

Ottoman Sunset

The Great War
in The East:
1914-1918

Rules of Play

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Introduction

After many years as the “Sick Man of Europe,” the Ottoman Empire finally attempted to reform and modernize toward the end of the 19th Century. Ironically, these efforts convinced restive groups along the periphery of the Empire, such as the Greeks, Romanians, and Bulgarians, to either assert their independence or expand their national boundaries.

Meanwhile, the Empire’s weakness enticed other Imperial Powers to seize Ottoman territory, both formally and informally through proxies. Even before the Great War erupted, the Ottoman Empire had been reduced to a shadow of its former self, controlling only its core territory in Asia Minor, the Levant, the Hejaz (“the Arabian Coast”), Mesopotamia, and a sliver of European territory.

As the Empire crumbled, the military-political leadership of Turkey was taken over by the **Committee of Union and Progress** (or “CUP”), better known in the West as the “**Young Turks**.” They sought to restore the standing of the Empire.

When the war in Europe broke out in 1914, the Ottoman Empire agreed to provide shelter to the fleeing German battleship Goeben, in accordance with secret diplomatic protocols. The ship was renamed Yavuz and integrated into the Ottoman Navy, offending the British, who then refused to deliver newly ordered Turkish battleships. When the Turko-German Fleet bombarded Russian forts in the Black Sea, the Ottoman Empire’s entrance into World War I was complete.

The Ottoman Empire entered the war with the lofty strategic goal of reestablishing its empire, but quickly was reduced to defending its core against far-flung British-led forces, Russian armies, and a Hashemite Arab revolt. Pressure to support ongoing campaigns on other fronts, including with Austria against Romania in the East, against Italy in the Isonzo, and of course the draining stalemate of the Western Front, also had an impact on the Middle-Eastern theater. Like Austria-Hungary, the Ottoman Empire soon needed direct German aid just to remain in the conflict.

Despite early victories at Kut and Gallipoli, by October 1918 the Turks had taken all they could and surrendered.

As the leader of the Young Turks, can you keep the Ottoman Empire alive despite the struggles of the Great War and achieve victory where your historical counterparts failed?

Ottoman Sunset is a stand-alone game in the States of Siege series. It seeks to recreate World War One in the Middle East, with the player in control of the Ottoman Empire. Using the Empire’s limited resources, you must respond to a series of historical events, both favorable and unfavorable, and hold off invaders on multiple fronts.

To win, you must survive until the end of the war, while defeat can take many different forms from military disaster to the (historical) collapse of the nation’s will to keep fighting.

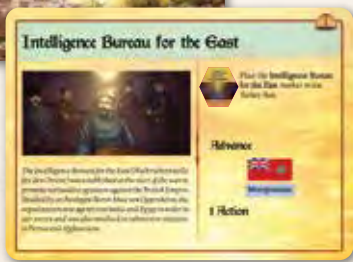
The Combined Game

Ottoman Sunset has a companion game titled *Hapsburg Eclipse*, depicting the struggles of Austria-Hungary, Turkey’s ally in the Central Powers. If you have both games, you can play a Combined Game, either as a two-player cooperative or a larger two-front solitaire game. See 10.0 *The Combined Game* on page 27 for the rules you will need to combine both games.

Game Equipment



1 Game Board (Map)



1 Die

50 Event Cards

4 Setup Cards



60 Tokens



1 Rulebook

Setting Up the Game

The Grand Campaign

1. Place the **Mesopotamia Front** on the 5 space of the Mesopotamia Track with the **Townshend** side showing (Battle Value 3).
2. Place the **Sinai Front** on the 6 space of the Sinai Track with the **Murray** side showing (Battle Value 3).
3. Place the **Caucasus Front** on the 5 space of the Caucasus Track with the **Dashkov** side showing (Battle Value 2).
4. Set aside the other Front counters for now. These may enter play later.
5. Place the **National Will** marker on the 0 space of the **Turkish National Will Track**.



8

8



- Keep the **Minefield**, **Gun Emplacement**, **British Fortitude**, and **U-boat** markers near the Narrows Display.
- Put the **Battle**, **Intelligence Bureau for the East**, and the **Resource/German Staff** and all remaining markers nearby in a convenient location.
- Divide the **Event** cards by Epoch (**Morning**, **Mid-Day**, and **Dusk**). Shuffle the **Morning** cards and create a face-down **draw deck**. Leave the other two decks to the side for now: they may enter play later.

