

1ST BATTLE OF GAZA 1917 UNDEFINED - UNDEFINED UNDEFINED

MEDITERRANEAN FRONT SO NEARLY A VICTORY, BRITISH/COMMONWEALTH COMMAND LET DOWN BY POOR COMMUNICATIONS.



Setup order	
1	x12
2	x18
3	x7
4	x1
5	x2
6	x5
7	x4
8	x2
9	x2
10	x4
11	x9
12	x1
13	x15
14	x9

Historical Background

The first British attempt to take the town of Gaza from the Turks in 1917 as a prelude to further advance into Palestine.

Briefing

British/Commonwealth, take the town of Gaza which you believe is lightly held, you are aware that Turkish reinforcements may arrive a cavalry screen is just off board to hinder/warn you of these units arrival. Both sides may use the "Move it" rule from Memoir 44. British/Commonwealth 6 command cards, 8 HQ markers 3 combat cards move first.

Turkish, hold on to Gaza, 5 command cards, 5 HQ markers 2 combat cards. 3rd & 16th divisions are 9 infantry units & 3 artillery units strong

All units are approximately equal to one battalion

Conditions of Victory

British/Commonwealth get one temporary victory point for each unit occupying Gaza. Victory on 8 medals.

Special Rules

Barbed wire markers represent cactus hedges which can only be removed by artillery fire. All Available artillery is on the board for the British. Turks must throw, on the play of each third card, 1 D6 each for the arrival of the 3rd and 16th divisions, on a 6 they may start to arrive, the 3rd on the road nearest the Turkish baseline going into Gaza, the 16th on the road on the Turkish left near the British baseline. If at any time a double is thrown the Turkish XX Corps artillery may be used as strength 3 off table support. British are time limited Turks may use a recon card for a victory point instead of taking two cards and discarding one. The British armour unit is an armoured car unit, treat as Whippets. Cavalry are move 3 combat (3)-2-1, may evade close combat being attempted by infantry moving in any direction away from the infantry, infantry throw the normal dice but hit only on a burst all other scores ignored. The British heavy artillery (60pdrs) move or fire, combat (3)-3-3-2-2-1-1, beyond 8 hexes may be used as off table artillery strength 2. Wadi/Escarpment is an obstacle to movement when crossing unit halts on and moves off when subsequently ordered. Ergs are soft sand, only infantry may move through at 1 hex and no battle. Turk trenches are shallow, treat as craters. Play of Probe (move 2 units one section), Recon (move 1 unit one section) or Advance (move 3 units one section) use Memoir 44 move it rule where an additional 2 units any section may move but not battle.