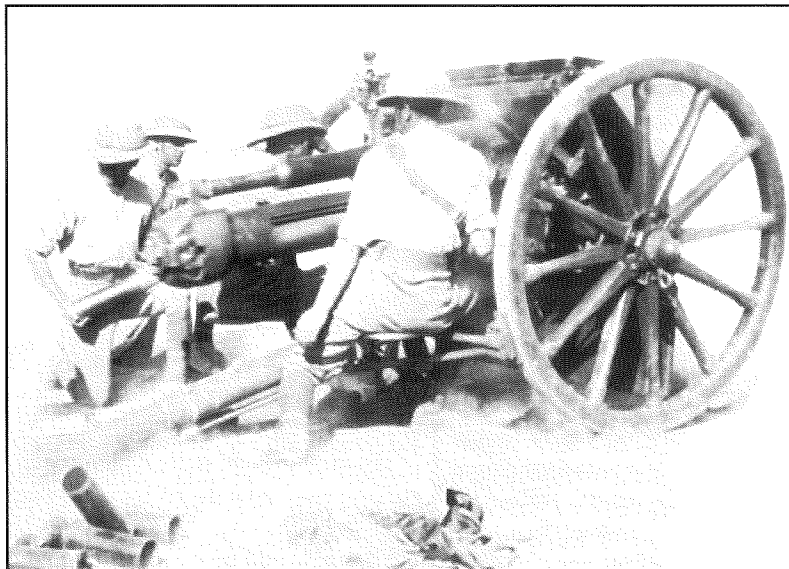


Blood on the Tigris

The Iraq Campaign 1914-17



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1.0 INTRODUCTION

Blood on the Tigris is a simulation of the 1914-1917 British/Indian campaign in Mesopotamia during the Great War. The campaign was marked by meager availability of supplies as both combatants thought the Mesopotamian theater and the drive to Baghdad were sideshows. Both sides had to battle the 120 degree heat as well as each other. Once Baghdad fell in early 1917, the Turkish forces seldom resisted attacks. This design therefore concentrates on the logistical and command problems.

The British nearly reached Baghdad in 1914. However, the Turkish force sent the British reeling and surrounded the Indian 6th Division at Kut. Numerous British relief attempts failed, and the Indian 6th Division surrendered in April 1915. The rest of 1915 was fairly idle. The Turks never could exploit their victory and were content to consolidate at Kut. The indecisive British simply gathered supplies.

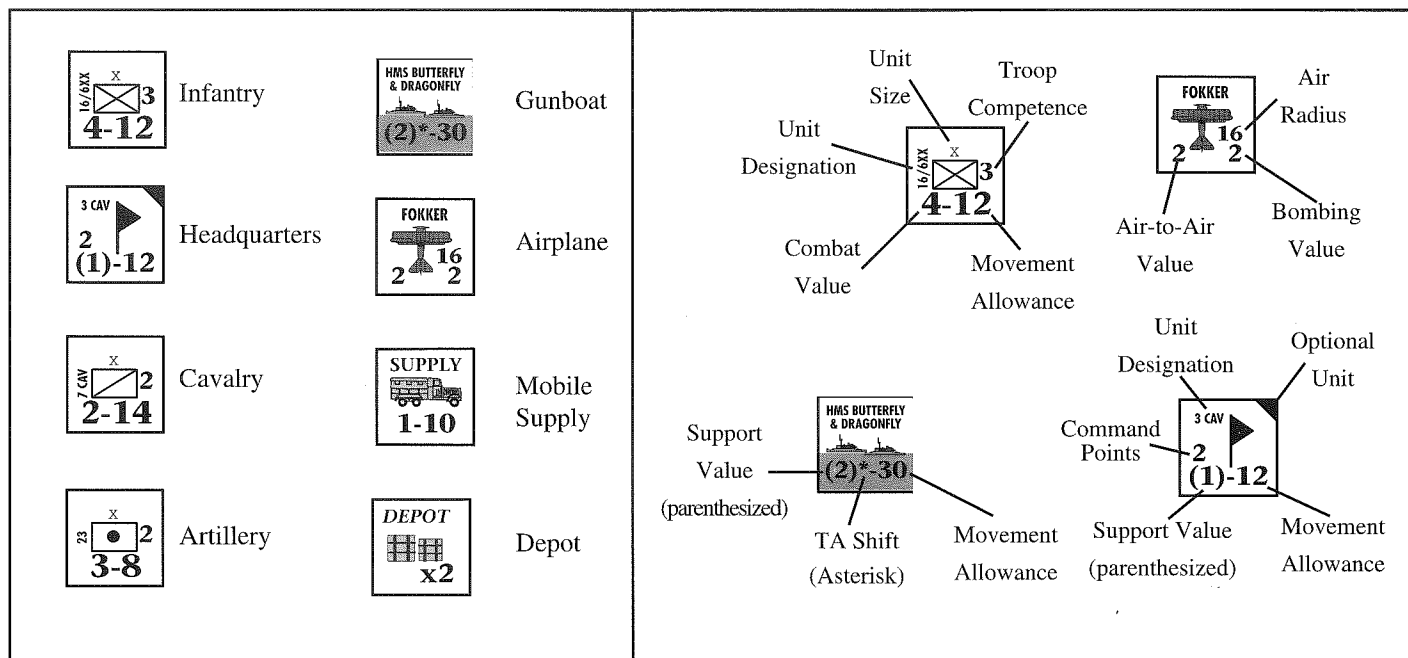
The game map portrays the area of the Tigris-Euphrates river valley where the battles and campaign took place. There are 240 counters representing military units, aircraft, steamers, gunboats, etc., and various status markers. The game scale is about 6 miles per hex; each turn is one month. Unit sizes are battalions, regiments and brigades. Gunboats represent one or two ships; aircraft counters represent one plane each.

2.0 GLOSSARY

The following is a glossary of terms useful to the play of the game:

TACTICAL ADVANTAGES are just that. In a battle, both attacker and defender may have some sort of advantage. The attacker's advantages are cumulative and offset by any advantages that the defender enjoys. The net result is a number of column shifts to the left or right. No advantages are received when a unit or stack is out of supply or the owning player elects not to expend a depot to support an attack or defense.

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AIR RADIUS represents the maximum number of hexes to which an air unit can fly out and back.

TROOP COMPETENCE indicates the morale and skill of the combat unit.

COMMAND POINTS are indicated on HQ units. These points are totaled during an attack. Subtracting the defender's total from the attacker's yields a die roll modifier. The net result is added to the die roll resolving the attack. These points also show the command radius of the HQ; subordinate units within the command radius are considered in communication.

