AW	DW	DW	DW	DA	DA	DA	DD
4	AA	AW	OP	OP	DW	DW	DW	DA
3	AD	AA	AW	OP	OP	OP	DW	DW
2	AC	AD	AA	AW	OP	OP	OP	OP
1	NP	BA	AD	AA	BA	BA	BA	NP
No Prisoners Supply & Command Effects Table								
Movement Phase	In Supply May use normal, strategic* & rail movement.	Out of Supply Normal movement only.	Command No Effect.					
Combat Phases	May use either CRT. or Raid CRT.	May only use Raid CRT	IR odds shift attacking +1 Pursuit move.					
* Movement factor x2; may not start in or enter enemy ZOC.								

1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9