1.0 INTRODUCTION

Italian-Ottoman War is a two-player wargame of the Italian invasion of the territories that became Libya in 1911 and the subsequent campaign, which ended the following year. During this time, Libya was loosely under the control of the Ottoman Empire. The Italians perceived it as a strategic frontier in the Mediterranean. The campaign saw the Italians seize the coastal towns, but the Ottomans, supported by local Arab and Bedouin tribes, fell back into the interior. Italian naval attacks in the Aegean and elsewhere ended the war with the Ottomans finally ceding Libya to Rome. This laid the foundation for the establishment of an Italian colony there with obvious implications for the campaign in North Africa during World War II.

1.1 General

This is a two-player game, with one side commanding the Italians, and the other the Ottoman and Bedouin forces. The Italian player must win the game quickly, while the Ottoman player wins by delaying the Italian player beyond the historical period.

• The Italian-Ottoman War is like Windhoek (S&T313), but there are differences in the rules reflecting the different scale and conditions of the campaign in Libya.

• The central game mechanism is action points (AP). These are a quantification of each side’s command and logistical capabilities. Players expend AP to recruit units and conduct various military operations.

• The game has two levels: the standard rules, which provide a quick wargame, and the advanced rules, which provide more realism and complexity. Players new to wargaming should read just the standard rules and play a game or two before trying the advanced rules.

1.2 Game Scale:

Each hex is about 45 kilometers across. Each turn represents one or two months of campaigning, depending on the intensity of operations. Combat units represent brigades, regiments, battalions, or groups of tribal warriors. Land units include infantry, cavalry, divisional artillery, engineers, logistical, and specialty forces. Other artillery and engineer units are corps and army level forces. Naval units represent fleet squadrons. Air units are six to twelve aircraft or an airship. Leaders represent an inspirational-to-competent commander plus whatever troops they bring to the field.
2.0 COMPONENTS

The components to a complete game of The Italian-Ottoman War include 176 game pieces (counters), one 22x32 inch map, and these rules. Players must provide one six-sided die.

2.1 The Map

The area of the map sheet with a hexagonal overlay is referred to as the map playing area, or simply “map”. Holding boxes, staging areas, and all tracks/charts are referred to as “off-map”. “Hexes” refers to the hexagons on the map. These are used to position units and for to determine movement and other game functions. The Terrain Effects Chart (TEC) explains the various land terrain types. Each player can move units anywhere on the hex part of the map.

Exception: Neither side can enter Tunisia or Algeria. Egypt can only be entered if using the advanced rules.

Holding Displays

Recruits Boxes: Each side has a box to hold units that are not in play and are available for deployment on the map.

Italian Staging Area: An off-map area used to hold Italian units that have not yet entered play.

Italian Air & Naval Support Box: Italian recruited air and naval gunfire support units are placed here.

Uprisings Box: The Ottoman player places recruited uprising markers here.

Eliminated Units Boxes: Each side has a box to place units that were eliminated in combat and cannot be replaced.

Aegean Operation: Represents Ottoman off-map areas. Only Italian naval units can be placed in it.

Column Boxes: Each side has three Column Boxes. They are used to place units represented by a column marker on the map. Column markers are provided to reduce stacking on the map.

Terrain Key: A graphical reference describing the various terrain depicted on the map.

Tracks, Charts, and Tables: Tracks, charts, and tables are at the end of rules or on the map. Their use is described in various rules.

2.2 Playing Pieces

There are different types of square cardboard pieces. In general, each player treats all units in their contingents the same for stacking, supply, march, and other game functions.

Italian: Italian forces consist of two contingents:

- **Italian Regulars:** White unit symbols on green.
- **Italian Colonial:** Orange unit symbols on green.

Ottoman Forces: Ottoman forces consist of three contingents:

- **Turkish:** Black on grey.
- **Senussi:** White on red.
- **Tribal (Libyan):** White on tan.

Counter errata: The Ottoman leader counters “Enver” and “Kemal” are misprinted with each other's names on the back. This has no effect on play.

British: White on blue.

Important: British forces are used only with the advanced rules.

2.3 Unit Abbreviations

British:

- **ICC:** Imperial Camel Corps
- **WFF:** Western Frontier Force

2.4 Units

Units represent combat forces.

<table>
<thead>
<tr>
<th>Mobile Units</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Unit ID</strong></td>
</tr>
<tr>
<td><strong>Unit Type</strong></td>
</tr>
<tr>
<td><strong>Combat Strength</strong></td>
</tr>
<tr>
<td><strong>Movement Allowance</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Italian</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AF:</strong> Aerial Flotilla</td>
</tr>
<tr>
<td><strong>Alp:</strong> Alpini (Mountain)</td>
</tr>
<tr>
<td><strong>Asc:</strong> Ascari</td>
</tr>
<tr>
<td><strong>Bers:</strong> Bersaglieri</td>
</tr>
<tr>
<td><strong>Car:</strong> Carabinieri</td>
</tr>
<tr>
<td><strong>Div:</strong> Division</td>
</tr>
<tr>
<td><strong>Exp:</strong> Expeditionary Corps</td>
</tr>
<tr>
<td><strong>FL:</strong> Florence Lancers</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Ottoman</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AT:</strong> Amele Taburlari (Army Labor Units)</td>
</tr>
<tr>
<td><strong>B:</strong> Benghazi</td>
</tr>
<tr>
<td><strong>Jand:</strong> Jandarma (Gendarmes)</td>
</tr>
</tbody>
</table>

Combat Strength (lower left number): The unit’s relative effectiveness in combat.

Movement Allowance (lower right number): The unit’s ability to move across the map.

Unit Identification: The historical number or title for units, or the name of a leader.

Unit Size: Symbol designating the unit’s organizational level.

- **X:** Brigade
- **II:** Regiment
- **[+]:** Wing (Half Regiment)

Leaders

<table>
<thead>
<tr>
<th>Front</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Leader Name</strong></td>
</tr>
<tr>
<td><strong>Combat Strength</strong></td>
</tr>
<tr>
<td><strong>Movement Allowance</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Battle Advantage</strong></td>
</tr>
</tbody>
</table>

Back Printing:

Most units are printed on both sides. The front is the good order (stronger) side; the reverse is the disrupted (weaker) side. The white band on the back of the counter indicates the unit is disrupted.
**Unit Types**

**Mobile Units:** (Includes non-motorized and motorized.

### Non-Motorized Units

<table>
<thead>
<tr>
<th>Leader</th>
<th>Regular Infantry</th>
<th>Light Infantry (Italian)</th>
<th>Light Infantry (Turkish)</th>
<th>Marine Infantry</th>
<th>Cavalry</th>
<th>Mountain Cavalry</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 10</td>
<td>4 3</td>
<td>5 4</td>
<td>2 4</td>
<td>5 3</td>
<td>2 6</td>
<td>2 8</td>
</tr>
</tbody>
</table>

**Important:** All cavalry types function and recruit as cavalry.

<table>
<thead>
<tr>
<th>Composite (Combined Infantry and Cavalry)</th>
<th>Camel Corps</th>
<th>Heavy Artillery</th>
<th>Mountain Artillery</th>
<th>Engineer</th>
<th>Supply Convoy</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 6</td>
<td>1 4</td>
<td>8 3</td>
<td>6 4</td>
<td>2 4</td>
<td>1 3</td>
</tr>
</tbody>
</table>

### Motorized Units

<table>
<thead>
<tr>
<th>Armored Car</th>
<th>Motorized Engineer</th>
<th>Truck Supply Convoy</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 8</td>
<td>2 6</td>
<td>1 6</td>
</tr>
</tbody>
</table>

### Static Units

<table>
<thead>
<tr>
<th>Coastal artillery</th>
<th>Militia</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 0</td>
<td>2 0</td>
</tr>
</tbody>
</table>

### Support Units: These represent unique forces and installations

<table>
<thead>
<tr>
<th>Air</th>
<th>Naval Gunfire</th>
<th>Amphibious Assault</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 AF</td>
<td>+1BA</td>
<td>+2CRT</td>
</tr>
</tbody>
</table>

**Major Events:** These are mnemonics for major game changers.

- **Senussi Rebellion Marker**

**Important:** Optional Units are marked “Opt.” They are used when playing with the advanced rules.

**Operational Markers:** These are used for various player-aids and operational purposes on the map. Markers may be back printed.