3.0 SEQUENCE OF PLAY

Each game turn represents one month. Players will follow the sequence listed below and may skip over a segment at the player's discretion. Skips will occur because the real campaign was one of long lulls as both sides gathered supplies.

3.1 MUTUAL OPERATIONS PHASE

Both players conduct a variety of book-keeping activities regarding their units. Units which are now out of communication with their HQ are so designated with an OC marker. Units which were out of communications, but are NOT now, have the OC marker removed. New depots are created at this time.

3.2 BRITISH PLAYER TURN

The British player moves and conducts attacks.

3.21 MOVEMENT. British ground units may move normally only if in supply and in communication with their parent headquarters. Units which are out of supply or out of communication have their movement allowances halved. Units may move up to their movement allowances. This allowance cannot be exceeded, and if the unit moves adjacent to an enemy unit, it must stop and may move no further that turn. Reinforcements enter the mapboard at this time. Once a player moves all of the units he desires, movement ends. Naval combat occurs whenever naval units move adjacent to certain units (per 15.1) and is resolved during the movement phase. Air units do not move in this segment.

3.22 COMBAT. Friendly units which are adjacent to enemy units may conduct attacks. Attacks upon adjacent enemy units are not mandatory. Ground units attack at full strength by expending a supply depot or may attack at half strength (rounded down) without using a depot. The British player flies any activated airplanes to any hex within range to attack enemy units on a bombing mission.

A. If British air units have flown to a hex for an attack, Turkish air units may intercept in the target hex IF the

target hex is within 4 hexes of any Turkish airdrome or HQ controlling the air unit. If not within range, activated Turkish air units may not intercept. Players resolve air to air combat.

B. Any ground units which are attacking may now do so by adding up their strengths. Any air units bombing the hex also add their strength into the total. The defender totals the strength of the defending units in the hex. An odds ratio is calculated. Both players determine column shifts due to tactical advantages and any die roll modifiers that may apply due to HQ units. Resolve the attack by rolling a single six sided die and applying any die roll modifiers. Apply results immediately before resolving any other attacks. Involved air units return to their controlling HQ or airdrome as individual attacks are resolved.

3.3 TURKISH PLAYER TURN

The Turkish player moves, brings on reinforcements, and conducts attacks following the same sequence the British player followed.

3.4 SUPPLY SURVIVAL PHASE

Each player now checks to see if he has units that cannot trace a supply line no more than six hexes long to a depot or major supply source. Place an OS marker on units that cannot trace a supply line. Remove OS markers from units previously out of supply that can now trace a

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supply line to a depot or major supply source. Units designated as OS must now roll less than their troop competence or lose a step. Units in forts or towns subtract one from their die roll; subtract two if in a city.

3.5 ADVANCE TURN MARKER

Begin a new turn. Note: The inability of either side to mount an offensive because of the poor supply situation characterized the campaign in Mesopotamia. Don't be disappointed if little happens during some turns, as these are used for preparing the "big push".

4.0 MOVEMENT

As a general rule, a unit must be in supply prior to moving to use its full movement allowance. British aircraft, steamers, gunboats, Ford vans and armored cars are exempt from supply restrictions on movement. Units out of supply have their movement allowance reduced by half. All HQ units must be in supply to move.

4.1 The phasing player may move his units in any direction he wants. Unused movement points (MPs) may not be accumulated nor may they be lent to other moving units. Once a unit or stack begins moving it must complete all movement before another unit or stack moves.

4.2 Movement is conducted using MPs expended according to the terrain entered or crossed. As long as the movement allowance printed on the counter(s) is not exceeded, a unit or stack moves hex by hex, paying the cost to enter each hex. Units enter a hex by paying the correct MP cost for each hex. This cost varies with the terrain type and weather. Units may not skip over hexes, nor may they move into prohibited terrain.

4.3 Friendly ground units may never enter an enemy occupied hex. Infantry units which move into an enemy Zone of Control must immediately stop moving and may move no further in that turn.

4.4 Ground units which begin the turn stacked with a steamer may travel by steamer, debark, and move their full movement allowance.

4.5 Retreats and advances are not considered movement and do not require

the expenditure of movement points. There is no additional cost for a stack of units to move through another friendly stack. However, stacking limitations must be obeyed at the end of the movement phase.

5.0 ZONES OF CONTROL

The six adjacent hexes to a friendly unit constitute a Zone of Control (ZOC). Only units in supply exert a ZOC. Out of supply units, supply units, air units, and support units (9.0) do not exert ZOCs.

5.1 An infantry unit that enters a ZOC must end its movement for that turn. Armored car and Cavalry units may ignore an enemy ZOC by spending 4 MPs, plus the cost of terrain of the new hex, per enemy ZOC hex exited.

5.2 DISENGAGEMENT

An infantry unit which begins the movement phase in an enemy ZOC may expend 6 mp's to disengage and move away from the ZOC. An infantry unit which begins in an enemy ZOC may only move into another enemy ZOC if it first moves into a hex which is not in an enemy ZOC. There are no disengagement costs for ZOC's which are caused by enemy units on the opposite side of the Tigris or Euphrates rivers. Armored cars and Cavalry pay only 4 MPs to disengage if they begin movement in an enemy ZOC.

6.0 STACKING

Either player may have up to two regiments or two brigades of ground combat units per hex after movement and during combat. For stacking, any three battalions equal one regiment or brigade. HQ and other support units, aircraft, gunboats, and steamers stack freely. Stacking and unstacking does not cost any movement points. If stacking is violated after movement, eliminate excess units in the violated hex.

7.0 COMBAT

Combat is voluntary between adjacent enemy units. A unit's strength is indivisible and cannot be used to attack more than one hex in a single attack. The current moving player is the attacker while the non-moving player is the defender. The attacking player an-

nounces all attacks that he plans and allocates his air units. The defender then commits his own aircraft and the players resolve any air to air combat before proceeding further. After resolving each air to air combat, the attacker and defender decide on expending depots, calculate an odds ratio based on combined unit strengths, determine any tactical advantages and combat die roll modifiers, and resolve the attack applying all results immediately.

7.1 RESOLVE AIR TO AIR COMBAT

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

7.2 SUPPLY EXPENDITURE DECISION

To attack or defend at full strength, a player must use up the supply depot that the participating ground units draw supply from. If a player wishes not to expend a depot, the depot may be retained, but no tactical advantage benefits are accrued (except defender's terrain) and all combat strengths are halved.

7.3 RESOLVE GROUND COMBAT

After deciding supply, total all attacking units (including bombing strengths) and compare to the combined strength of all defending units. Round any ratio downward in favor of the defender. Each player then determines any tactical advantages either has and a differential is obtained. A positive result indicates the number of columns shifted to the right; a negative result shifts columns to the left. Each player then determines what Command benefits each receives by totaling the HQ modifier(s) of any HQ's present with either force.

