TO: Rhys Jones, Commanding

RE: Allied Pre Game Maneuvering

Below are the pre-game decisions you need to plan the invasion. Some of these will also affect the Turk deployment.

NAVAL PLANNING

Decision: Do you "make for the straights?" If so, how many divisions do you deploy? There are three fleet divisions totaling 18 capital ships, plus minesweepers.

> Purpose: Secure additional landing beaches (see map), destroy Turk gun placements (each worth VP), and clear the straight for naval traffic (each "phase line" is worth additional VP if reached).
>
> Cost: Naval units damaged will be removed from the game and cannot be used for bombardment. Attacking the straight will alert the Turks to an impending landing.

Outcome of the naval engagements will be determined by the GM. Each phase line must be engaged separately. Attacks can be called off at any time. Chance of success of each attack is determined by: (1) Results of the mine sweepers; (2) number of ships used; (3) Number of enemy guns & mines encountered. Professional Royal Navy minesweepers have been added to your available assets, unlike the historical civilian craft. Capital ships are carrying proper HE munitions, unlike the historical munitions available.

OPERATION FREYBURG

Decision: Do you want to employ the "Freyberg" option?

> Purpose: Distract the Turks with a nighttime decoy landing.
>
> Cost: If authorized, select and remove 2 RND battalions from the game. Assign them to a NIGHT beach landing.

The Turks will be notified of a landing at the designated Freyburg beach. That landing is in fact a false landing, hopefully sowing confusion and delay in your enemy.

PRE-BOMBARDMENT

Decision: Do you wish to hit the beaches with naval gun fire prior to landing?

Purpose: Soften up enemy positions before any landings.

Cost: Select targets (a single hex) on the map and assign naval assets (a single ship) for each target. Those naval assets will remain in that sector and used by the commanders as artillery during the game.

You may assign one naval division per sector: Dardanelle Sector, Helles Sector, Gaba Tepe Sector, Sulva Sector. Within a sector, 1 ship can bombard 1 hex. If no pre-bombardment is ordered, the Turks are less likely to be alerted and may be surprised. Ships will still be available for fire support during the landings.

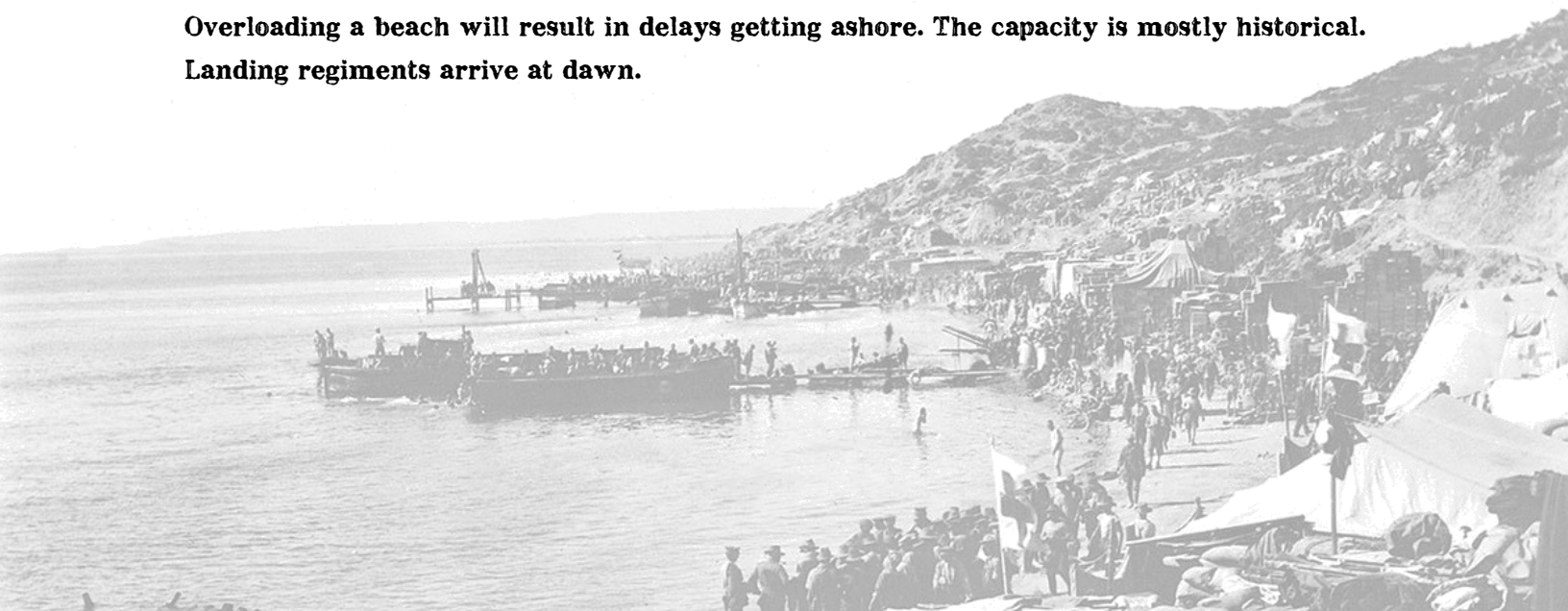
THE LANDINGS

Decision: What are the landing beaches, which regiments will land in the first wave, and who will be held for afternoon reserve?

Purpose: Plan the landing schedule.

Orders: Assign each regiment to either: Reserve status or Landing status by using the OOB below. Regiments assigned to Reserve will land in the afternoon at the discretion of the local commander, offering him flexibility. Regiments assigned to Landing will arrive in the first wave at the beach location highlighted in yellow on the map. Designate a specific beach for each Landing regiment.

