

Twilight of the Ottomans

6.3 Ottoman Random Event Table & Explanations

< 2nd Die Roll >

1 st Die Roll	1	2	3	4	5	6
1	Afghan Expedition	Balkans Campaign	Bolshevik Alliance	Central Powers Reinforcements	Command Dispute	Intelligence Coup
2	Desertion	Desertion	Desertion	Desertion	German-Turk Friction	German-Turk Friction
3	Jihad	Orient Express Disrupted	Orient Express Disrupted	Persian Unrest	Political Crisis in the Porte	Mandatory Offensive
4	Mandatory Offensive	Massacre	Massacre	Morale Check	Morale Check	Morale Check
5	Morale Check	Pro-Ottoman Rebellion	Pro-Ottoman Rebellion	Rebels Go Home	Rebels Go Home	Russian Revolution
6	Russian Revolution	Pan-Turanian Resurgence	Yemen Campaign	Yilderim	Yilderim	Mirage/Sandstorm

6.4 Allied Random Event Table & Explanations

< 2nd Die Roll >

1 st Die Roll	1	2	3	4	5	6
1	Balfour Declaration	Bolshevik Alliance	Command Dispute	Disaffection in Colonial Ranks	Emergency Reinforcements	Emergency Reinforcements
2	Central Powers Offensive on Eastern Front	Central Powers Offensive on Western Front	Influenza	Intelligence Coup	Intelligence Coup	Mandatory British Offensive
3	Mandatory Russian Offensive	Morale Check	Morale Check	Morale Check	Allied Friction	No Prisoners!
4	Pro-Allied Rebellion	Pro-Allied Rebellion	Pro-Allied Rebellion	Rebels Go Home	Home Office vs India	Russian Naval Supremacy
5	Russian Naval Supremacy	Russian Naval Supremacy	Russian Revolution	Russian Revolution	Russian Revolution	Russian Revolution
6	Sykes-Picot Treaty	Troop Reassignment	Troop Reassignment	Troop Reassignment	Wahabis Run Amok	Mirage/Sandstorm

7.4 Reinforcements Placement

Ottoman	All unit types may be placed on Constantinople if Ottoman occupied. Additionally, one supply unit, garrison, cavalry or camel corps may also be entered per other Ottoman mobilization hex if Ottoman occupied.
German & Austro-Hungarian	Constantinople if Ottoman occupied, as well as Ottoman Empire hexes bordering on Bulgaria that aren't occupied by Allied units.
British & French	Any Allied-occupied Mediterranean, Red Sea or Persian Gulf port. Such placement doesn't require amphibious movement. They may also enter via amphibious invasion during Allied Movement Phases. Riverine and garrison units may be placed on any British-occupied ports.
Russian	Any Russian mobilization hexes, as well as north map edge hexes in Russia that aren't CP occupied. They may also enter via Black Sea amphibious invasion during Allied Movement Phases.
Persian	Any Allied-occupied Persian cities
Guerillas	Picked at random, they may not enter in prohibited terrain. Allied Rebels may not be placed in Anatolia. See section 22.0 for more details.
Naval Units	See sections 19.0 and 20.0.
Fortifications	Placed atop any friendly unit that has general supply

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26.3 Psywar Table

Die Roll	A	B
1	Reaction. Roll a die and the enemy receives that number of VP.	Reaction. Roll a die and the enemy receives that number of VP.
2	No effect	No effect
3	Desertion. Eliminate one enemy guerrilla, Persian or garrison unit. You make the choice of the unit to be eliminated.	Intelligence. You may now make a one-time examination of all enemy stacks on the map.
4	Defection. You may choose: 1) to make the Bolsheviks switch sides; or 2) you may remove one enemy guerrilla unit and replace it with a friendly guerrilla unit in any playable hex in the same region not containing an enemy unit; or 3) treat this as no effect.	Sabotage. You may examine all enemy units on the map and then you may also eliminate any one enemy supply unit anywhere on the map.
5	Propaganda. Roll a die and subtract that number of VP from the enemy total.	Small Rebellion. Place a friendly guerrilla unit in any eligible hex anywhere on the map.
6	Propaganda. Roll two dice and add that number of VP to your total.	Big Rebellion. You may either: 1) place two friendly guerrilla units in any eligible hexes anywhere on the map; or 2) place Wassmuss or Lawrence if not already in play.

38.0 TERRAIN EFFECTS CHART (TEC)

Terrain	Movement Cost	Stacking	Defense	Supply Attrition
Clear	1	8	-	Supply attrition check in winter.
Rough	2 (3 in Winter) Tank & AC allowed only on roads.	4	x2	Two supply checks for non-guerrillas in winter.
Desert	2	2	-	Supply attrition check in summer and winter. Except camels and guerrillas check only in winter.
Lava Flow	3 Tank, AC & line of supply allowed only on roads.	1	-	Supply attrition check in all turns.
Marsh	2 in fall and winter; 3 in spring and summer.	4	-	Supply attrition check in summer and winter. Except guerrillas check only in summer.
Navigable River, Canal or Lake Hexside	+2 Riverine units may move along at 1.	Determined by in-hex terrain.	x2 but only if all attacking units are attacking across.	Determined by in-hex terrain.
River Hexside	+1	Determined by in-hex terrain.	x2 but only if all attacking units are attacking across.	Determined by in-hex terrain.
Strait	Only possible via rail at 1705/1806.*	8	Determined by other in-hex terrain.	Determined by other in-hex terrain.

*Anglo-French units may also use amphibious movement through 1308/1309, and their naval gunfire units may also move through there

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7.2 Mobilization Costs

UNIT	VP COST	NOTES
Infantry Division	4	
ANZAC Division	5	1915+ (once)
Garrison Division	3	
Cavalry Division	4	
Camel Corps	4	
Armored Car	5	
Tank	6	1917+
Armored Train	6	
RR Engineer	7	
Fortification	7	
Riverine Gunboat	5	
Guerillas	-	Via Psywar & Random Events
Airbase	7	1915+
Supply	3	
Naval Bombardment	12	
Amphibious	7	
Artillery Corps	12	Optional rules
Liman von Sanders HQ	-	Begins all scenarios in play
Maude HQ	7	1916+ (once)
Allenby HQ	9	1917+ (once)
Grand Duke Nicholas HQ	7	1916+ (once)
Lawrence*	-	via Psywar
Wassmuss**	-	via Psywar

8.2 Corps Components

Unit	Components
Ottoman Infantry Corps 4-8-3	3 x 1-2-3
Ottoman Exp Corps 6-5-4	2 x 1-2-3 + 1 x 1-1-4 + expend supply
Ottoman Yilderim Corps 9-8-4* *see 23.2	3 x 1-2-3 + 1 x German 3-2-4 + expend supply
German Infantry Corps 9-9-4	3 x 3-2-4
German Exp Corps 12-7-5	2 x 3-2-4 + 1 x 2-1-5 + expend supply
Russian Infantry Corps 5-7-3	3 x 1-2-3
Russian Exp Corps 7-6-4	2 x 1-2-3 + 1 x 1-1-4 + expend supply
Russian Cavalry Corps 4-3-5	3 x 1-1-5
French Exp Corps 9-7-4	2 x 2-2-4 + 1 x 1-1-5 + expend supply
British Infantry Corps 8-9-4	3 x 2-3-4
British Exp Corps 9-8-5	2 x 2-3-4 + 1 x 2-1-5 + expend supply
British Cavalry Corps 7-4-5	3 x 2-1-5
ANZAC Corps 12-8-4	3 x 3-2-4