- **Column Markers**
- **Entrenchment Markers**
- **Base Markers**
- **Uprising Markers**

**Administrative Markers:** These are used for various administrative purposes.

- **Turn Record Marker**
- **AP Markers**
- **Battle Advantage Italian Marker**

### 3.0 DEFINITIONS

**Control of Towns and Oases:** A player controls a hex if they have one or more units occupying it and there are no enemy Zones of Control (EZOC) in the hex (10.0).

- Unlike many games, the instant a player moves all units out of a hex (or they are eliminated), control is lost.
- Control is gained or regained by moving a unit into the hex (and clearing any EZOCs).
- Markers and support do not count for control.

**Important:** This means you must garrison various towns and oases on the map. This is to deal with unfriendly locals and raiding parties not otherwise shown in the game.

**Force:** A group of units taking an action together.

**Friendly/Enemy Units:** Friendly units are those controlled by one player; enemy units are those controlled by the other player.

**March:** A specific action consisting of one force moving and/or then potentially attacking.

**May:** You can choose to take the action or not.

**Must:** You must take the action.

**Occupy:** Have a friendly unit in a hex, irrespective of EZOC.
4.0 GAME LENGTH & VICTORY CONDITIONS
The game has ten game turns. See 27.0 for the effect of Aegean Operations.

Designer’s Note: The Italian invasion commenced in October 1911; the war officially came to an end in October 1912 with the Italians holding the coastal towns and the Turks agreeing to withdraw, but rebels still fighting in the interior. The idea is that both players are trying to beat the historical outcome.

4.1 Sudden Death Victory
Beginning on game turn (GT) 2 during the End of Turn Phase, the game comes to an immediate end if one player’s combat units occupy all town and oasis hexes in Libya. That player wins a decisive victory.

4.2 End Game Victory
The game ends at the end of GT 10 and both players total their victory points (VP). VP are gained by controlling locations on the map as follows:

- Each Oasis: 2
- Each non-Port Town: 1
- Each Port Town: 5 (do not count as port town)
- Tripoli: 5 (do not count as port town)

Exception: The game may end on GT 9 if the Italian player wins a decisive naval victory in the Aegean.

5.0 HOW TO SET UP THE GAME
Players set up the game in the order given. Place the turn marker on the GTRT in the “1” box. Players must:

- Setup all units in good order unless otherwise stated (18.0).
- Stacking limits must be met (13.0).
- You can use the column markers as part of initial setup (28.1).

5.1 Ottoman Set Up
1) Ottoman AP Determination: Roll one die. The result is the number of AP the Ottoman player receives (8.1).
2) Turkish Units:
   - Tripoli: 1x Base.
   - Any Ports: 4x coastal artillery (one per hex).
   - Any Towns/Ports in Libya: Leader Kemal, 4x regular infantry wings, 1x cavalry regiment, 2x composite regiments, 1x engineer, 2x supply units.
3) Tribal Units:
   - Any Towns in Libya: Leader Suleiman, 4x militia units.
4) Senussi Units: None.
5) Place all remaining Ottoman units in the Ottoman Recruits Box.

Important: Place all Ottoman OPT units aside. They are not used in the standard game.

5.2 Italian Set Up
1) Italian AP Determination: Roll one die and add six to the die roll. The total is the number of AP the Italian player receives (8.1).
2) Regular Italian Units:
   - Italian Staging Area: 8x regular infantry regiments, 2x light infantry regiments, 2x marine regiments, 2x cavalry regiments, 1x mountain artillery regiment, 1x heavy artillery regiment, 1x engineer, 2x supply units (non-motorized).
   - Italian Air and Naval Support Box: 2x Naval, 1x Air, 1x Amphibious marker.
3) Place all remaining Italian and Colonial units in the Italian Recruits Box.
4) Italian Special Corps Reinforcement: On GT 2 the Italians receive the following reinforcements (at no cost in AP):
   - Italian Staging Area: 8x regular infantry regiments, 2x light infantry regiment, 2x cavalry regiments, 1x mountain artillery regiment, 1x heavy artillery regiment, 1x engineer (non-motorized), 2x supply units (non-motorized).

6.0 SEQUENCE OF PLAY
During each turn, players must follow the sequence of play in the order as given. The player who is conducting his turn is designated the active player.

Italian Player Turn
1) Events Phase (7.0): Check the Italian Events Table and apply the results. Skip this phase on GT 1.
2) AP Determination Phase (8.1): The Italian player determines the number of AP added to the Italian Action Track. Skip this phase on GT 1.
3) Recruiting Phase (9.0): The Italians may expend AP to build reinforcement units. On GT 2, see 5.2 for Italian Special Corps Reinforcements. Skip this phase on GT 1.
4) March Phase (11.0): The Italians may expend AP to conduct marches. Each march consists of the following:
   - a) Movement Segment (12.0): Move one Italian force up to its movement allowance or via naval movement.
   - b) Battle Segment (14.0 & 15.0): If the force ends its move adjacent to an enemy force, it may attack.
5) Sustainment Phase (17.0): The Italians must make a supply check for all Italian units on the map.
6) Rally Phase (18.0): The Italians may expend AP to rally disrupted Italian units.
7) Aegean Operations Phase (27.0): The Italians may launch an Aegean naval operation.

Important: On GT 1 (only) the Italian player turn skips above the noted phases, the Ottoman player turn includes all phases. Starting with GT 2, the Italians conduct all phases.

Ottoman Player Turn
1) Events Phase (7.0): Check the Ottoman Events Table and apply the results. Skip this phase on GT 1.
2) AP Determination Phase (8.1): The Ottoman player determines the number of AP added to the Ottoman Action Track.
3) Recruiting Phase (9.0): The Ottomans may expend AP to build reinforcement units.
8.3 Half AP Hexes
Certain hexes provide one half (0.5) AP. Total the number of such hexes, divide them by two, and round up any fractions.

Example: The Ottoman player holds three oases; he adds two AP to his Action Point Track.

Important: If the oases had bases in their hexes, the Ottomans would get one AP each for a total of three AP.

8.4 Gaining & Losing AP
Italian Aegean Operations (27.0) and winning/losing major battles (16.3) can cause players to gain or lose additional AP during a turn.

9.0 RECRUITING
Players perform recruiting during their Recruiting Phase. Recruiting brings additional units into play as well as entrenchments/bases (24.0) and uprising (25.0) markers. Each player consults his Recruits Table to determine the AP expenditure required to recruit each type of unit.

9.1 Procedure
Units in a player’s Recruits Box may be those that have not yet entered play (reinforcements) or were eliminated during play (replaceable).

• Select the units to be recruited from the Recruits Box, expend the AP for them, and place them on the map per the below deployment instructions.
• Players do not pay AP for units deployed during initial setup, for scheduled reinforcements (6.0), or for units received via the Events Table.
• Players can recruit on every turn of the game (except Italians on GT 1).
• The number of units in the game is a limit. Players cannot recruit the number of units that would exceed the number of units on the counter sheet. This is also the case for entrenchment, base, and uprising markers.
• Certain units and markers cost one half (0.5) AP. Two one-half point units/markers can be purchased for one AP. If only one, one-half point unit is purchased, the player must expend one AP.
• Entrenchment, base, and uprising markers are recruited and deployed using the procedures in 24.0 and 25.0.

Note: You pay the same cost for a type of unit regardless of its combat strength, size, or unit identification.

9.2 Deploying Units
The Recruits Tables designate where players place (deploy) newly recruited units. They must be deployed within stacking limits (13.0).

