ALLENBY'S BLITZKRIEG
PALESTINE 1918
2011 update - Peter Schutze

On the 19th of September 1918 British General Edmund Allenby launched the last great Horse Cavalry campaign in history. In less than 48 hours, his mainly Indian and Australian based army had totally destroyed most of the Ottoman Turkish forces opposing them. They captured a huge area of northern Palestine (now Israel) from the crumbling Ottoman Empire.

Over the next few weeks General Allenby's army, in co-operation with the Arab army under the famed Laurence of Arabia, also ejected the Turks from Jordan, Syria, and Lebanon.

The speed at which the British mounted units moved, and the distances they covered during the 48 hours and immediately afterwards, exceeded the best efforts of the Germans in any of their WW2 "Blitzkriegs." Players will be challenged in Allenby's Blitzkrieg to do as well.

1.0   INTRODUCTION

Allenby's Blitzkreig is a simulation of the main fighting of the great cavalry offensive that began just before dawn on the 19th of September, 1918. The offensive began after a brilliant deception operation that ensured the Turks were out of place.

Allenby's Blitzkrieg has been designed as a 2 player game. One player controls the Ottoman Turkish and German forces and the other the British, Australian, New Zealand, Indian and French forces.

2.0   GAME COMPONENTS

A complete game of Allenby's Blitzkrieg consists of:
- this rulebook
- One colour map
- One countersheet

Players will need to provide a six sided dice.

2.1   The Map

The game is played on a map of what is now primarily northern Israel. The map shows the militarily significant terrain features. Each terrain type has its own effect on movement, combat, and victory. To regulate game functions, the map has a hexagonal grid superimposed on it. The hexes are numbered for setup and recording of unit positions.

2.2   The counters

The counters consist primarily of military units, with some playing aid makers.

The military units represent the actual combat formations that took part in the campaign. Printed on a military counter is information such as the unit ID, unit type, and combat strength.

The military forces of both sides can be distinguished by the way the unit type is shown and coloured:
- British units have icons (except for HQ units and Garrisons, which have NATO style box symbols) with backgrounds in shades of green.
- Turkish units have NATO style box symbols with backgrounds in shades of blue and purple (the Germans are grey).

Playing aid markers are counters used for various game purposes such as showing the current game turn.

2.3   Unit scales

British Empire (and their French allies) units are based around brigades and attached assets such as artillery.

Turkish units are divisions unless otherwise designated with their ratings adjusted to reflect how understrength they were at the time.

Aircraft units on both sides represent squadrons.

3.0   TERMS AND ABBREVIATIONS

British: British military units for the purposes of the game include all British, French, Australian, New Zealand and Indian formations unless otherwise stated. Many of the troops depicted in the game originate from India (which included Pakistan and Bangladesh) and Australia. Some units are marked with their national flag in cases where they formed discrete units of that nationality.

Turks, Turkish: Turkish military units for the purposes of the game are all Ottoman Empire forces. These forces including the ethnic Turks (Anatolians in the terminology of the day), mixed German/ Turk units and units primarily made up of Syrians and other "Arabs".

Note: one of the four German units includes a small Austrian artillery group. These four units will be referred to as the German units only where necessary to distinguish them from the rest of the Turkish forces.

HQ, GHQ: Headquarters, General Headquarters units

d6: a six-sided die.

Stack: one or more units in the same hex

Unrelated: These are units that are not part of the same military formation.
• Units with different coloured boxes (Turks) or stripes (British)
• Units at Group level (ie without coloured boxes / stripes) but with different coloured backgrounds.
• Units at Command level.

Military Formation Size Symbols

XXXXX	Army Group
XXXX	Army
XXX	Corps
XX	Division
X	Brigade
III	Regiment

NATO symbology
Cavalry are shown as a box with a diagonal line through it
Infantry are shown as a box with a cross through it
Artillery are shown as a box with a dot in the centre

4.0   KEY CONCEPTS

4.1   Zones of Control (ZOC)
Cavalry units of both sides and the British Armoured Car unit have a ZOC. Zones of Control are only active during the Operations phases. ZOC's only extend into hexes that the owning unit could move to. The presence of friendly units in a hex containing an enemy ZOC does not negate the ZOC.