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Again, a positive result adds to the combat die roll; a negative means a subtraction in favor of the defender. A die is rolled and modified. The combat result is applied.

7.4 Only the designated hex under attack is affected by the attack; enemy units in adjacent hexes are not. Attacks may be resolved in any order the phasing player desires. Not all units within a hex need to attack the same hex. No unit or hex may be attacked more than once per combat phase, and no unit may attack more than once per combat phase unless it achieves a Breakthrough result. All defending units in a hex are attacked as one combined strength; no defending unit may be held back.

7.5 TACTICAL ADVANTAGES (TA's)

The player with the advantage will reap the benefits in column shifts in his favor. For the attacker, this is a positive end result and for the defender a negative result. In a combat situation, both players determine their own tactical advantages, and the defender will subtract his total from the attacker's total. Tactical advantages are cumulative. The maximum accrued TA on an attack or defense may not exceed seven. Example: The British player has a total of 5 advantages in an attack on a Turkish stack while the Turkish player has 2. The net result is 3 in the attacker's favor, so the original odds column is shifted 3 columns to the right. Had the result been in the favor of the defender, the shift would have gone to the left.

7.51 Most tactical advantages are self-explanatory, however, a few need further definition:

RIVERS/WADIS: In order for the defender to receive the TA benefit for a river or a wadi, all attacking units must be attacking across river or wadi hex-sides, otherwise, no TA is awarded for the feature(s).

SPECIAL CAPABILITIES (*): Units marked with an asterisk on their counter are given a one column shift in that player's favor besides any shifts for other reasons. Each unit involved with an asterisk gives one shift.

7.6 COMBAT ADJUDICATION

Most units in the game have a full strength side and a reduced strength side on the reverse. The numbered results on the combat chart indicate how many steps must be reduced if at all possible. Units which have no reduced strength (i.e. consist of only one side) are destroyed. A retreat results in all units being retreated either 2 hexes for British or 3 hexes for Turks. (*Historically, the Turks always retreated or routed much further than the stout British, which is why there is a difference.*) All results to the left of the slash apply to the attacker while all results to the right apply to the defender.

7.61 Units may be lost as a result of taking step losses. A defender can save his units by retreating instead. Only the defending player has the option to retreat; the attacker does not. In all cases, the defender may choose to retreat instead of taking step losses only when at least one defending unit in a stack takes a step loss as a result of combat that turn (see section 8.0). At that time, the defender may choose to retreat at the normal national rate (one retreat per step loss). These retreats are subject to all normal retreat rules. Example: A defending Turkish stack incurs a -/2 result. The Turkish player must take one step loss and then has the option to take a second loss or retreat 3 hexes.

7.7 ENGAGED RESULTS

When an engaged result is rolled during an attack, the defender must first take any casualties called for on the CRT and then must counterattack a single attacking hex. This hex is now treated as a defender in a combat. This combat is treated *normally in all respects* (air, supply, and TA's) and may itself trigger an engaged result.

7.8 BREAKTHROUGH RESULTS

A defending stack suffering a breakthrough result must retreat 4 hexes. Immediately after the retreat, the stack takes 2 step losses (no option) and the attacking units may conduct a special movement. These units may expend another 3 MPs per unit. During a breakthrough, the units executing the breakthrough may move in any direction and

may even ignore enemy ZOC's. At the end of their move, the breakthrough units can make another attack, but treat another breakthrough result normally except that the attacker doesn't get the breakthrough move.

8.0 RETREATS & ADVANCES

Retreats are always taken in hexes and always conducted by the owning player. A stack must retreat as a stack. The retreat must end the number of designated hexes away from the attacking units. The retreat may move into the ZOC of an enemy unit, but in doing so, suffers a step loss from any unit in the retreating stack. This does not happen if the enemy unit is out of supply, or if it is a support unit. Units may retreat in such a way as to overstack a hex, but must then continue retreating until a non-overstacked hex is reached. The retreated stack then takes one additional step loss. Turkish units always retreat towards Baghdad, while British units retreat toward Basra. A retreat may not cross a river, except by bridge, or other prohibited terrain.

8.1 ADVANCE AFTER COMBAT

Units which participate in a combat that achieves a retreat result (table mandated or defender's choice) may advance after combat. Advancing infantry type units may move as a stack or individually and must follow the retreat path left by the defending units, for up to two hexes. Advancing armored cars or cavalry units may advance up to three hexes and may deviate from the retreat path (after the initial hex), but must stop upon moving into the first enemy ZOC. Advancing units cannot move into terrain which is normally prohibited to them.

9.0 SUPPORT UNITS

Support units are indicated by their combat strengths enclosed in parentheses. They may use this strength to attack or defend, but must be stacked with a combat unit (not a HQ) to be able to use the strength. If alone in a hex, they may be destroyed by a combat unit entering the hex and paying 4 MPs. Gunboats are an exception; they only have to be adjacent to the hex they are attacking or defend-

ing which contains the enemy ground combat units, and they may not be destroyed except by artillery or naval attack.

9.1 Though classed as a support unit, a HQ has a defense of one when no other combat units are in the hex, and it must undergo a normal attack.

9.2 A unit within the command radius of its divisional HQ or a corps HQ and in supply may entrench by expending half of its movement points. A supplied, entrenched unit, able to trace a good line of communication (see 10.0), may expend its full movement allowance and one supply point on any subsequent turn outside of an enemy ZOC and construct a fort. Forts may not be constructed in marsh hexes.

9.3 Units in forts subtract one from their supply survival roll.

9.4 A unit within the command radius of its divisional HQ or a corps HQ and in supply may cross a normally prohibited river hexside by expending all of its movement points. A unit may cross into an enemy ZOC but attacks at only half strength (rounding down). Only one brigade/regiment may cross per turn per HQ involved.

9.5 A HQ adjacent to a river may supply adjacent, subordinate units on the opposite side of a normally prohibited river by expending all of its MP's.

9.6 When Ford Vans are available, these units may pick up (at a cost of 1 MP) and carry one combat unit. Dropping off a unit costs nothing. The van may move, pick up a unit, and continue moving again. Units transported by a van are considered to have used up their own movement allowance. A van may never end its movement adjacent to any enemy unit, if forced to do so it is eliminated. Neither vans nor armored cars may move through or into a marsh hex; they cross wadis at double the mp cost. Armored cars may move adjacent to enemy units since they are a support unit.

10.0 UNIT CONDITION

There are three conditions a unit may be in: normal, out of communications (OC), and out of supply (OS). All units in a hex marked with a condition are assumed to be in that condition.