• Units cannot be deployed in hexes containing enemy units or enemy zones of control (EZOC).
• Most units require other friendly units or bases to be deployed in a hex.
• Certain units can be deployed in any hex of the specified type if there are no enemy units or EZOC (10.2) in that hex.
• If a requirement for deployment is being placed in the same hex as another unit, that other unit must have been on the map at the start of the Recruiting Phase.

Example: At the start of the Recruiting Phase, an Ottoman engineer unit is in the Sokna Oasis (hex 1627). Therefore, the Ottoman player could deploy an Ottoman leader in the hex. If the engineer unit did not begin the Recruiting Phase in the hex (it was placed as the first unit deployed this phase), the leader could not be placed in the hex.

9.3 Replacements
Most units (combat and support) that have been eliminated in combat are placed in the friendly Recruits Box. Consult the Recruits Table to determine if the unit is replaceable or if it is removed from play when eliminated.

10.0 ZONES OF CONTROL
The six hexes immediately surrounding a unit’s hex constitute that unit’s zone of control (ZOC). ZOCs effect movement and specific rules as stated.

• All good order units in the game have ZOC.

Important: Units lose their ZOC when disrupted. If restored to good order status, they regain their ZOC.

• Units always exert ZOC, if they are in good order, regardless of the phase or turn.
10.1 Effects on Movement
Units must halt their movement for that phase when first entering an EZOC. There is no additional MP cost paid to enter an EZOC.

10.2 Effects on Combat
There is no requirement to attack enemy units simply because units are in an EZOC.
- Units that withdraw or retreat into an EZOC are disrupted (15.8).
- Units may advance after combat into and/or through ZOC with no penalty. EZOCs never affect advance after combat (16.0).

10.3 Other Effects
- Towns and oases in EZOC do not generate AP.
- Reinforcements cannot deploy in hexes containing EZOC.
- Towns and oases in EZOC do not count for VP (4.0).

Important: It is vital to clear enemy units from the proximity of these hexes.

10.4 Exiting EZOC
Units may move out of EZOC only if they:
1) Make a retreat or advance after combat; or,
2) If they disengage.

10.5 Disengagement
To disengage, a unit starts its movement in an EZOC and moves into a hex that does not contain an EZOC. Disengaging units may not move directly from one EZOC to another. They may enter another EZOC if first entering a hex that does not contain an EZOC.

11.0 MARCHES
A “march” is a single force (one stack) that moves and then possibly engages in combat. A player conducts marches sequentially within a turn, with individual forces moving and/or attacking, representing various command and control issues from the original campaign.

11.1 Forces
A force can consist of a single unit to include up to all units stacked in a hex.
- All units in a force must start in the same hex, then move together.
- If you have more than one unit starting in a hex, you may form any number of them into a force and leave the rest behind in the starting hex.

Example: You have three units in a hex. You could form them into one combined force (of three units), or two forces, one of two units that moves, and a second of one unit that stays behind, or vice versa.
- Any units in the final hex of a force’s movement can participate in any attack even if they were not part of that force’s move.

Example: The Italians move a force of three units into a hex containing one other Italian unit. The Italians could then initiate an attack using all four units in that hex as one combined force.

11.2 Marching
To conduct a march, a player must expend one AP (8.0), regardless of the number of units in that force.

Important: Each march consists of one force moving and then, if it ends the march adjacent to an enemy force, the player may initiate combat (14.0). A force does not have to move to initiate combat, nor does a marching force have to attack.

11.3 Multiple Marches
The player may march an individual unit or force more than once per turn if each march is initiated by expending one AP. Marches can be conducted in any order. Further, the player is not required to march any force.

Example: The Italian player initiates one march (expending one AP). The Italian player moves the single designated force to a hex adjacent to an Ottoman force. The Italian player then could initiate combat against that Ottoman force (no additional AP expended). Following the combat, the Italian player could initiate another march with that same force (expending another AP) or he could initiate a march with a second force. After the second force completes its march and/or combat, he could then initiate a march with the first force again (expending another AP).

12.0 LAND UNIT MOVEMENT
A player moves his forces during the Movement Segment of a march.
- A unit’s movement allowance is the number of movement points (MP) that unit may expend in a single march.
- Units in the moving force may expend the number of MP up to their printed movement allowance (MA).
- You may move eligible units (as a force) in any direction via adjacent hexes.
- You move units as a force, and only one force can move per march.
- A moving force can drop off units during the conduct of a single march. The dropped off units cannot move further or attack in that march.
- A moving force cannot pick up units during the conduct of a single march.

12.1 Procedures
Only mobile units can move.
- A unit may expend all, some, or none of its MA.
- Static units (units with a MA of zero) cannot move.
- A unit cannot exceed its MA.

Exception: A mobile unit may always move one hex per friendly Movement Segment (minimum movement), regardless of movement costs. This move cannot be into prohibited terrain, across a prohibited hexside, or directly from one hex in an EZOC into another hex in an EZOC.
- A friendly unit may never enter a hex containing an enemy unit.
- Units that enter an EZOC (10.0) must immediately cease their movement.
- Friendly ZOC do not affect the movement of friendly units.
- If units in the same force have different MA, the force cannot exceed the MA of the unit with the lowest MA unless the slower units are dropped off.
- All movement is final once a player’s hand is withdrawn from the unit he is moving.

12.2 Terrain Effects
Units pay the number of MP listed on the Terrain Effects Chart (TEC) to enter a hex.
- A unit must have sufficient points to enter a hex (Exception: Minimum movement 12.1).

Example: A unit pays one MP to enter an open hex; it pays two to enter a desert hex.
A unit that crosses hexside terrain (Example: Wadis) pays the additional MP indicated on the TEC in addition to the terrain on the other side of the hexside terrain.

Land units cannot enter sea hexes.

**Exception:** Naval movement and amphibious assaults (20.0).

A force that moves from one track hex to another track hex (along a hexside bisected by those tracks) pays one half (0.5) MP per hex. This is regardless of other terrain in the hex. A track negates any hexside MP cost requirements.

### 12.3 Special Unit Movement

**Camel Corps:** These units pay only one MP to enter desert hexes.

**Motorized Units:** The following Italian units are motorized and are subject to movement restrictions (TEC):

1. Armored Cars
2. Motorized Engineers
3. Truck Supply Convoys

### 12.4 Concentration

“Concentration” is a special movement action, requiring the expenditure of one AP.

- A player can move any or all units to a single hex occupied by a friendly leader or friendly base providing they can reach the hex in a single march.
- You cannot move the leader or abandon the base in that same Movement Segment.
- Concentration can be done only via land movement (not naval movement).
- At the conclusion of the concentration, the moving force (including the leader) can attack if all the above conditions are met.

### 12.5 Theater of Operations

Units may move anywhere on the hex map in Libya. They cannot enter Egypt, Tunisia, and Algeria in the standard scenario (Exception: Advanced rules).

### 13.0 STACKING

Stacking is placing more than one unit in a single hex. A player can have up to eight units in a hex.

#### 13.1 Free Stacking

The below units do not count towards the eight-unit stacking limit:

1. Leaders
2. Air and Naval Support Units

**Important:** A player cannot commit more than one each of these types to an individual combat.

3. Markers

**Important:** There cannot be more than one entrenchment and/or base marker per hex.

**Example:** The Italian player could have four infantry, one cavalry, one artillery, and two supply units in a hex. There could also be an entrenchment and, during combat, the commitment of a naval and air unit.

#### 13.2 Enforcement

Stacking limits apply at the end of each phase and segment. If a hex is over-stacked at these moments, the controlling player must eliminate excess units to restore the limit. Friendly units may move through other friendly units without hindrance and without limit.

### 14.0 COMBAT

Combat occurs during the Battle Segment of a march. A combat consists of one force attacking a single adjacent enemy force. The player conducting the march is termed the attacker, while the other player is the defender. Combat is resolved on the Combat Results Table (CRT).