Units must cease moving when they enter any of the 6 hexes adjacent to these types of enemy units. They may also help create a concentric assault (9.2.1) during combat.

4.2   Command, Group and Formation
The military forces of both sides are organised as three level hierarchies.

The Historical setup chart has been organised to reflect these three levels of organisation.

4.2.1   **Command**
At the top of the hierarchy is the Command level, with units such as the aircraft, Turkish Yiderim HQ and British garrisons being at this level. These units are not marked to indicate lower level affiliations.

4.2.2   **Group**
Below the Command level is the Group level, Army for the Turks or Corps for the British. All units of a particular Group level share the same background colour.

4.2.3   **Formation**
The lowest of the 3 levels is the Formation level, indicated by the coloured box (Turkish) or stripe (British). For the British these are sometimes also referred to as divisions, see (4.6).

4.3   Casualties
The Turkish units are flipped to their rear side when disrupted. The disrupted side is marked with either an A or B or is blank.

Turkish units are eliminated when:
• Unit is disrupted and the rear side is blank
• A disrupted unit is subjected to another disruption
• Unit is subjected to an elimination result
• Unit is forced to retreat off the map

The British units have their type indicator on one side for use during setup. Individual British units ignore disruption results. All disruption results suffered by British units need to be recorded by the Turkish player on a piece of paper. These disruption results will be tallied at the end of the game and used in victory determination.

British units are eliminated when:
• Unit is subjected to an elimination result
• Unit is forced to retreat off the map

Eliminated units are removed from the map.

DESIGN NOTE: Eliminated units cease to be capable of fighting as an organized combat formation. It does not mean everyone is killed or wounded when the unit is eliminated. Especially in this campaign, the majority of Turkish casualties were due to surrenders.

4.4   Stacking
There is no limit to the number of units that can stack in a hex. A stack can grow or shrink during a turn, for example during movement or as a result of retreat.

The following limits apply to the calculation of combat factors in attack or defense:
• one formation and one unrelated unit
• one formation and all related group level units
• unrelated units with a maximum combined total of 5 Combat factors.

Reminder: Rule 3.0 contains the definition of unrelated units and Rule 4.2 the definition of formations

4.5   Dummy Units
During setup, these units represent the deception plan used by General Allenby. Later they represent the continuing massive confusion on the part of the Turkish forces. This was due to the shock of the attack and the paralysis of the Turkish command and communication facilities.

4.6   British Divisions
The British player is provided with several Division markers to aid in deception during setup and to reduce counter stacking density. Division markers can be substituted for all of its component units at any

time, provided all the surviving component units are in the same hex.

When a division marker is removed from the map, the surviving component units are placed in the hex the Division marker was removed from.

The Division markers have no strength of their own. The division's strength is determined by combining the strength of the surviving component units. Stack the surviving divisional component units somewhere convenient off map while the Division marker is being used.

4.7   British Garrisons

There are several garrison markers, which are obtained by removing a combat unit at the end of any British operations phase and taking a number of garrison units equal to the removed unit's combat value.

Garrison units can be placed in British occupied towns within 6 hexes of the removed unit's location provided the garrison could "move" there through six or less hexes while obeying the movement (8.0) and ZOC (4.1) rules. This is the only time a Garrison unit can voluntarily "move".

Garrisons can not be recombined to reform any of the removed combat units.

NOTE: Turkish garrisons start the game already set up

4.8   Control

Control of the red named VP towns is important during the VP calculation phase.

The British player maintains control of a hex only by occupying it with a unit. The Turkish player controls any hex that is not garrisoned by a British unit.

DESIGN NOTE: below the scale of the game is the civil administration controlling the populace. The British player is temporarily substituting Military Police and troop garrisons for the current Turkish administration. If there are no British troops, the Turkish administrators come back out of hiding. There is no guerilla warfare on behalf of the Turks because they were not that popular. The Turkish civil administrators could cause serious annoyance by exercising their control when the British weren't around.

