

**ANZAC**  
**25<sup>th</sup> April 1915**  
**(Gallipoli)**

*A Rapid Fire 2 scenario V1.0 (25/4/09)*  
*By Brad Smith*

**Background**

At 4.30am on the 25<sup>th</sup> April 1915, the first wave of the Australian 3<sup>rd</sup> Infantry Brigade landed around Ari Burnu on the Gallipoli peninsula. Elements of the Ottoman 27<sup>th</sup> Regiment fought a delaying action as follow up waves landed during the morning and by 11am several ANZAC (Australian & New Zealand Army Corps) brigades had landed. Mustafa Kemal, commanding the Ottoman 19<sup>th</sup> Division, gathered several battalions for a desperate effort to deny the critical high ground to the Allies.



**ANZAC forces advance near and around "The Nek" onto their final objective at "Battleship Hill"**  
(figures from collection of Brad Smith, photos by Ian Fainges)

**The Wargame Scenario**

The game is played on an 8' x 6' table and is 8 moves long. The Allies move first but all Ottoman elements start on reserved fire. All forces start deployed.

There is no soft cover on the battlefield. Crawling troops are treated as being in soft cover but, due to the prevalent waist high scrub, cannot fire and are subject to a -1 modifier when attacked in close assault. Movement by elements (other than OPs and snipers) moving between different elevations move at a maximum of 4". This applies whether ascending or descending. Pack horses/mules move at the infantry movement rate.

Due to the lack of cohesion resulting from the haphazard landing, Allied infantry test moral by company instead of battalion. Each company has a CO and all the usual modifiers apply (with the exception of the "parent formation CO" modifier).

Indian mountain guns are treated as "super light" (i.e. fire at 6pts on table 4) The guns may only fire in the same mode (i.e. direct or IDF) and at the same target in any one turn. The guns must also remain within 1" of each other at all times.

Points are awarded for eliminating enemy forces (by destruction, rout or surrender) as follows:

Light / field gun	8 points
Super light gun	6 points
Infantry	1 point

To win the Allied forces must obtain at least 140 casualty points AND have at least 30 infantry east of the line A-B. To win the Ottoman forces must inflict at least 140 casualty points and ensure that there are no Allied forces on Battleship Hill. If both sides achieve their objective, or neither side does, it is a draw.



**26<sup>th</sup> Indian Mountain Battery positioned near the beaches to support the landing of ANZAC troops to the high ground**

**Allied Order of Battle** - all regular except as stated below  
 Elements of 14 ANZAC battalions portrayed generically as follows:

5 x HQ companies (4 x Australian and 1 x New Zealand) - each CO + 7 figures including MG (test @ 4 casualties)

24 x rifle companies (18 x Australian and 6 x New Zealand) - each CO + 7 figures (test @ 4 casualties)

**[on-board artillery]**

26<sup>th</sup> Indian Mountain Battery      2 x "super light" guns (6 points table 4) pack mules, 8 figures, OP team

**[naval-support]**

2 x NOP teams

**Allied scenario rules**

Allied forces start as per the map. Australian troops are rated elite for close assault (only when attacking) and are rated poor for suppression tests. In an Allied turn, each Naval OP (NOP) may attempt to call in battleship fire support (BFS). Battleship fire is at 12 points on table 5. Roll a D6 and on a 5 or 6, BFS is available to that NOP in that turn. BFS is then resolved in the same way as IDF (including connection tests, friendly fire and suppression).

The Allied player moves second.



**ANZAC and Turkish forces contest "Battleship Hill" on the last turn**



**Turkish troops counter-attack in an attempt to throw the ANZAC forces back into the sea**

**Ottoman Order of Battle** - all regular  
Elements of 27<sup>th</sup> & 57<sup>th</sup> Infantry Regiments

27<sup>th</sup> Regimental HQ      CO + 2 figures

2 x sniper teams (one each located with 1<sup>st</sup> & 3<sup>rd</sup> Battalions but NOT part of their ORBATs)

27<sup>th</sup> Regimental MG Company      2 x MG, 6 figures

1<sup>st</sup> Battalion, 27<sup>th</sup> Infantry Regiment (test at 20 casualties)

HQ                                      CO + 7 figures  
4x rifle companies                each 8 figures

3<sup>rd</sup> Battalion, 27<sup>th</sup> Infantry Regiment (as per 1<sup>st</sup> Battalion, 27<sup>th</sup> Infantry Regiment)

57<sup>th</sup> Regimental HQ      CO + 2 figures

57<sup>th</sup> Regimental MG Company      as per 27<sup>th</sup> Regimental MG Company

1<sup>st</sup> Battalion, 27<sup>th</sup> Infantry Regiment (as per 1<sup>st</sup> Battalion, 27<sup>th</sup> Infantry Regiment)

2<sup>nd</sup> Battalion, 27<sup>th</sup> Infantry Regiment (as per 1<sup>st</sup> Battalion, 27<sup>th</sup> Infantry Regiment)

**[on-board artillery]**

3 x field batteries                      each 1 x field gun, pack mules, 4 figures, OP team  
1 x mountain battery                light gun, pack mule, 4 figures, OP team