**Designer’s Note:** The combat procedure uses a sequential resolution, modeling the irregular warfare that was typical of colonial warfare.

**Example:** It is the Ottoman player’s turn, and the Ottoman player moves a force into a hex adjacent to an Italian force. The Ottomans may attack, and the Italians would be the defender, regardless of the tactical situation.

#### 14.1 One Force, One Attack

Only a marching force can initiate an attack. Other friendly units in other hexes adjacent to the defender cannot participate:

- If there were other units in the same hex as the marching force at the start of the combat, then the attacker may add those into the attack.
- A single attack can be initiated only against a single defending hex, even if the marching force is adjacent to more than one enemy occupied hex.
- Multiple forces in different hexes cannot be combined into a single attack.

**Important:** A player may attack a single hex multiple times within a single March Phase.

**Example:** A player expends the required AP and then conducts a march with a single force. The force may then attack an enemy occupied hex. After completion of the Battle Segment, the player may then expend another AP and conduct an attack against the same hex with a different force or the same force that initiated the first battle.

#### 14.2 Special Situations

If a player does not conduct any movement, he can still initiate a combat by designating one force as conducting (effectively) a march of zero MP expenditure and then conduct an attack against an adjacent enemy force.

- Static units can never attack. They defend normally.
- All mobile units with a combat strength factor can attack (including supply).
- All defending units in a hex defend as a single combined force.

#### 14.3 Battle Execution

Each battle must be resolved according to the following sequence:

1. Both players reveal and line up all their units.
2. The attacker, then the defender, declares if they are using supply (17.1).
3. The attacker and then the defender may commit an air support marker (22.0) and/or uprising marker (25.0).
4. Determine which side has the battlefield advantage. Battlefield advantage is determined by each player rolling one die and then adding the below modifiers to their die roll:
   - +1: If a player has one or more leaders involved in the combat (a maximum of one, regardless of the number of leaders).
   - +1: If a player’s force consists entirely of units that exert a ZOC.
   - +1: If a player commits an air support marker and/or a successful uprising marker (maximum of one each).

The player with the higher modified die roll has the battlefield advantage for that battle. In the event of a tie, if the defender is in a hex with an entrenchment or base, the defender has the battlefield advantage; otherwise, the attacker has the battlefield advantage.

5. The player who has the battlefield advantage may conduct a withdrawal with his force (15.7).
The effect of terrain on combat shifts the column to be used to the left. Terrain in hexes occupied by attacking units have no effect on combat. A defending force benefits from the terrain in the hex it occupies. terrain in hexes occupied by attacking units have no effect on combat. The effect of terrain on combat shifts the column to be used to the left. Supply (17.0): A player conducting fire may receive a one column shift in a turn, assuming the attacker expends the AP.

15.0 Combat Procedure
Combat is executed on the CRT. A player fires all friendly units at the enemy. The side with battlefield advantage fires first, then the other player.

15.1 Combat Execution
1) Total the printed combat strength of all units in the firing force.
2) Go to the column on the CRT corresponding to the above total (this is the “base” column).
3) Determine the cumulative shifts for the attacker and defender; shift the base column that number to the right or left (if any).
4) Roll one die, then cross index the result with the results on the table for that column. This determines the result.
5) Apply the result to the enemy force.

Important: A given defending force can be attacked more than one time in a turn, assuming the attacker expends the AP.

15.2 Combat Shifts
Various conditions (see below) will shift the base column to the final column on the CRT.
- Advantages to the attacker (plus) shift the columns to the right.
- Advantages to the defender (minus) shift the columns to the left.
- Determine all shifts for both sides, subtract the total defense modifiers from the attacker’s total offense modifier, then use the difference to determine the final shift.
- Shifts that go beyond the extreme right-hand column are resolved on that column.
- Shifts that go below the extreme left-hand column are resolved on that column.

Supply (17.0): A player conducting fire may receive a one column shift (+1) by expending a friendly supply unit. That supply unit must be in the hex of the firing force.
Hex Terrain: A defending force benefits from the terrain in the hex it occupies. Terrain in hexes occupied by attacking units have no effect on combat. The effect of terrain on combat shifts the column to be used to the left.

15.3 Sequential Execution of Fires
Combat results are implemented immediately as they occur. Combat is not simultaneous. For the player without battlefield advantage, any units that are eliminated or retreated cannot fire back at the player with battlefield advantage. If a unit is disrupted, then it returns fire with its reduced strength (assuming it has not retreated).

15.4 Results
Numerical Results: The number on the CRT is the number of hits inflicted on the enemy.
R (Retreat): After applying any hits: the affected player must retreat all units in that force.
E: Eliminate all enemy units.

15.5 Application of Losses
A unit is affected by a result regardless of its type or strength. In the case of a #+R result, the targeted player must apply all hits first and then execute the retreat with any surviving units.

15.6 Effects of Hits
The player against whom the combat result was inflicted determines which of his units will be affected.
- A player can distribute losses in any order he desires.
- If more hits are inflicted than the enemy force can absorb, the excess does not carry over to other battles.
- Hits are inflicted as follows:
  One step unit: Eliminate the unit.
  Two Step Unit: Reduce a full-strength unit by one step, flipping the unit over to its disrupted side. If already disrupted, it is eliminated.

Example: The Italians inflicts three hits against an Ottoman force; the Ottoman player decide which units will be affected. The Ottoman player could eliminate one full-strength unit and disrupt another, or disrupt three full-strength units, or eliminate one already disrupted unit and disrupt two other.
15.7 Retreat
A retreat can occur in one of two ways:

Pre-Battle Withdrawal: The player who gains the battlefield advantage (attacking or defending) may declare a withdrawal. If so, then no firing takes place. That player executes the retreat procedure.

Post-Battle Retreat: A force that has a retreat result inflicted on it during battle must retreat. That player executes the retreat procedure.

15.8 Retreat Procedure
The affected player rolls one die. The player must move all units in that force the number of hexes equal to the die roll. Once the retreat is completed, the battle comes to an end.

Example: A withdrawal die roll of three means the player must withdraw his force three hexes (with all units moving together).

- A retreat result is in terms of hexes, not MP. A unit may exceed its printed MA in a retreat if the die roll calls for it.
- The retreating force must end its move the number of hexes equal to the die roll from its original defending hex (there is no doubling back).
- All units in a force must retreat together, ending in the same hex.
- A retreat cannot be made into a hex containing enemy units, all sea hexes, or hexes that it could not otherwise enter (27.0).
- Upon completion of the retreat, any action by the force is over.
- Units may retreat into an EZOC (10.0). A good order unit is disrupted. An already disrupted unit is eliminated. This reduction is conducted for each hex entered that is in an EZOC.
- A unit that has no other option than to retreat into a hex containing enemy units, prohibited terrain, or across a prohibited border is eliminated.
- A force, attacking or defending, that is in the same hex as a friendly entrenchment or base marker may ignore a retreat result inflicted in combat. The player can choose to retreat, but if he decides to do so, then all units must retreat. In this case, any entrenchment, base, and any static units are eliminated.
- Static units that are part of a retreating force are eliminated, unless in an entrenchment or base (24.0).
- A force that retreats into a hex containing a friendly entrenchment or base may end its retreat in that hex.
- Naval and air markers are not affected by retreat results.

15.9 Advance After Combat
Advance can be executed by an attacking force if the defender retreats (15.8).

16.0 WINNING BATTLES & PURSUIT
There are three battle outcomes:

Winning: A player (attacker or defender) wins a battle if at the end of the combat, if he has at least one surviving good order unit, and all enemy units have been eliminated and/or retreated.

Losing: A player loses a battle if all his forces have been eliminated and/or retreated, and the enemy has at least one surviving good order unit remaining.

Draw: A battle ends in a draw if either player withdrew at the start of the battle or neither player has won per above.

16.1 Advance After Combat (Pursuit)
If one side conducts a pre-battle withdrawal, or if one side wins the battle then the non-withdrawing/winning player may move some, all or none of their mobile units in the hex into the losing side’s vacated hex. This advance must be executed immediately. It costs no movement or AP and can be through an EZOC (at no penalty).