Normal: This is the most common state for a unit to be in. It is in supply and not out of communication. A unit in this condition may move normally. It may attack or defend at full strength if the owning player decides to expend the unit's supporting depot.

Out of Supply: This occurs when a depot or major supply source is not available to a unit during the Supply Survival Phase. Each unit that cannot trace a supply line not more than six hexes long to a depot or major supply source is considered out of supply. Place an "OS" marker on units that cannot trace a supply line. Units designated as "OS" must roll less than their troop competence each turn they are out of supply or lose a step. If the result is less than or equal to the unit's troop quality, the unit may only move and attack/defend at half its value. If the roll is higher than the unit's troop quality, the unit takes a step loss as well as having its movement and combat strength halved. Units subtract one from the die roll if occupying a fort or town, and two if occupying a city.

Out of Communication: When a unit is not within the command radius of its parent HQ's or its parent HQ does not have a line of communications to either Basra (or Fao for the British until Basra is captured) or Bagdad (for the Turkish), it is judged to be Out of Communication (OC). Units that are in this condition have their movement and combat values halved. A line of communication is an uninterrupted line of hexes of any length not occupied by enemy units or ZOC's from a Divisional, Corps, or Army headquarters to either Basra (British) or Bagdad (Turkish).

Units may be both out of supply and out of communication, in which case the movement and combat values are quartered.

11.0 AIR UNITS

Air units may be used only within a number of hexes equal to a HQ's printed command radius or from an on-map airdrome. Air units may fly only if the HQ or airfield is in supply at the instant of combat. A plane may never fly any further than its printed range. Any number of planes may use the same HQ/

airdrome during a turn. Air units expend one movement point per hex regardless of terrain. There is no AA fire in the game. All airplanes have a printed radius that is the limit that they may fly (one way) in a single turn. Air units can fly two missions: Interception (the non-phasing player may intercept the phasing player) and Bombing.

11.1 An air unit may only fly once per turn, either as an interception or during the friendly combat phase as a bombing mission. Air units are kept off map until flown, at which time they are placed on the airdrome that they will be using that turn. If an enemy unit enters the airdrome hex, simply move the air units to the nearest available airdrome.

11.2 To intercept, the target hex of the phasing planes must be within 4 hexes of an airdrome or within the command radius of a HQ of the intercepting player. After the phasing player has moved his air units, the non-phasing player may move his air units to the hex and resolve air to air combat according to 7.1. If the interception fails, the phasing player may complete the bombing mission.

11.3 Bombing missions fly to a hex and add their bombing strengths to the total strength of the attacking ground units.

11.4 Air combat is resolved simply by totaling the air to air strengths of both sides, forming an odds ratio and rolling the die. Turkish air units subtract one from air to air combat when attacking. (*Historically, Germans flew the Turkish aircraft.*)

11.5 Air unit basing is semi-abstract, in that a unit may fly missions from an airdrome on one side of the board on one turn, and from a HQ across the board the next. The unit in question does not need to fly between the two, it simply traces a flight path to the target from the new airdrome or HQ, and is considered to have re-based. They have no location on the map until they fly a mission. (*In one month turns, a closer accounting of airbasing is not needed.*)

12.0 SUPPLY

This section is the blood of the design, for without sufficient supplies neither player can do much. Located on the map are two stockpiled supply tracks.

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The British may begin using theirs upon the capture of Basra. British supply points gained during a turn are added to this track. If Basra has not been taken, the British player utilizes depot markers on the map to keep track of his supply points. If Basra is recaptured, one-quarter of the accumulated supply is added to the Turkish track, the remainder is lost. The Turkish player may accumulate supply points on his track from the beginning of the game, and these are considered to be in Baghdad.

12.1 During the Mutual Operations Phase of a new turn, both players may create new depots by expending their supply points. The British must expend 2 points to create one depot (*this simulates just how bad the logistical situation was for the British*). Turkish depots cost 1 supply point each. When points are expended, the supply point track is reduced accordingly. British depots are placed in Basra mobile side up and may move during the turn of placement. For the Turks, each depot arrives at Baghdad in the same manner.

12.2 Depots, Baghdad, and Basra (after capture) are considered to be supply sources when tracing a line of supply. Supply drawn directly off of Basra cost the British only one point per use. A line of supply may be up to 6 hexes from a depot or main source of supply.

12.3 Depots have a mobile side and a static side. They may move only while on the mobile side. During the movement phase, a depot may be flipped from one side to the other only once per turn. Combat units tracing to a depot on the mobile side are limited to 3 regiments or brigades plus 1 HQ and 1 support unit. A static depot will supply up to 5 regiments or brigades, 2 HQ's, and any number of support units. Up to 5 depots may be accumulated in a single hex.

12.4 A depot is expended when units drawing supply off of it use it to conduct any attack or defense and the owner of the depot wishes to use up the depot.

12.5 If the owner chooses not to expend the depot, all combat values are halved. This applies to attack and defense during the turn. In addition, no modifiers from the Tactical Advantage Chart may be used.

12.6 If a mobile depot is alone in a hex and an enemy unit moves into the hex, roll a die; on a 1-2 roll, the depot is captured and may be used by the capturing player normally. If the roll is 3-6, a depot on its mobile side has a free movement of 6 movement points which are taken immediately. A static depot is automatically captured when alone in a hex.

13.0 REINFORCEMENTS & REPLACEMENTS

13.1 REINFORCEMENTS

Turkish reinforcements generally arrive at Baghdad or within 5 hexes of hexes 1601 or 2944. British units arrive at Fao until Basra is occupied by the British. After the capture of Basra, all British ground reinforcements begin their movement at or adjacent to Basra. Units may arrive in enemy ZOC's. If the Turks capture Basra, British reinforcements enter at Fao. British steamers and gunboats arrive at Fao. Air units are available for missions during the turn in which they arrive. Supply points are listed as reinforcements, but are added to the owning player's supply point track during the Mutual Operations Phase and are available for immediate use.

13.2 REPLACEMENTS

Either side may rebuild units which have suffered step losses but may never bring back a unit which was destroyed. For each supply point expended in the Mutual Operations Phase, a selected unit may become full strength again. This unit must be stacked with either its divisional, corps, or Army HQ which can trace a LOC to either Basra or Baghdad and is at least 3 hexes away from any enemy combat unit. Shot down air units or sunk naval units may not be replaced.