4.9   Strongest unit

Determining the strongest unit is necessary when resolving combat. When there are several units with the same combat strength occupying the same hex the strongest unit is determined as follows. When there are still two units that qualify as the strongest, the owning player decides.

4.9.1   **General priority**
Of highest priority is the status of the unit
- Undisrupted units
- Disrupted units
- Garrisons
- Turkish fragments

4.9.2   **Unit type**
Next priority is the unit type
- Unit is cavalry
- Unit is artillery
- Unit is infantry
- Unit is a HQ

4.9.3   **Turkish disrupted units**
"A" units are stronger than "B" units within the type of unit listed above.

4.10   Turkish Fragments

The Turkish player can place one fragment marker for every three full strength (ignore disruption effects for this purpose only) infantry and / or cavalry combat factors eliminated during an attack.

These fragments must be placed, with a maximum of one per hex, in the hexrow immediately north (towards xx01) of the last eliminated unit, obeying the retreat rules as closely as possible.

There can only be a maximum of 9 fragment units on the map, at any one time.

5.0   TURN SEQUENCE

This turn sequence is repeated until one side wins an automatic victory (11.3, 11.4) or seven turns have been completed, at which point victory (11.5) is determined and the game ends.

1. British Artillery and Air Attack
2. Turkish Artillery and Air Attack
3. British army operations phase
4. 1st Turkish Group operations phase
5. British Cavalry unit operations phase
6. 2nd Turkish Group operations phase
7. British army operations phase
8. 3rd Turkish Group operations phase
9. Recover from disruption
10. VP calculation

6.0   ARTILLERY AND AIR ATTACK

At the start of each turn, undisrupted artillery units and all available air units can each participate in a bombardment attack against an adjacent enemy stack.

This bombardment attack is separate and unrelated to artillery units being able to undertake actions in other phases of the turn.

6.1 Air unit availability

At the start of the British Artillery and Air Attack phase, the British player rolls one die and consults the air unit table to determine the number of air units available to either player, if any. Air units are placed on the map immediately and removed at the end of the bombardment phase.

If the result calls for a number of British units, these are drawn randomly from the four units available in the counter mix.

DESIGN NOTE: Historically the British attacked all four Turkish airfields, destroying a large portion of the Turkish air force at the start of the battle. By maintaining standing patrols over the airfields for most of the period covered by the game, they suppressed any survivors.

The random nature and short duration of air unit availability reflects the uncertainty surrounding how many aircraft could be spared from these duties.

6.2 Bombardment Procedure

A hex can only be subjected to one bombardment attack per turn.

A maximum of four Artillery and/ or Air units, which are adjacent to both each other and the targeted stack, may combine their attack strengths.

Total the attack strength of the bombarding units. Roll one die and add the number of defending units in the targeted stack. Cross-reference these two numbers on the Bombardment table to determine the result of the bombardment and apply the result immediately.

6.3 Bombardment results

D = The strongest unit in the target hex is disrupted. Other units in the hex are unaffected

E = The strongest unit in the target hex is eliminated. All other units in the hex are disrupted.

* = All units in the hex are eliminated

Bombarded units can voluntarily retreat 1 hex, as per rule (9.3.1) after applying all other effects.

7.0 OPERATIONS PHASE

Each player has several operations phases in which to move or attack with some or all of their units.

The decision whether to move or attack is made at a Formation level, not separately for each unit. Units that are not part of a Formation (ie those at Command

and Group level) decide individually which action to take.

Before starting their action, the player must indicate whether movement or combat actions will be resolved first during the current phase. As each set of units resolves their action, rotate them 90 degrees as a reminder that they have completed their action for the phase.

7.1 British Phases

The British player has two "army" phases where each unit in the army can either move or participate in a combat. The British player also has one "cavalry" phase where only cavalry units and the Armoured Car can either move or participate in combat. British units therefore have two and for cavalry, three, actions per turn.

7.2 Turkish Phases

The Turkish player also has three phases but is limited to using the units of a single Group in each of these phases. Thus Turkish units each only have one action per turn.