Important: The advance can include any/all mobile units in the winning force, including those that did not attack. All units are not required to advance.

16.2 Deep Pursuit
All units with a movement of six or more can advance two hexes after combat. The first hex must be the one which was formerly occupied by the enemy, the second may be in any direction. All units advancing a second hex must end up in the same hex.

Example: An advance could result in infantry advancing one hex, and cavalry plus a leader into a second hex.

16.3 Major Battles & AP
If the side that lost the battle had four or more units (including any units eliminated in a retreat) eliminated, then:

a) The winning side gains one AP (total, not per unit).

b) The losing side subtracts one AP from his track if the current number of AP is one or greater.

Designer’s Note: Obviously, winning or losing a major battle is going to be a significant event in the game, so maneuver wisely!

17.0 SUPPLY
Supply provides the following functions in the game:

1) Combat Enhancement
2) Sustainment

- Supply units (those units with a wagon or truck icon) provide supply. Treat them as one step mobile units.
- They are expended when used for combat enhancement.
- They are not expended for sustainment checks.
- All units (any contingent) on each side can use supply from any other contingent on the same side.

17.1 Combat Enhancement
Combat enhancement occurs in the Battle Segment. One supply unit stacked with the attacking or defending force can be designated for combat enhancement.

- The attacker declares first, then the defender.
- The attacker shifts the combat one column to the right. The defender shifts one column to the left. If both sides provide combat enhancement supply, they negate each other.
- A player can expend a maximum of one supply unit for a single combat enhancement.
- Supply units used for combat enhancement are expended immediately. Expended supply units are placed in the Recruits Box.

17.2 Sustainment Supply Check
A player must check all units for sustainment supply during the friendly Sustainment Phase. Units that are not in supply are subject to attrition checks.

- The below units do not check for sustainment supply and they are always in sustainment supply:

  Leaders
  Camel Corps
  Supply Units
  Static Units

  Air and Naval Support
  Markers
  Entrenchments and Bases

Important: These units do require supply unit expenditure for combat enhancement.

- Do not check units for sustainment supply if the unit(s) are in:
  1) The Italian Staging Display; or,
  2) A Town or Oasis hex; or,
  3) The same hex as a base marker; or,
  4) The same hex as a supply unit.
17.3 Attrition Check
During a player's Sustainment Phase, the player must roll one die for each unit that does not meet the requirements listed in 17.2. The TEC column for Supply Attrition gives the die roll range for a fail.
- If a unit fails, an already disrupted unit is eliminated, and a good order unit is reduced. (18.0).
- Units eliminated via attrition are placed back in the Recruits Box and may be recruited again.

Example: A unit in open terrain would fail on a die roll of 4, 5, or 6.
Note: “—” means the unit is always in sustainment supply in that type of hex.

18.0 UNIT STATUS & RALLY
Most combat units have two sides. The front is their full-strength good order side; the reverse is their disrupted or reduced strength side. Units are disrupted either due to combat, being out of supply, or certain events (7.0).

18.1 Deployment
Units placed during initial setup (5.0) and as reinforcements. Units are placed on their good order side (unless otherwise stated by the scenario).

18.2 Disrupted Effects
Disrupted units function normally other than having lower combat and movement factors; their special abilities may be negated (if stated by a rule). Units without a disrupted side are eliminated if forced to disrupt.

Exception: Disrupted units do not project a ZOC.

Example: A disrupted engineer could not conduct engineering actions listed in 23.2.

18.3 Rally Procedure
A player can restore disrupted units to good order status during a friendly Rally Phase. The player may do this for each hex which contains disrupted units. Rallying is voluntary and dependent on AP availability. By expending one AP, you can:
- a) Rally all units in a hex that are in sustainment supply (17.2). The Staging Area counts as one hex for purposes of rally for Italian units.
- b) Rally one unit in a hex that is not in sustainment supply.

Example: All units in a base can be rallied by expending 1 AP. All Camel Corps units in one deep desert hex can be rallied with 1 AP. Two infantry units in open terrain (not in sustainment supply) can be rallied by expending 1 AP for each unit.

19.0 LEADERS
Leaders function as mobile units, with the following special capabilities:

Action Point Generation: A player receives one AP for each leader on the map (8.0).
Battlefield Advantage: (14.3).
Concentrate on Leader: (12.4)

Important: While leaders are shown to originate from specific grouping of forces within each side's units, those designations do not affect a leader's ability to use the above capabilities.

20.0 NAVAL MOVEMENT & AMPHIBIOUS ASSAULS
The Italian player can move using naval movement and may conduct amphibious assaults.

Important: The Ottomans cannot conduct naval operations.

20.1 Naval Movement
The Italian player can move friendly land units via sea hexes:
1) A force can start on a port hex or the Staging Area Display and then move to any coastal hex that is not occupied by an enemy unit; or,
2) A force can start on a port hex or the Staging Area Display and then move to any port hex that is not occupied by an enemy unit; or,

Exception: In this case, the force could attempt an amphibious assault if the enemy units (20.4) occupy the port hex.

3) A force can start on any coastal hex and then move to any Italian-occupied port or the Staging Area Display; and,
4) A force that makes a naval move and lands on an empty coastal hex may attack one adjacent enemy occupied hex during the Battle Segment (no additional AP cost).

Important:
a) A port does not have to be friendly occupied. In other words, the Italians could sail into an unoccupied port.
b) A unit must either start or end the naval movement in a port or Staging Area Display. Land units cannot move to the Aegean Operations Display.
c) Ports are towns with port symbols (B). Towns without port symbols (Bardia) are not ports.

20.2 Restrictions
- Naval movement may not be made into coastal hexes containing Ottoman units.
- Naval movement can be made into and/or through EZOC without penalty.
- Naval movement expends all the force’s movement for the action.

Important:
- Expend one AP if the naval move begins in a Staging Area or port and ends in a Staging Area or port.
- Expend two AP if the naval move starts or ends in a coastal hex.
- Expend two AP if the force conducts an amphibious assault.

20.3 AP Cost
- Expend one AP if the naval move begins in a Staging Area or port and ends in a Staging Area or port.
- Expend two AP if the naval move starts or ends in a coastal hex.
- Expend two AP if the force conducts an amphibious assault.

20.4 Amphibious Assault
Amphibious assaults can only be conducted against enemy occupied port hexes. The force conducting the amphibious assault is moved to an all-sea hex adjacent to the port hex and then conducts the assault in the Battle Segment.
- If the force conducting the assault contains one or more marine units, then the combat is resolved normally.
- If the force conducting the assault does not contain at least one marine unit, shift one column to the left on the CRT.

Important: Marines have no effect if a force lands and then conducts a battle against an adjacent hex. This benefit only applies in the case of an amphibious assault.

- The attacker may add available naval gunfire and air support to the attack.
- If a supply unit is part of the assaulting or defending force, combat enhancement may be used (17.1).
• If the assaulting force clears the defending hex (defender withdraws, retreats, or all defenders are eliminated) the assaulting force must advance into the port hex. Deep pursuit (16.2) cannot be used.
• If the amphibious force fails to win the battle, then all units in it are disrupted and returned to the Staging Area, no matter whether they started in a port or Staging Area.

21.0 NAVAL GUNFIRE

Navy gunfire markers are support units. When recruited, place them in the Air and Naval Support Box. When used, they are temporarily placed on the map, then returned to the Air and Naval Support Box.
• The Italian player can use naval gunfire markers to support ground combat.
• Naval gunfire markers cannot conduct a battle by themselves.
• A maximum of one naval gunfire marker can be committed to each battle.
• There is no cost in AP to commit naval gunfire markers.
• An individual naval gunfire marker can be used only once per game turn.
• The marker can only be committed against Ottoman units defending in port or coastal hexes.
• If committed to a battle in which the defending force does not contain an Ottoman coastal defense unit, the naval gunfire marker awards a +1-column shift to the attack.
• If committed to a battle in which the defending force does contain an Ottoman coastal defense unit the naval gunfire marker awards a +2-column shift to the attack.
• Naval gunfire markers are never affected by battle results.