14.0 WEATHER

WEATHER TYPES. Two types of weather exist: Rain and Dry. The rainy season runs from March through June. Rain turns are marked; all others are dry. During a rain turn, all movement costs on the TEC are increased by 1 MP. Tracks simply cease to exist during rain turns. The Shatt al Hai wadi becomes a minor river for movement; during the

dry turns, treat it as a wadi. There are no other effects. (*The temperatures in this area range from 80 degree in the winter to 120 in the summer.*)

15.0 GUNBOATS & STEAMERS

Steamers and gunboats move along hexesides, not hexes. Since they travel along river hexsides which border hexes, steamers and gunboats affect and are affected by units in all adjacent hexes. Steamers and gunboats may ignore any rules which halt friendly units moving adjacent to enemy units. Whenever naval vessels move adjacent to any hex containing an HQ or an artillery unit, the moving naval vessels must pause and undergo an artillery attack. This attack occurs during movement. On a roll of 1-3, any one steamer (chosen at random) in the moving stack is sunk. All ground units carried by the steamer land on an adjacent hex with a step loss; depots go down with the wreck. If gunboats escort the steamers, the attacking player must roll a 1 or a 2; on a 1 a gunboat is sunk while a 2 sinks a steamer. These rolls are per stack, not per unit.

15.1 No LOC paths need to be traced for naval vessels. Gunboats may freely move along any river or seasonal water hexside. However, because of the shallow water north of Basra, gunboats may run aground. During dry weather only, check for grounding for every 10 hexsides of seasonal water moved through. Roll a die. On a 1-2, the gunboat grounds in the last hex entered prior to rolling and loses the remaining balance of its MP's for that turn. The gunboat is assumed to be free at the start of the next movement phase. If an enemy combat unit enters a hex bordering the grounded gunboat's hexside and no friendly combat units are present, the gunboat may be burned by expending 3 additional MP's. Steamers never run aground.

15.2 Steamers and gunboats have a movement allowance of 30 hexsides, ignore any terrain costs, and pay 1 MP per hexside while moving along rivers or seasonal waters. Naval units which began stacked do not need to remain stacked during movement. They do not have to pay disengagement costs for moving out of a ZOC.

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15.3 Only steamers may carry troops or depots. Steamers can carry any combination of 3 combat, HQ, or support units or depots. Steamers may not carry cavalry, airplanes or armored cars. On the turn that units debark from a steamer they are considered to be in supply (but not attack supply) for the entire turn.

15.4 A steamer may expend its entire movement allowance to act as a ferry. It may transport all ground units, depots, and motorized units from one side of a river or seasonal water hexside to the opposite side. The ground units expend only the cost of the terrain of the hex they enter.

15.5 Whenever a friendly gunboat, or stack of gunboats, moves adjacent to a hexside containing an enemy steamer, the gunboat(s) may attempt to sink the steamer. The attacking player rolls a die. On a 1-3, the steamer is sunk. On a 4-5, the steamer surrenders, any depots on board are captured and any troops are removed from play. On a 6, the steamer escapes. It remains in the hex and may not be attacked again by that gunboat or stack of gunboats for the rest of the turn. However, other gunboats may still attack the steamer.

15.6 Whenever a friendly gunboat moves adjacent to a hexside containing an enemy gunboat, both players roll a single die for each gunboat involved. Compare the rolls, if the difference of any roll is 5 (one player rolls a 1, the other a 6), then the low roller is sunk. On any other result, the low roller must displace his gunboat to an adjacent hexside. Displaced gunboats do not affect movement by the stack that displaced it. Other stacks moving in would have to fight the displaced unit normally. Steamers remaining in the hex may then be attacked normally. Steamers or gunboats sunk do not return to the game. Example: Two British gunboats move adjacent to a hex occupied by the Turkish steamer and the gunboat, *Marmariss*. The British player rolls two dice; the Turkish player rolls one. The British player rolls a 3 and a 5, and the Turk a 4. One British gunboat and the Turkish gunboat must be displaced one hex. The remaining British gunboat may now attack the Turkish steamer. Had the

Turkish player rolled a 6 and the British player a 1 and 3, one British gunboat would be sunk and the other would be displaced one hex.

16.0 SCENARIO 1

16.1 THE CAMPAIGN GAME:

This scenario runs from Nov. 1914-March 1917.

Only the Turk units begin the game on the map.

TURKISH Set UP: 38th xx within 1 hex of Basra (1345), HQ plus 1 regiment/38xx in Qurna (1538). 35th xx HQ, a depot, all 35xx units, the 2 Arab infantry Brigades within 1 hex of Nasirya (0732). Place the 6th Army HQ in Ctesiphon (1306). Place the 13th Turkish Corps HQ in hex 1412. Place the Cav "A" regiment, Constantinople brigade, the Amara Cav x, and a depot in Amara (2031). The SS Ecbatana, Marmariss, and the Basra Steamer begin adjacent to Basra in hex 1445.

16.2 SPECIAL RULES

16.21 The British 12th xx must garrison the following (once captured) with at least one combat unit of any size: Nasirya, Basra, and Ahwaz. Other units of the division are free to move elsewhere. Should the garrison unit be unavailable or lost, it must be replaced with another unit.

16.22 Units of the Turkish 35th xx must remain within 5 hexes of Nasirya until any of the division's units are attacked.

16.23 Neither player may delay reinforcements in this game.

16.24 On Turn 1, the Turkish player has the option of attempting to block the Shatt al Arab channel between Basra and Qurna (hexside between 1444-1445) using the *SS Ecbatana*. (*The original Turkish attempt failed when the Ecbatana swung as it settled in the river.*) Roll one die; on a 1, the channel is blocked. Roll a second die to determine the number of turns it will take the British player to clear the wreckage. Until the wreckage is cleared, gunboats and steamers may not cross or conduct combat across the blocked hexside.

16.25 The British receives extra supply for capturing important objectives: Qurna, Amara, and Kut along the Tigris

River. Beginning the next even turn after the fall of any of these locations, and each even turn thereafter, the British player will receive one extra supply point. These points are treated just like normal reinforcement supply and these points are cumulative (i.e. two objectives, 2 supply points). If the location is recaptured by the Turks, the British cannot claim the extra supply until they recapture it.

16.3 CAMPAIGN REINFORCEMENTS

TURN 1: BRITISH: the 16th, 18th brigades of the 6th Indian division, 6th Indian xx HQ, 1 depot, and MEF Army HQ units land at Fao (1353). H.M.S. *Odin/Espiegle* adjacent to Fao. British units are in supply and communication for all of turn one.

TURN 2: BR: 1 supply pt; 17x/6 xx in Basra (1345); *Comet/Pelly; Mashona/Shaitan; Sumana*

TURN 4: BR: 30th, 12th x/12 xx, 12th xxHQ, 6th Cav x, 1 depot in Hex 1548. These units are considered in supply and communication for the entire first turn. 33rd x/12th xx lands at Basra (1345). Ahwaz (2644) must be seized this turn or remove one supply point this turn and all subsequent turns until Ahwaz falls.