Reminder: The 4 German units and the Turkish GHQ units (pale blue) do not belong to any Group formation. Each individual unit can take its action in any one of the Turkish Group Operations phases.

7.3 Disrupted units

7.3.1 MP / Combat strength determination

Each disrupted unit must roll individually each time it needs to determine either its Movement Allowance or Combat Factors.

For 'A' units, an odd result gives 1 point and an even roll gives 2 points.

For 'B' units, an odd result gives 0 points and an even roll gives 1 point.

7.3.2 Action required

If a Turkish disrupted unit is not participating in an attack, it must take a move action. No other units are required to take an action.

DESIGN NOTE: The requirement that disrupted units take a move action if not participating in an attack is designed to stop them being left as "speed humps" and more accurately simulate the stream of disorganized units flowing north throughout the period covered by the game.

8.0 MOVEMENT

In the appropriate phase, each unit can either move using these rules or attack using the rules for Combat (9.0).

8.1 Movement Allowance

A full strength / revealed unit's movement allowance is the right hand number on the counter. British units with their type indicator showing will only have a Movement allowance. Disrupted Turkish units have their Movement Allowance determined each phase in accordance with (7.3.1)

A unit's full movement allowance is available and 'renewed' each movement phase. A unit is not required to expend its entire Movement Allowance in a movement phase but it may not expend more Movement Points than provided by the unit's Movement Allowance. Movement Points may not be saved for use in future phases, or transferred to other units.

8.2 Expenditure of Movement Points

For each hex entered, a moving unit must pay the number of movement points listed on the Terrain Effects Chart. The most expensive cost within the hex is always used, except when using the roads. Road movement cost is applied when a unit enters a hex via the hexside the road traverses.

A unit may continue to move from hex to adjacent hex, expending movement points up to its Movement Allowance.

A unit must cease moving for the phase when entering a hex in the ZOC (4.1) of an enemy unit. There is no additional movement cost for leaving an enemy's ZOC.

8.3 Dummy units

Dummy units move normally. Those dummy units marked as Cavalry will exert a ZOC on moving enemy units. By forcing the enemy unit to stop the Cavalry unit will be flipped thus revealing that it is a dummy unit. Once revealed the dummy unit is removed from the map.

8.4 Disrupted Turkish units

Disrupted Turkish units determine their movement points for the current phase individually using the same chart as for their combat strength.

A Disrupted unit must move towards either the top of the map or their nearest related headquarters unit. They may not move adjacent to an enemy unit unless that particular hex is the only way they can move towards either of their two goals.

8.5 Garrison / fragment units

The Garrison units and the Turkish fragment units have a movement rating of 0. These units can only move due to retreats.

9.0 COMBAT

9.1 Procedure

After applying any modifiers due to terrain and the following special cases, total the strengths of both sides. After dividing the attacker's strength by the defender's strength, round the result down to match one of the odds ratios on the Combat results table. The attacker then rolls one die and cross-references this against the calculated odds ratio to determine the result.

9.2 Modifiers

9.2.1 Concentric Assaults

If a defending stack is surrounded by a combination of enemy units, impassable terrain and Zones of Control, the attacker is said to be conducting a concentric assault. When determining the effects of the combat on the defending stack, use the odds ratio column one higher (right) of the determined odds ratio. The original odds ratio column is still used for determining any effects on the attackers.

EXAMPLE: A British stack is in hex 1513 and being attacked by various Turkish units in 1512, 1612 and 1514. The British force is surrounded by rivers (without roads) on 3 sides and the Turkish units are attacking from the other 3 sides, thus this is a Concentric Assault.

9.2.2 Artillery support

Defensively, each Artillery unit can add its strength to any one adjacent combat involving a unit of their formation. Offensively, Artillery units participate in an attack like any other unit (i.e. the artillery unit must be adjacent to the defender).

9.2.3 Dummy Units

Dummy units have no combat strength and are automatically eliminated by any attack.

A stack that has declared an attack on a dummy unit can not alter its action for the phase.