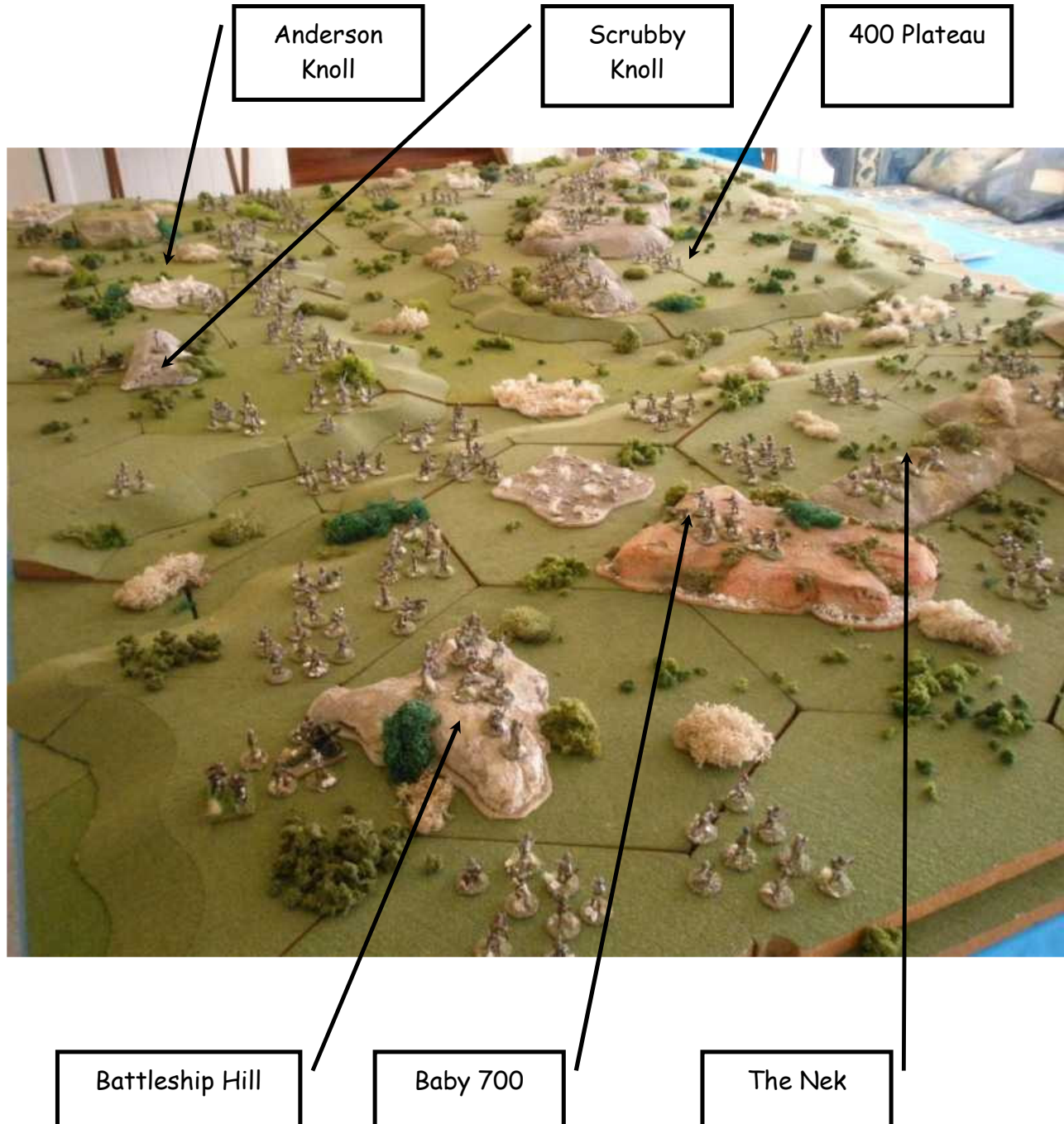
**[off-board artillery]**

1 x howitzer battery                    howitzer gun, OP team

**Ottoman scenario rules**

Ottoman forces start as per the map with troops deployed and on reserved fire. Ottoman snipers are treated similarly to OP teams. Where snipers are forced to move, they cannot fire in that turn. Snipers have a range of 24". They must nominate a specific, single figure target (which may be a CO) before firing. Field of fire to the target is not blocked by other figures of the same element. To hit, throw a D6 and the score needed is a 4, 5 or 6 (5 or 6 if crawling). Snipers are not included in, and are unaffected in any way by, morale and suppression tests. The Ottoman player moves second.

"Birds-eye" view of the battlefield - refer to the map on the next page for details.



ANZAC cove is at the right of the shot. The Turkish high ground is to the left.  
(Base terrain is Geo-Hex with some purpose built pieces by Ian Fainges)

#### Sources

The Battle of Anzac Ridge - An Anzac Victory - 25<sup>th</sup> April 1915 (Peter Williams)  
25 April 1915 (David Cameron)

Anzac - The Landing (Stephen Chambers) Battleground Gallipoli series

Official History of Australia in the War of 1914-18 - volume I (Charles Bean)

[http://www.awm.gov.au/histories/first\\_world\\_war/volume.asp?levelID=67887](http://www.awm.gov.au/histories/first_world_war/volume.asp?levelID=67887)

Interactive Tour of the First Day at Gallipoli

<http://www.abc.net.au/innovation/gallipoli/>

# Battle Map: Gallipoli