TK: 3 supply pts; 1st and 13th Arab Cavalry brigades enter hex 2944. 1st x/37th xx and 2nd x/37th xx in Baghdad (1301). German Vol. III at Basra (1345) or Qurna (1538).

TURN 6: BR: 1 supply pt, A flight/30 sqd (4 units), II Corps HQ at Basra (1345).

TK: 2 supply points, Two Albatross planes at Ali Garbi (2324).

TURN 7: TK: 2 supply pts. 46th xx in Baghdad (1301). These units may not move past Ctesiphon until a British unit arrives at Kut (1518).

TURN 8: BR: 2 supply points, 4 steamers in Basra (1345).

TK: 1 supply point

TURN 9: TK: 1 supply point. German arty unit, 3rd x/37th xx and 37th xx HQ in Baghdad (1301).

TURN 11 BR: 1 supply pt. 2 Short planes, 30th and 23rd arty x in Basra (1345).

BLOOD ON THE TIGRIS

TURN 12 BR: 2 supply pts. 43rd x in Basra (1345).

TURN 13: BR: B Flight/30 sqdn (2 units) at Basra (1345).

TK: 3 supply points. 31 Cavalry x, 13 artillery x, 1st x. 46th xx at hex 1601, free to move.

TURN 14: BR: 3 supply pts. All 3rd Indian xx units at Basra (1345).

TK: 3 supply pts. 2 Fokker planes, 6th, 51st, 52nd xx's, 18thC HQ in Baghdad (1301).

1916

TURN 15: BR: 2 supply points. 7th xx, Hvy art. x, III Corps HQ at Basra (1345); Butterfly/Dragefly, Crane/Gadfly.

TK: 2 Cav regs at hex 1601; 2 Fokker, 1 albatross. 35th and 38th xxs, 13th CHQ are removed from play.

TURN 16: BR: 2 supply points. 13th xx, 77 Hvy, 61 How arty x, Home arty x, C flight/30 Sqdn (4 units); 34th x, 13th xx, Grayfly/Mayfly at Basra (1345).

TK: 2 supply pts. 2xx and the Misc Arty x at Baghdad (1301).

TURN 17: BR: 1 supply point. Mantis/Firefly; Stonefly/Sawfly.

TURN 18: BR: 1 supply pt. 14th xx, 14th xxHQ at Basra (1345).

TURN 20: TK: Remove the 2xx off north map edge.

TURN 21: BR: 66 arty x at Basra (1345).

TURN 22: BR: 2 supply pts. All Ford Vans, 60 pdr x, trench art x at Basra (1345). All 15th xx units withdraw into or adjacent to Nasiriya (0732) and remain there in garrison..

TURN 23: BR: 1st Corps HQ at Basra (1345).

TURN 24: BR: 2 supply pts. 7 Cav x, 74th Hvy art x, 159th Siege x at Basra (1345).

TURN 25: BR: 4 supply points.

TURN 26: BR: 2 supply points. 13th armored car platoon at Basra (1345).

TK: 4 supply points. Cav "B" regiment Baghdad (1301).

1917

TURN 27: BR: 4 supply points. 55 Arty X, Moth/Tarantula; 14th armored car platoon at Basra (1345).

TURN 28: TK: 2 supply pts. 14th xx at

Bagdad (1301).

17.0 VICTORY

Baghdad (1301) was then, as it is now, the center of conflict in the Middle east. The game is sudden death. If the city falls at anytime in the game, it's over. If the city still has not fallen by the time of the historical date (Mar 1917), the Turks have won.

18.0 SCENARIO 2:

The Turning Point

This depicts the turning point for the British, the Battle of Ctesiphon, Nov 1915. With only one division and too much bravado the British felt sure the Turks could be defeated here. Up to this point, little resistance had been evident. Historically, the Turks reinforced the area unknown to the British with several divisions. The British were sent reeling to Kut and remained there until April 1916.

Game starts Nov 1915 and ends April 1916. This scenario starts with the British combat phase.

18.1 Setup

Turk: Germ. Vol. unit in 1303; 35th xx units in/adj to 1206; 38th xx in hexes 1308, 1407, 1307. 45th xx in hexes 1406, 1506, 1407; 51st xx in adj to 1306. Place three depots anywhere. 13th Corps HQ and German arty in 1304; 6th Army HQ in Baghdad. 2 Albatross planes available.

British: Place one brig/6xx in 1408; 1508; 18thx/6xx in 1508; Cav. x in 1507; 6thxxHQ in 1410; II Corp HQ in 1715; MEF HQ in Ali Garbi (2324). A and B flights/30 sqdn available; 30th x at Kut (1518), Place Comet/Pelly; Mashone/Haitan and Sumana in river hex 1207-1308. The British have one Depot in static mode anywhere, No gunboat may move past hex 1207 due to river blockage.

Victory: TURK- Destroy at least 3 brigades and occupy Kut (1518) for a major win, Failing this, the British win if they occupy Kut(1518) and are NOT surrounded by enemy units. If the Turk has destroyed at least one British brigade and surrounded the 6th xx elsewhere, the Turk has a minor win.

19.0 Scenario 3:

OPERATION LIGHTNING

(optional non-historical game)

This was the codename for the Turkish plan to retake Baghdad in Sept. 1917. It was never carried out although the supplies had been stored and the Turkish 7th Army in Palestine was to have been used. In reality, even this could not have been done, but a few units could have been sent to stiffen up the resistance prior to Baghdad's fall. In this option, as the British advance toward Baghdad, optional units are triggered. When the British have moved within 15 hexes of Ctesiphon, during the Turkish turn, the Turk player receives the Turk 3 Cav xx, the German units 601, 60, 133, 1 Albatross plane, and 2 depots. They arrive in Baghdad or hex 1601.