9.2.4 Disrupted units

A disrupted unit must re determine its combat value each time according to rule (7.3.1)

9.2.5 Artillery alone vs. Cavalry

Any stack consisting entirely of artillery units defends with a total combat value of one, when attacked by a pure cavalry force.

9.3 Combat Results

The results of combat are the same as for bombardment (6.3) but with the addition of mandatory retreats.

9.3.1 Retreat

Some combat results require the defender to retreat. This is a special form of movement allowed during

combat. If an "R" is included in the combat result, the defending stack must vacate its hex.

The hex retreated into must be adjacent to the vacated hex, free of enemy units, contain land and must not cross an all water hex-side, including rivers without a bridge.

If there is no eligible hex for the unit to retreat into, it is eliminated.

Enemy ZOCs only effect retreats if the attack was a concentric assault (9.2.1). A maximum of two units may retreat into a hex containing only an enemy ZOC when subject to a concentric assault.

Retreating units may retreat into the hex of friendly units that have not yet been attacked. Rotate them to face in a different direction from the original units to distinguish them. If these other units are then attacked in the same phase, the retreated units can not participate in the defence but will share the combat result.

9.3.2   Advance after Combat

This is a special type of movement permitted during combat. If the elimination or retreat of enemy units vacates a defending hex, attacking units may move into the vacated hex. This move is useful in breaching a defensive line. Unlike retreat, which is mandatory, an attacker may choose not to advance after combat.

10.0 RECOVERY FROM DISRUPTION

Only the Turkish player attempts recovery from disruption, as British units are not affected by disruption results (4.3)

10.1 First recovery

Disrupted Turk "A" units recover on roll of 1-3 on a d6, while disrupted Turk "B" units recover on a roll of 1-2 on a d6. This roll is made separately for each unit.

10.2 Second Recovery attempt

An undisrupted headquarters unit can allow all related units of its formation, in the same hex and hexes adjacent to it, to attempt a second recovery roll.

Using this option automatically disrupts that headquarters unit.

For this purpose only, treat the Yiderim HQ as being related to all Turkish units.

11.0 VP CALCULATION

Victory points earned during the game can be recorded on the Turn and Victory Point track using the counters. If the scores grow too high, show the difference in scores (i.e. British 21 vs Turkish 6 could be shown as 15 British).

11.1 VP Towns

Each turn, the side controlling each VP Town scores a Victory Point for that town. VP towns have red capitalized names.

11.2 Casualties

Victory Points are also scored at the end of the game for the elimination of enemy units:

The British player scores 1 point for each Turkish HQ and each Turkish artillery unit eliminated.
The Turkish player scores one point for each British unit eliminated. For this purpose, every 5th disruption (round down) scored on British units counts as one elimination.

The British player also loses 7 VP on any turn when at least 1 Turkish unit is not eliminated.

DESIGN NOTE: this 7 point penalty is designed to both encourage aggressive British play and stop totally unhistoric play such as malingering to build up the British VP tally for holding VP hexes.

11.3 Automatic Turkish Major Victory

The Turkish player automatically wins the game if the Turkish forces control 2 or more Victory Point towns at the end of turn 6.

11.4 Automatic British Major Victory

The British Player automatically wins the game if British forces control all towns (not just the VP towns) at the end of any turn.

11.5 Victory Determination

If the game does not end in an automatic victory, the player with the highest VP total wins a minor victory.

12.0 SCENARIOS AND SETUP

Turkish units may never be set up below (in the direction of 0117) the trench line. British units may never set up in a trench line hex or above the trench line.

12.1 British Dummy units

The British may setup all of their dummy units with, or adjacent to, a real unit.

12.2 Historical setup

Refer to the Historical setup chart for specific setup hexes.

Not all units of either army are given a specific setup hex. Those units that do not setup in a specific hex, begin adjacent to any of the other units in their setup block.

12.3 Free setup

a) Set up Turks in listed hexes, retaining units without setup hexes off map

b) Place all of the units comprising the British XX and XXI Corps. Then place as many dummies as desired and up to half the units in the DMC and Chaytor force.

c) Allow the Turks to move all units up to their MP Value and then place those units without setup hexes.

d) Place the remaining British units.