22.0 AIR SUPPORT MARKERS

Air support markers are support units. They can only support an attack by friendly units. When recruited, they remain off the map in the Italian Air and Naval Support Box. When used, they are temporarily placed on the map, then returned to the box (but see the Recycle Table results).
• The Italian player can commit a maximum of one air support marker per battle.
• Air support markers cannot conduct a battle by themselves.
• There is no cost in AP to commit air support markers.
• An individual air support marker can be used an unlimited number of times in each game turn, subject to the results of recycling.
• An air support marker awards a +1-column shift to the attack.
• After the completion of a battle in which an air support marker was used, the Italian player rolls one die, consults the Air Support Recycling Table, and applies the result.

23.0 SPECIAL UNITS

23.1 Italian Militia

The Italian player can deploy militia on any Italian occupied town.
• Militia are static units, representing local settlers and self-defense forces.
• The Ottoman player cannot play uprising markers against a hex with an Italian militia present.
• Each town with an Italian militia unit counts as one additional VP at the end of the game.

23.2 Engineers

Engineer units have the following special abilities:

1) If an engineer unit is part of a moving force, then that force pays no additional movement cost to cross a wadi hexside; and,
2) Engineers can build bases in one friendly Recruiting Phase (24.0).

24.0 ENTRENCHMENTS & BASES

Each player has a unique set of entrenchment/base markers. They can build them during the friendly Recruiting Phase to enhance defense and provide various other game functions.
• Bases and entrenchments are not units.
• They do not count for stacking and do not project ZOC.
• The number of markers in the counter mix is limited (you cannot recruit more).
• There can never be more than one of these markers in a hex. You could have one entrenchment or one base but not both.
• All friendly contingents can use entrenchments for their side.

24.1 Entrenchments

Entrenchments represent field fortifications and strongpoints.
Entrenchment Construction: The player must have a friendly unit in the hex. Expend one-half AP and place an entrenchment marker in the hex.
Entrenchment Effects:
• a) An entrenchment provides a one column defensive shift for friendly defending units (15.0).
• b) A player may negate retreat results for units defending or attacking in a hex with an entrenchment (15.0).

Important: Entrenchments can be built in any type of hex unless prohibited by the conditions listed in the TEC.

24.2 Bases

Bases represent major logistical facilities. They are printed on the reverse of entrenchment markers.
Base Construction: To build a base, a player must either:
1) Have an entrenchment marker in the hex at the start of the Recruiting Phase. Expend one-half AP and flip the entrenchment to the base side; or,
2) Have an engineer unit in the hex (entrenchment not required). Expend one AP and place a base marker.

Important:
• a) Italians can only build bases in town hexes.
• b) Ottomans can only build bases in town and oasis hexes.

Base Effects: A base provides the same benefits as entrenchments, plus:
• a) Players receive additional AP for occupying friendly bases on certain terrain types (8.0).
• b) Certain reinforcements can be deployed in friendly bases (Recruits Table).

24.3 Duration

An entrenchment or base remains on the map if at least one friendly unit is in its hex. The moment that there are no friendly units (because they moved out, were eliminated, etc.), the marker is removed. Players may also remove an entrenchment/base at the end of a friendly March Phase.

Important: You cannot capture an enemy entrenchment or base since they would have been eliminated first.
24.4 Events

Certain events will allow a player to deploy a base at no cost and no delay (8.0). They can either deploy a base marker or convert an entrenchment to a base in the designated hex type.

25.0 OTTOMAN UPRISINGS

The Ottoman player may recruit uprising markers (9.0). Expand one-half AP each marker and place the marker in the Uprising Box.

25.1 Procedure

During the Ottoman Battle Segment, the Ottoman player can commit a maximum of one uprising marker to a battle. This is done after the attack is declared but before it is executed.

- The defending Italian force must be in a town or oasis (no uprisings in other terrain types).
- The Ottoman player then rolls one die, if the result is 1–3 the uprising succeeds, place the marker in the defending hex. If the uprising fails, return the marker to the Ottoman Recruits Box, the player must still pay the .5 AP cost of the uprising.
- The uprising marker awards the following:
  a) A +1 to the Ottoman battle advantage die roll; and,
  b) The defending Italian force does not receive benefits for in-hex terrain.
- After resolving the battle, the marker is returned to the Ottoman Recruits Box.

26.0 SENUSSI

The Senussi were a religious-based insurgent movement in the Sahara. The Ottoman Senussi contingent comes into play only if the Senussi Rebellion event occurs. Once it occurs, it remains in effect for the remainder of the scenario.

26.1 Rebellion

The first time the Senussi Rebellion event occurs:

- The Ottoman player rolls one die. The result is the number of Senussi units the Ottoman player can immediately recruit and deploy in any oasis hexes or south map edge hexes that are not Italian occupied or within the ZOC of an Italian unit. Then, deploy one Ottoman base in any one oasis hex now occupied by a Senussi unit.
- The Ottoman player can recruit Senussi units normally on succeeding game turns.
- If the Senussi event occurs, place the Senussi Rebel marker in the current turn box on the GTRT.
- This event can occur only once per game.

27.0 ITALIAN AEGEAN NAVAL OPERATIONS

The Italian player can utilize fleet units to attack Ottoman interests in the Aegean to affect AP, Ottoman recruiting, and game length. This is conducted in the Italian Aegean Operations Phase.

27.1 Procedure

An Italian Aegean Operation requires the expenditure of two AP.

1) The Italian player moves any or all naval gunfire support markers from the Italian Air and Naval Support Box to the Aegean Operation Display.
2) The Italian player consults the Italian Aegean Naval Operations Table. Use the number of naval gunfire markers to determine the column (there are no shifts). Roll one die, cross index the outcome, and apply the results. Upon completion of an Aegean Operation, return the fleet units to the Italian Air and Naval Support Box.

27.2 Restrictions

A naval unit conducting an Aegean Operation cannot have been used for other missions in the same turn. Only one Aegean Operation can be attempted per turn.

27.3 Effects

Losses to Italian fleets and gains/losses in AP are applied immediately. Eliminated naval units are permanently removed from play.

27.4 Decisive Naval Victory

A decisive naval victory result means the Italians capture the Aegean Islands.

- a) For the rest of the game, the Ottomans cannot recruit Turkish units.
- b) For the rest of the game, the Ottomans can never launch an Aegean Operation. Place the Aegean victory marker in the current game turn box on the GTRT.
- c) At the end of GT 9, the Italian player can decide either to end the game immediately or continue the game through GT 10.

Designer’s Note: If there is no Italian decisive naval victory, then the game continues through to the end of GT 10. A decisive naval victory means the Ottoman government has agreed to a peace talks; in the meantime, the Libyans continue to rebel.

28.0 FOG OF WAR

A player can always examine friendly units; however, a player can only examine the enemy player’s forces under the following circumstances:

- a) During battle execution (14.3).
- b) The Ottomans can always examine Italian units located in Libya.

28.1 Column Markers

Players can place column markers on the map as substitute counters. To avoid huge stacks and to increase the fog of war, place the corresponding units in the box on the map. Units in a Column Box function as if they are on the map.

29.0 WEATHER

Weather is built into various outcomes on the Event Tables. There are no separate weather effects.

30.0 ITALIAN STAGING DISPLAY

The Italian Staging Area Display represents bases in Italy and throughout the Mediterranean.