13 KORPS 3 (1)-8	18 KORPS 3 (1)-8	6 ARMY 3 (1)-8	2XX 3 (2)-8	6XX 3 (2)-8	14XX 3 (2)-8	35XX 2 (1)-8	37XX 1 (1)-8	38XX 3 (1)-8	46XX 2 (1)-8
51XX 3 (1)-8	52XX 3 (2)-8	3 CAV 2 (1)-12	TURK SUPPLY POINTS	6E VOL 3 3*-12	6E 3 2*-8	133 3 1-8	601 SEC 3 2-8	60 3 2-8	ALB 1 16 2
MARMARISS (2)*-30	SS ECTABANA 0-30	BASRA STEAMER 0-30	FOKKER 2 16 2	FOKKER 2 16 2	FOKKER 2 16 2	FOKKER 2 16 2	ALB 1 16 2	ALB 1 16 2	ALB 1 16 2
1/37XX 3-12	2/37XX 3-12	3/37XX 2-12	1/35XX 3-12	2/35XX 2-12	3/35XX 2-12	142/143XX 2-12	180/143XX 2-12	116/143XX 3*-12	3/143XX 2-12
14XX 1-14	7/51XX 3-12	9/51XX 3-12	44/51XX 2-12	51XX 1-14	37/52XX 2-12	43/52XX 3-12	44/52XX 2-12	31 3-14	1 ARAB 2-14
16/6XX 2-12	18/6XX 3-12	156/6XX 2-12	1/22XX 4*-12	5/22XX 3*-12	6/22XX 2-12	43/22XX 2-14	144/6XX 2-12	145/6XX 3-12	141/46XX 2-12
AMARA 2-14	1/38XX 3-12	2/38XX 3-12	3/38XX 2-12	13 3-8	1 2-12	12 ARAB 2-14	CONST 2-12	1 ARAB 2-12	2 ARAB 2-12
CAV A 2-14	CAV B 2-14	MISC 2-8	1/3 GV 2-14	2/3 GV 3-14	3/3 GV 3-14	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10
SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10
DEPOT x2	DEPOT x2	DEPOT x2	DEPOT x2	DEPOT x2	DEPOT x2	DEPOT x2	DEPOT x2	DEPOT x2	DEPOT x2
COMMAND	COMMAND	COMMAND	COMMAND	COMMAND	COMMAND	COMMAND	COMMAND	COMMAND	COMMAND
COMMAND	COMMAND	COMMAND	COMMAND	COMMAND	RUN AGROUND	RUN AGROUND	RUN AGROUND	RUN AGROUND	DRY SEASON
TRENCH	TRENCH	TRENCH	TRENCH	TRENCH	TRENCH	TRENCH	TRENCH	TRENCH	TRENCH
SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10	SUPPLY 1-10

GE VOL. 111
2*-12

TURK
SUPPLY
Pts +10

SS
ECTABANA

Sunk

3/14XX 1 116/14XX 2 180/14XX 1 142/14XX 1 3/35XX 0 2/35XX 1 1/35XX 1 3/37XX 0 2/37XX 1 1/37XX 1
1-12 2*-12 1-12 1-12 1-12 1-12 2-12 1-12 2-12 2-12

1 ARAB 1 31 2 44/52XX 1 43/52XX 2 37/52XX 1 44/51XX 1 9/51XX 1 7/51XX 2
1-14 2-14 1-12 2-12 1-12 1-12 1-12 2-12 2-12

141/46XX 1 105/46XX 2 144/46XX 1 43/2XX 1 6/2XX 1 5/2XX 2 1/2XX 2 156/6XX 1 18/6XX 2 16/6XX 1
1-12 2-12 1-12 1-14 1-12 2*-12 2*-12 1-12 2-12 2-12

2 ARAB 0 1 ARAB 0 CONST 0 13 ARAB 1 1 1 13 1 3/38XX 0 2/38XX 0 1/38XX 0 1 ARABA 1
1-12 1-12 112 1-14 1-12 2-8 1-12 2-12 2-12 1-14

DEPOT x1 DEPOT x1 DEPOT x1 DEPOT x1 3/3 GW 1 2/3 GW 2 1/3 GW 1 MIS 0 CAV B 1 CAV A 1
2-14 2-14 1-14 1-8 1-14 1-14

DEPOT x1 DEPOT x1 DEPOT x1 DEPOT x1 DEPOT x1 DEPOT x1 DEPOT x1 DEPOT x1 DEPOT x1

DEPOT x3 DEPOT x3 DEPOT x3 DEPOT x3 DEPOT x3 DEPOT x3 DEPOT x3 DEPOT x3 DEPOT x3















































































Out of SUPPLY Out of SUPPLY Out of SUPPLY Out of SUPPLY Out of SUPPLY Out of SUPPLY Out of SUPPLY Out of SUPPLY Out of SUPPLY Out of SUPPLY



BREAK-THROUGH BREAK-THROUGH BREAK-THROUGH BREAK-THROUGH Out of SUPPLY Out of SUPPLY Out of SUPPLY Out of SUPPLY Out of SUPPLY

FORT FORT FORT FORT FORT FORT FORT FORT FORT FORT

DEPOT x1 DEPOT x1 DEPOT x1 DEPOT x1 DEPOT x1 DEPOT x1 DEPOT x1 DEPOT x1 DEPOT x1

HMS ODIN & ESPIEGLE 	HMS COMET & PELLY 	HMS MASHONA & SHAITAN 	HMS LEWIS & SUMONA 	HMS BUTTERFLY & DRAGONFLY 	HMS CRANEFLY & GADFLY 	HMS GRAYFLY & MAYFLY 	HMS SAWFLY & STONEFLY 	HMS FIREFLY & MANTIS 	HMS MOTH & TARANTULA 
(2)-30	(2)-30	(2)-30	(2)-30	(2)*-30	(2)*-30	(2)*-30	(2)*-30	(2)*-30	(2)*-30
STEAMER 	STEAMER 	STEAMER 	STEAMER 	23XX 	6XX 	7XX 	12XX 	13XX 	14XX 
0-30	0-30	0-30	0-30	3 (1)-8	4 (2)-8	3 (1)-8	2 (2)-8	3 (1)-8	3 (2)-8
I CORPS 	II CORPS 	III CORPS 	MEF 	13 AC 	14 AC 	A/30SQ 	A/30SQ 	A/30SQ 	A/30SQ 
3 (1)-8	4 (1)-8	4 (1)-8	4 (1)-8	3 (1)-14	3 (1)-14	1 25 1	1 25 1	1 25 1	1 25 1
B/30SQ 	B/30SQ 	C/30SQ 	C/30SQ 	C/30SQ 	C/30SQ 	16/6XX 	18/6XX 	17/6XX 	30/12XX 
1 16 1	1 16 1	1 20 1	1 20 1	1 20 1	1 20 1	3 4-12	3 3-12	3 4-12	3 2-12
33/12XX 	12/12XX 	6 CAV 	43 	21/7XX 	28/7XX 	19/7XX 	7/3XX 	8/3XX 	9/3XX 
3 3-12	4 4-12	2 3-14	2 2-12	1 2-12	1 2-12	2 2-12	2 2-12	2 2-12	3 3-12
34 	38/13XX 	39/13XX 	40/13XX 	41/13XX 	35/14XX 	36/14XX 	37/14XX 	7 CAV 	HVT 
2 2-12	1 2-12	1 2-12	3 3-12	2 2-12	2 3-12	2 3-12	1 2-12	2 2-14	3 4-8
77 HWY 	60 PDR 	HOME ART 	46 	30 	TRENCH 	61 HOW 	23 	74 HWY 	159 SIEGE 
3 4-8	3 3-8	2 2-8	2 3-8	2 3-8	2 2-8	2 4-8	2 3-8	2 4-8	2 4-8
FORD VAN 	FORD VAN 	FORD VAN 	SHORT 	SHORT 	BRITISH SUPPLY POINTS	GAME TURN	TRENCH 	TRENCH 	TRENCH 
1-18	1-18	1-18	1 20 1/2 1	1 20 1/2 1					