25% to 50% of your regiments (12-24) must be held as Reserve, broken down as follows: British (5-10), ANZAC (5-10), French (3-6). Reserve regiments do not require a pre-determined landing beach. All beaches have a landing capacity known only to the GM. Overloading a beach will result in delays getting ashore. The capacity is mostly historical. Landing regiments arrive at dawn.



ADDITIONAL LANDING OPTIONS

#1 ANZAC Advanced Night Landing
You can land 2 regiments (must be ANZAC) early into a landing site that was NOT pre-bombarded. Night landings carry some inherent risk, but are also likely to surprise an unprepared enemy. This option does not need to be chosen.

#2: SS River Clyde
This vessel is a mobile transport for 2 regiments. These units will have guaranteed successful landing. The vessel counts as 1 unit of machine guns. Once delivered, the River Clyde is immovable.

Orders are issued by filling in the Battle Plan below. In addition to filling in the Battle Plan sheet, you are advised to write brief orders for local divisional commanders in the field. These should be concise. These are the standing orders for the division for the day. You may have the limited opportunity to reissue orders midday (when reserves are committed) or overnight, if a second day is played. Your divisional commanders are:

SIR HUNTER-WESTON (29th Division)
ARCHBALD PARIS (Royal Navy Division)
WILLIAM BRIDGES (1st Australian Division)
ALEXANDER GODLEY (ANZAC)
MASNOU (French 1st Division)

TOP SECRET

MG Hunter-Weston 25 Apr 15

Re. Landings at _____

General, upon your landing at Beach S, you are to move with haste to capture deTotts Battery in Morto Bay and await link up with the remainder of the landing force.

Ian Hamilton, General, Commanding

BATTLE PLAN SHEET

NAVAL PLANNING

Do you make for the straights? YES NO

If Yes, which divisions are committed to the naval operation?
1st Division 2nd Division 3rd Division Minesweepers

Do you authorize the Freyburg diversion? YES NO

If Yes, mark 2 RND battalions on the OOB as "NIGHT" and designate a beach for the decoy landing on the OOB.

Do you conduct pre-landing bombardments? YES NO

If Yes, assign a maximum of one division per sector by marking a sector name on the OOB.

LANDINGS

Mark the OOB to assign each regiment as Reserve or Landing. If Landing, mark a beach location. Multiple regiments can attempt to land on the same beach.

Do you authorize a special ANZAC night landing? YES NO

If Yes, mark 2 ANZAC regiments as "NIGHT" and designate a beach for the landing on the OOB.

Where will the SS River Clyde land? Mark 1 or 2 RND battalions on the OOB with "CLYDE" next to their beach landing location.

de ROBECK, commanding

FLEET ASSETS	Ships	Orders
1st DIVISION	Queen Elizabth, Inflexible, Agamemnon, Lord Nelson	
2nd DIVISION	Vengeance, Albion, Cornwallis, Irresistible, Triumph, Ocean, Majestic, Canopus, Swiftsure, Prince George	
3rd DIVISION	Suffren, Bouvet, Charlemange, Gaulois	
Minesweepers		

HUNTER WESTON, commanding

86th Brigade	Trained	Orders
	2nd Royal Fusiliers	
	1st Royal Munster Fus.	
	1st Lancashire	
	1st Royal Dublin Fus.	
87th Brigade	**Trained**	**Orders**
	2nd S Wales Borderers	
	1st Kings Own Scots	
	1st Royal Inniskilling	
	1st Border Regiment	
88th Brigade	**Trained**	**Orders**
	2nd Hampshire Regiment	
	4th Hampshire Regiment	
	1st Essex Regiment	
	5th Royal Scots Regiment	

PARIS, commanding

2nd Royal Navy Div.	Trained	Orders
	Howe Marine Battalion	
	Hood Marine Battalion	
	Anson Marine Battalion	
	1st Royal Dublin Fus.	
3rd Royal Navy Div.	**Trained**	**Orders**
	Chatham Marine Battalion	
	Portsmouth Marine Bn.	
	Plymouth Marine Bn.	
Note: SS River Clyde may carry 1 or 2 battalions above		

BIRDWOOD, commanding

1st Australian Bde.	Elite	Orders
	1st Battalion	
	2nd Battalion	
	3rd Battalion	
	4th Battalion	
2nd Australian Bde.	**Elite**	**Orders**
	5th Battalion	
	6th Battalion	
	7th Battalion	
	8th Battalion	
3rd Australian Bde.	**Elite**	**Orders**
	9th Battalion	
	10th Battalion	
	11th Battalion	
	12th Battalion	

GODLEY, commanding

ANZAC (NZ)	Elite	Orders
	Auckland Battalion	
	Canterbury Battalion	
	Otago Battalion	
	Wellington Battalion	
ANZAC (AUS)	**Elite**	**Orders**
	13th Battalion	
	14th Battalion	
	15th Battalion	
	16th Battalion	
Note: Up to 2 battalions may be noted as "Night" landings		

d'AMADE, commanding

Metro.	Trained	Orders
	175th Regiment	
	1st Bn. Zouaves	
	2nd Bn. Zouaves	
	1st Foreign Legion	
Colonial	**Trained**	**Orders**
	1st Bn. Senegal	
	2nd Bn. Senegal	
	3rd Bn. Senegal	
	4th Bn. Senegal	
	1st Bn. Marsouin	
	2nd Bn. Marsouin