- The Italian player can move his units to and from the Staging Display via naval movement (20.0). The Staging Area Display acts as a port.
- Units cannot use land movement to or from the Staging Area Display.
- Italian ground reinforcements can be deployed in the Staging Area Display.
- Italian units in the Staging Area Display are always in sustenance supply.
- Units may not attack into or out of the Staging Area Display.
- ZOC do not extend into or out of the Staging Area Display.
- For force formation (11.0) and rally (18.0), the Staging Area Display counts as one hex.
- Ottoman units cannot enter the Italian Staging Area Display.
31.0 ADVANCED RULES

31.1 Ottomans Full Strength Deployment
Historically, the Ottomans sent elements of the 42nd Division to Yemen prior to the start of the campaign to suppress a rebellion. This option assumes that the 42nd was at full strength at the start of the campaign, along with additional logistical support. Make the following change to the Turkish set up force:
• Remove four of the Ottoman infantry wings from the game. They cannot be taken as reinforcements.
• Exchange the four OPT infantry regiments for the four infantry wings.
• Add to starting lineup: 1× light infantry battalion, 1× cavalry regiment.

31.2 Senussi into Egypt
In the standard rules, Ottoman units cannot enter Egypt. When using the advanced rules, Senussi units can enter Egypt. They can do so by march, retreat, or pursuit. They cannot be recruited in Egypt. If the Senussi cross into Egypt, then for the remainder of the game:
• Add the British Western Frontier Force units (31.3).
• For the remainder of the game, the Italian player gains two additional AP each game turn. The Ottoman player gains one additional AP.
• Towns and oases in Egypt can be used as locations for reinforcement deployment and sustainment supply (17.2) for both sides.
• Turkish, Ottoman Tribal and all Italian units can never enter or support combat in Egypt.
• Place the Egypt marker in the current game turn box on the GTRT.

Important: These provisions remain in effect even if the Senussi withdraw from Egypt.

31.3 British Forces
On the first Italian Recruiting Phase following the one in which the Senussi cross into Egypt, the Italians receive all British combat units (at no AP cost). Place them on any east map edge in Egypt that does not contain enemy units (can be in an EZOC).
• The Italian player can replace British units by expending AP per the Italian Recruits Table. Deploy them as above.
• Add the British entrenchment/base marker to the Italian Recruits Box. It can only be deployed in Egypt.
• British units can only enter Egypt. They can attack across the border, but not advance or retreat across it.
• Italian units cannot enter Egypt but can attack across the border. Italian units can attack across the border into Egypt. Turkish and Ottoman Tribal units cannot attack across the border.
• Ottoman and British entrenchments/bases can be built in Egypt (Italian cannot).

31.4 Additional Logistics
Capturing Supply: If a force wins a battle against an enemy force that contained an enemy supply unit (any type), and that supply unit was eliminated, the winning player gains one AP per each such supply unit.

Additional Battlefield Advantage: If a player expends one AP, add +1 to the die roll (attacker declares first, then defender).

31.5 Additional Air Missions
Aerial Scouting: This is executed during a March Phase. Expend one AP and place one air support marker on one hex within range. Roll one die, if the result is an odd number the player may examine all units in and adjacent to that hex.

Range: Air support markers have a range of five hexes from a friendly supply unit or base marker. Range applies to all air missions.
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### ITALIAN EVENTS TABLE

<table>
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<tr>
<th>Die Roll</th>
<th>Event</th>
<th>AP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Tripoli Will be Italian! Recruit and deploy two Italian mobile non-colonial units. Then deploy one base in any Italian-controlled port.</td>
<td>6</td>
</tr>
<tr>
<td>2</td>
<td>Colonial Troops Forward! Recruit and deploy two Italian colonial units.</td>
<td>5</td>
</tr>
<tr>
<td>3</td>
<td>Continue Campaign! Recruit and deploy one supply unit (any Italian contingent).</td>
<td>4</td>
</tr>
<tr>
<td>4</td>
<td>European Balance of Power! Italian fleet units cannot be used this turn (flip them face down).</td>
<td>3</td>
</tr>
<tr>
<td>5</td>
<td>Home Front Debates War Goals! Increase the AP cost to recruit regular Italian units by one this turn (Colonial Italian cost normal). This does not affect entrenchment/base recruiting.</td>
<td>2</td>
</tr>
<tr>
<td>6</td>
<td>Morale Check! Each player gains one AP for each port, town, and oasis in which they have an entrenchment or base.</td>
<td>1</td>
</tr>
</tbody>
</table>

### ITALIAN RECRUITS TABLE

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>AP Cost</th>
<th>Deployment</th>
<th>Replaceable?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leader</td>
<td>3</td>
<td>Italian Staging Display, Italian-occupied port</td>
<td>No</td>
</tr>
<tr>
<td>Regular Infantry</td>
<td>1</td>
<td>Italian Staging Display, Italian-occupied port</td>
<td>Yes</td>
</tr>
<tr>
<td>Light Infantry</td>
<td>2</td>
<td>Italian Staging Display, Italian-occupied port</td>
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</tr>
<tr>
<td>Marine Infantry</td>
<td>2</td>
<td>Italian Staging Display, Italian-occupied port</td>
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</tr>
<tr>
<td>Cavalry</td>
<td>1</td>
<td>Italian Staging Display, Italian-occupied port</td>
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</tr>
<tr>
<td>Camel Corps</td>
<td>2</td>
<td>Italian Staging Display, Italian-occupied port, or base</td>
<td>Yes</td>
</tr>
<tr>
<td>Composite</td>
<td>2</td>
<td>Italian Staging Display, Italian-occupied port, or base</td>
<td>Yes</td>
</tr>
<tr>
<td>Artillery (any type)</td>
<td>2</td>
<td>Italian Staging Display, Italian-occupied port</td>
<td>Yes</td>
</tr>
<tr>
<td>Engineers (non-motorized)</td>
<td>1</td>
<td>Italian Staging Display, Italian-occupied port</td>
<td>Yes</td>
</tr>
<tr>
<td>Engineers (motorized)</td>
<td>2</td>
<td>Italian Staging Display, Italian-occupied port</td>
<td>Yes</td>
</tr>
<tr>
<td>Supply (non-motorized)</td>
<td>1</td>
<td>Italian Staging Display, Italian-occupied port</td>
<td>Yes</td>
</tr>
<tr>
<td>Supply (motorized)</td>
<td>2</td>
<td>Italian Staging Display, Italian-occupied port, or base</td>
<td>Yes</td>
</tr>
<tr>
<td>Armored Car</td>
<td>2</td>
<td>Italian Staging Display, Italian-occupied port</td>
<td>Yes</td>
</tr>
<tr>
<td>Colonial Militia</td>
<td>1</td>
<td>Italian-occupied town</td>
<td>Yes</td>
</tr>
<tr>
<td>Air Support</td>
<td>2</td>
<td>Support Display</td>
<td>Yes</td>
</tr>
<tr>
<td>Naval Support</td>
<td>3</td>
<td>Support Display</td>
<td>No</td>
</tr>
<tr>
<td>Entrenchment</td>
<td>0.5</td>
<td>Hex with Italian unit</td>
<td>Yes</td>
</tr>
<tr>
<td>Convert Entrenchment to Base</td>
<td>0.5</td>
<td>Hex with Italian unit</td>
<td>Yes</td>
</tr>
<tr>
<td>Base</td>
<td>1</td>
<td>Hex with Italian engineer unit (and no entrenchment in hex)</td>
<td>Yes</td>
</tr>
</tbody>
</table>

### ITALIAN AEGEAN NAVAL OPERATIONS TABLE

<table>
<thead>
<tr>
<th>Fleet Units</th>
<th>Die Roll</th>
<th>1</th>
<th>2</th>
<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
<td>ND</td>
<td>ND</td>
<td>IN</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>NU</td>
<td>IN</td>
<td>TN</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>IN</td>
<td>TN</td>
<td>TN</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>TN</td>
<td>TN</td>
<td>DN</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td>TN</td>
<td>DN</td>
<td>DN</td>
</tr>
<tr>
<td></td>
<td>6</td>
<td>DN</td>
<td>DN</td>
<td>DN</td>
</tr>
</tbody>
</table>

**Results**

- **ND: Naval defeat**: Italians eliminate one naval unit; Italians lose 2 AP; Ottomans gain 2 AP.
- **IN: Indecisive naval action**: Ottomans gain 1 AP.
- **TN: Tactical naval victory**: Italians gain 3 AP; Ottomans lose 1 AP.
- **DN: Decisive naval victory**: Italians gain 4 AP; Ottomans lose 2 AP; Italians capture the Aegean Islands.