HMS MOTH	HMS MANTIS	HMS SANDFLY	HMS MAYFLY	HMS GADFLY	HMS DRAGONFLY	HMS SUMONA	HMS SHATTAN	HMS COMET	HMS ODIN
(1)*-30	(1)*-30	(1)*-30	(1)*-30	(1)*-30	(1)*-30	(1)-30	(1)-30	(1)-30	(1)-30
30/12XX X 2 1-12	17/6XX X 2 2-12	18/6XX X 2 1-12	16/6XX X 2 2-12						
9/2XX X 2 2-12	8/2XX X 1 1-12	7/3XX X 1 1-12	19/7XX X 1 1-12	28/7XX X 0 1-12	21/7XX X 0 1-12	43 X 1 1-12	6 CAV X 1 2-14	12/12XX X 2 2-12	33/12XX X 2 2-12
HVY X 2 2-8	7 CAV X 1 1-14	37/14XX X 0 1-12	36/14XX X 1 2-12	35/14XX X 1 2-12	41/13XX X 1 1-12	40/13XX X 2 2-12	39/13XX X 0 1-12	38/13XX X 0 1-12	34 X 1 1-12
159 SIEGE X 1 2-8	74 HVY X 1 2-8	23 X 1 2-8	61 HOW X 1 2-8	TRENCH X 1 1-8	30 X 1 2-8	66 X 1 2-8	HOME ART X 1 1-8	60 PDR X 2 2-8	77 HVY X 2 2-8
FORT	FORT	FORT		BRITISH SUPPLY Pts +10					

Terrain Effects Chart

Terrain	Movement	TA Value
Clear	1 mp	0
Hill	3 mp	2
Marsh	2 mp	1
Wadi	+2 mp	1
River	Prohibited	3
Seasonal Water	Prohibited	3/2
Track	1 1/3 mp	0
Bridge	Negates River	0
Fort	Other Terrain	2
Trench	Other Terrain	1
City	1 mp	2
Town	1 mp	1
Groves	2 mp	1
Aidome	Other Terrain	0
Pipeline	1/2 mp	0

Notes:

1) Tracks do not exist on rain turns. All other mp cost +1.
2) The TA Value of Seasonal Water is 2 during dry turns, otherwise it is 3.
3) The TA Value of Seasonal Water is 2 during dry turns, otherwise it is 3.
4) Gunboats may run aground in Seasonal Water during dry turns (see 15.1).

Turkish Stockpiled Supplies

05123456789

Air to Air Combat Table (The intercepting player is always the attacker)

Die	1-4	1-3	1-2	1-1	1-1	1-5-1	2-1	3-1	4-1
1 or<	da	da	da	da	da	d1	d1	d1	d2
2	aa	aa	da	da	da	d1	d1	d1	d1
3	aa	aa	aa	da	da	da	da	da	da
4	a1	aa	aa	aa	aa	aa	da	da	da
5	a2	a1	aa	aa	aa	aa	da	da	da
6	a2	a2	a1	aa	aa	aa	aa	aa	aa

Turkish air units subtract one when attacking

Results: da-Defender abort all aircraft, aa-Attacker abort all aircraft, d1-2-defender eliminate either one or two aircraft and abort the rest, a1-2-attacker eliminate either one or two aircraft and abort the rest.

Tactical Advantage Chart

+2	The lowest troop quality value involved on the attack
+1	Artillery and Infantry attack from same hex HQ within command radius of attacking units Each unit with the heavy weapon symbol (*) in the attack Air units involved in attack
+2	If Cavalry, Artillery, and Infantry involved in the attack Attacker has two combat units from the same division attacking Defender has artillery or HQ within command radius Each unit with the heavy weapon symbol (*) on the defense
-1	The TA value of the terrain the defender occupies or is attacked across (cumulative)
-2	The lowest troop quality value involved on the defense

Combat Results Table

Die	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1+
1	3/-	2/-	2/-	1/-	1/-	en/-	en/-	en/-
2	2/-	2/-	1/-	1/-	en/-	en/-	en/-	en/1
3	2/-	1/-	1/-	en/-	en/-	en/-	en/1	-/1
4	3/1	2/1	2/1	en/1	en/1	en/1	1/1	-/1
5	2/1	2/1	en/1	1/1	1/1	1/1	-/1	-/2
6	2/1	en/1	1/1	1/1	1/1	-/1	-/2	-/2
7	en/1	1/1	1/1	1/1	1/1	-/1	-/2	B
8	1/1	1/1	1/1	-/1	-/1	-/2	B	B
9	1/1	1/1	-/1	-/1	-/2	B	B	B
10	1/1	-/1	-/1	-/2	B	B	B	B

Odds less than 1-3 are treated as 1-3.

Results: attacker/defender results.

number of step losses.

en-engaged, one attacking hex must be immediately counterattacked by the defending forces, or the defender may take an extra step loss and must retreat.

B- breakthrough result (see 7.7).

Blood on the Tigris

The Mesopotamian Campaign, 1914-17

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Designer: Parry Moore • Map: D.L. McElhannon

Turn Record Track

Nov. 1914	Dec. 1914	Jan. 1915	Feb. 1915	Mar. 1915	Apr. 1915	May 1915	June 1915	July 1915	Aug. 1915
1 Dry	2 Dry	3 Dry	4 Dry	5 Rain	6 Rain	7 Rain	8 Rain	9 Dry	10 Dry
Sep. 1915	Oct. 1915	Nov. 1915	Dec. 1915	Jan. 1916	Feb. 1916	Mar. 1916	Apr. 1916	May 1916	June 1916
11 Dry	12 Dry	13 Dry	14 Dry	15 Dry	16 Dry	17 Rain	18 Rain	19 Rain	20 Rain
July 1916	Aug. 1916	Sep. 1916	Oct. 1916	Nov. 1916	Dec. 1916	Jan. 1917	Feb. 1917	Mar. 1917	Apr. 1917
21 Dry	22 Dry	23 Dry	24 Dry	25 Dry	26 Dry	27 Dry	28 Dry	29 Rain	30 Rain

British Stockpiled Supplies

0123456789

Basra