12.4 No Lawrence of Arabia

While the game does not include Lawrence of Arabia it is possible to simulate the effects of his campaign not occurring. If Lawrence and his Arab followers weren't siphoning off Ottoman troops as garrisons against their depredations the Ottoman forces would have been stronger.

Also without the political bargaining that resulted in France being promised Lebanon, it is unlikely they would have detached even the token force they did from the Western Front.

- Swap all the Turkish optional units for their stronger counterparts in the setup
- Remove the two 'Det Franc' units

12.5 Proceed with the forces at hand

General Allenby did a reasonable job of ensuring his forces had enough of an advantage to win the fight. Besides co-operating with Lawrence's force, he was able to ensure units were brought back fairly close to full manning. There were many strategic and political considerations which could have prevented this from occurring.

- Swap all British optional units for their weaker counterparts

12.6 A fair fight?

Combining the changes from 12.4 and 12.5 will make the contest far closer and more savage. In most cases the Turks will still come close to being swept from the board,

Scoring an Automatic British Major victory in this scenario is either a masterful achievement (or your rolls were as bad as mine as the Turkish player)

Designers Notes
When I first started researching the end of the war against the Turks I was very surprised at the lack of recognition this final campaign receives in Australia. Fortunately this has improved over the last decade, along with the general upsurge of interest in Australia's history.

A big part of my motivation for designing the game was to highlight the incredible efforts of the allied force, especially the horsemen, in this campaign which has unfortunately been overshadowed by "Lawrence of Arabia". In the earlier versions I gave no real thought to reflecting his absence within the game which has now been rectified with the inclusion of several variant set-ups.

One thing that may surprise players is the contrast between the situation on the map and the actual winner of the game. Most games will end with the British dominating the map as they did historically. There isn't much chance that the Turk player can prevent this, even with the variant setups. if the game design was to stay reasonably true to history. The Turks job reflects that of his historical counterpart, he must delay and bleed the British for strategic benefits outside the scope of the game.

13.0 CREDITS

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HISTORICAL SETUP HEXES

Turks
Command:
HQ Yiderim   1202
Germans (4)   any/all of 0812, 0913, 1013
Garrisons set up in the town of the same name
Yiderim artillery

4th Group:
HQ 4th   1815
3rd (Cav)   1414
6th (Cav)   1514
8th (Cav)   1614
4th Artillery
Formation A:
HQ VIII   1816
48th   1516
Comp   1615
Circ (Cav)   2016
Cauc (Cav)   1616
MMI   1617
VIII artillery

7th Group:
HQ 7th   1211
7th artillery
Formation A:
HQ III   1113
1st   1114
11th   1214
III artillery
Formation B:
HQ XX   1414
24th   1415
26th   1314
53rd   1315
XX Artillery

8th Group:
HQ 8th   0809
46th   0713
8th Artillery
Formation A:
HQ XXII   0711
7th   0410 or 0511
20th   0611 or 0612
XXII Artillery
Formation B:
HQ Asia   1012
16th   0914
19th   0911
Asia artillery

British Empire
Command:
No ground units

XXI Group:
HQ XXI   0314
XXI artillery
Separate formations:
75 Div (purple)   0613
3 Ind (red)   0613
Det Fr (purple)   0813
54 Div (lite grn)   0714
60 Div (yellow)   0411
7 Ind (brown)   0512

Chaytor Group:
HQ Chaytor   1417
20 Ind
Indep
Formation A:
ANZ (gold)   1517

DMC Group:
HQ DMC   0314
Cars
DMC artillery
Separate formations:
4 Cav (blue)   0413
5 Cav (red)   0412
ALH (green)   0313

XX Group
HQ XX   0517
XX artillery
Separate formations:
10 Div (lime)   0915 and/or 1014
53 Div (yellow)   1115 and/or 1215

Note that the separate formations consist of several units. Some of these formations have Division markers that can be used instead of placing the individual counters on the map.