### AIR SUPPORT RECYCLE TABLE

<table>
<thead>
<tr>
<th>Outcomes</th>
<th>Die roll</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crash</td>
<td></td>
<td>Crash</td>
<td>Repair</td>
<td>Maintenance</td>
<td>Return</td>
<td>Return</td>
<td>Return</td>
</tr>
</tbody>
</table>

**Outcomes:**

- **Crash**: Eliminate the air support marker.
- **Repair**: Place the air support marker on the GTIR, 2 GTs later. It is received as a reinforcement on that GT (at no AP cost).
- **Maintenance**: Place the air support marker on the GTRT, 1 GT later. It is received as a reinforcement on that GT (at no AP cost).
- **Return**: Place the air support marker in the Italian Air and Naval Support Box; it can be reused this GT.

### ITALIAN ACTION POINT GENERATION CHART

<table>
<thead>
<tr>
<th>AP</th>
<th>Events Table</th>
<th>Per result</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Italian leaders on the map</td>
<td>1 each</td>
</tr>
<tr>
<td></td>
<td>Italian controlled port towns</td>
<td>0.5 each</td>
</tr>
<tr>
<td></td>
<td>Italian controlled port towns with bases</td>
<td>1 each</td>
</tr>
<tr>
<td></td>
<td>If the British are involved (optional rules)</td>
<td>2</td>
</tr>
</tbody>
</table>
## OTTOMAN EVENTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Event</th>
<th>AP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ottomans Rally! Recruit and deploy one Ottoman leader or composite unit.</td>
<td>6</td>
</tr>
<tr>
<td>2</td>
<td>Senussi Rebellion! Roll one die then recruit and deploy that number of Senussi units, plus one base. See 26.0 for additional effects.</td>
<td>5</td>
</tr>
<tr>
<td>3</td>
<td>Jihad! Roll one die, then recruit and deploy that number of Tribal units.</td>
<td>4</td>
</tr>
<tr>
<td>4</td>
<td>Continue Campaign! Recruit and deploy one Ottoman supply unit.</td>
<td>3</td>
</tr>
<tr>
<td>5</td>
<td>Irregulars Go Home! Roll one die; inflict that number of step losses on Tribal or Senussi units, any combination; (26.1).</td>
<td>2</td>
</tr>
<tr>
<td>6</td>
<td>Ottoman Government Occupied Elsewhere! Ottomans cannot recruit Turkish units this turn. Other contingents and entrenchments/bases are not affected.</td>
<td>1</td>
</tr>
</tbody>
</table>

## OTTOMAN ACTION POINT GENERATION CHART

<table>
<thead>
<tr>
<th>AP Events Table</th>
<th>Per result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ottoman Action Point Determination Phase</td>
<td></td>
</tr>
<tr>
<td>Ottoman Leaders on the map</td>
<td>1 each</td>
</tr>
<tr>
<td>Ottoman controlled oasis and port towns</td>
<td>0.5 each</td>
</tr>
<tr>
<td>Ottoman controlled oasis and port towns with bases</td>
<td>1 each</td>
</tr>
<tr>
<td>If the British are involved (optional rules)</td>
<td>1</td>
</tr>
</tbody>
</table>

## OTTOMAN RECRUITS TABLE

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>AP Cost</th>
<th>Deployment</th>
<th>Replaceable?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leader</td>
<td>3</td>
<td>Ottoman unit</td>
<td>No</td>
</tr>
<tr>
<td>Regular Infantry</td>
<td>1</td>
<td>Ottoman-occupied base</td>
<td>No</td>
</tr>
<tr>
<td>Cavalry</td>
<td>1</td>
<td>Ottoman-occupied base</td>
<td>No</td>
</tr>
<tr>
<td>Light Infantry (battalion)</td>
<td>1</td>
<td>Ottoman-occupied town or oasis</td>
<td>Yes</td>
</tr>
<tr>
<td>Composite</td>
<td>2</td>
<td>Ottoman-occupied town or oasis</td>
<td>Yes</td>
</tr>
<tr>
<td>Camel Corps</td>
<td>1</td>
<td>Ottoman-occupied town or oasis</td>
<td>Yes</td>
</tr>
<tr>
<td>Coastal Defense</td>
<td>3</td>
<td>Ottoman-occupied town or oasis</td>
<td>Yes</td>
</tr>
<tr>
<td>Engineers</td>
<td>2</td>
<td>Ottoman-occupied port town</td>
<td>No</td>
</tr>
<tr>
<td>Supply</td>
<td>1</td>
<td>Ottoman-occupied town or oasis</td>
<td>Yes</td>
</tr>
<tr>
<td>Militia</td>
<td>0.5</td>
<td>Town or oasis containing no Italian units or ZOC</td>
<td>Yes</td>
</tr>
<tr>
<td>Entrenchment</td>
<td>0.5</td>
<td>Hex with Ottoman unit</td>
<td>Yes</td>
</tr>
<tr>
<td>Convert Entrenchment to Base</td>
<td>0.5</td>
<td>Hex with Ottoman unit</td>
<td>Yes</td>
</tr>
<tr>
<td>Base</td>
<td>1</td>
<td>Hex with Ottoman engineer unit (and no entrenchment)</td>
<td>Yes</td>
</tr>
<tr>
<td>Uprising</td>
<td>0.5</td>
<td>Uprising Display</td>
<td>Yes</td>
</tr>
</tbody>
</table>

## ACTION POINT EXPENDITURE CHART

<table>
<thead>
<tr>
<th>Action</th>
<th>Phase</th>
<th>Action Expended</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recruit Units (9.0)</td>
<td>Recruiting</td>
<td>See Recruits Table</td>
<td>See Recruits Table.</td>
</tr>
<tr>
<td>Initiate a March (11.0)</td>
<td>March</td>
<td>1</td>
<td>Initiate one move-attack with one force.</td>
</tr>
<tr>
<td>Concentrate (12.4)</td>
<td>March</td>
<td>1</td>
<td>Move any number of units to a hex containing a friendly leader or friendly base. The force in the final hex may initiate an attack if adjacent to an enemy force.</td>
</tr>
<tr>
<td>Naval Move starting and ending in the Staging Area Display or port (Italians only, 20.0)</td>
<td>March</td>
<td>1</td>
<td>Move one force via naval movement; may conduct an amphibious assault.</td>
</tr>
<tr>
<td>Naval Move starting or ending in non-port coastal hexes (Italians only, 20.0)</td>
<td>March</td>
<td>2</td>
<td>Move one force via naval movement; may conduct an amphibious assault.</td>
</tr>
<tr>
<td>Rally (18.0)</td>
<td>Rally</td>
<td>1</td>
<td>Un-disrupt: All units in one sustainment supply hex, or one unit in a non-sustainment hex.</td>
</tr>
<tr>
<td>Conduct an Aegean Operation (Italians only) (27.0)</td>
<td>Aegean Operation</td>
<td>2</td>
<td>Move one or more fleet units from the Support Display to the Aegean Operation Display and check the Aegean Operation Table; then return them to the Staging Display (max one operation per turn).</td>
</tr>
<tr>
<td>Commit an Uprising Marker in combat (Ottomans only) (25.0)</td>
<td>Combat</td>
<td>0</td>
<td>Roll one die: 1–3: place marker; 4–6: no effect. Commit one air support unit.</td>
</tr>
<tr>
<td>Aerial Scouting (Italians only) Optional (31.5)</td>
<td>March</td>
<td>1</td>
<td>Roll one die: Odd: examine all units in and adjacent to that hex. Even: no effect. Then check for recycling.</td>
</tr>
</tbody>
</table>