CAUCASUS FRONT
+2 VPs if this Front is closed at the end of the game

MESOPOTAMIA FRONT

ARAB FRONT

Turkish National Will Track
NEW VALUE = VICTORIES - DEFEATS - ENEMY

DEFEAT	-3	-2	-1		1	2	3	4	5+
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4

3

2

3

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The Map

The game board depicts the Near East as it was during the First World War. The Ottoman capital of **Constantinople** is at the center of six paths called “Fronts” that radiate outward: **Salonika**, **Gallipoli**, **Caucasus**, **Mesopotamia**, **Arab**, and **Sinai**. Various insets and boxes are also present to help you organize components and track important gameplay conditions.

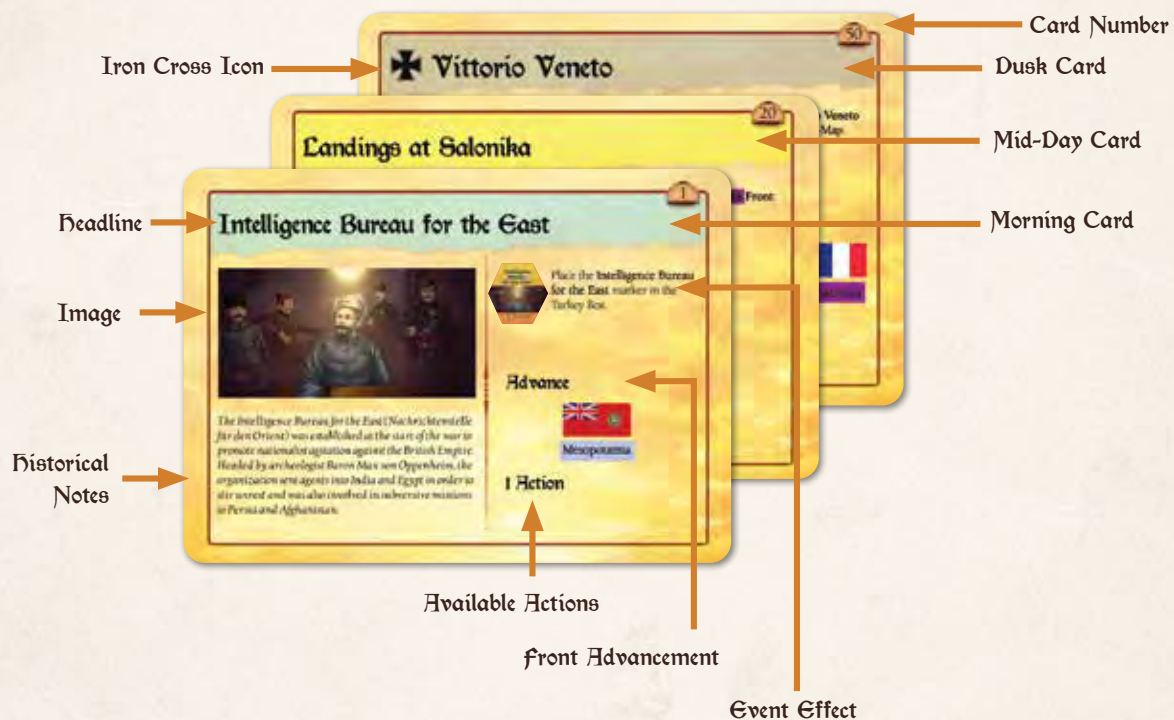
The Northwest corner of the board references the **Berlin-Baghdad Railway**, which is only used for the Combined Game (see Expanding the War).

Event Cards

These cards guide you through the game. Each card has a **headline** and **historical notes** that describe the situation facing the Empire based on historical events, as well as a **card number**, **Event effects**, enemy **Advances**, and Ottoman **Actions**. Some cards also have **special effects** or occurrences that you must take into account during play.

The Event cards are divided into three **Epochs**, named metaphorically for times of the day but representing the state of the war. Each is indicated by the color of the box behind the headline: **blue** indicates the **Morning** (or early war); **yellow** represents **Mid-Day** (or the expanded war circa 1915); and **gray** for **Dusk** (or total war circa 1916).

The **Iron Cross Icon**  is only used to indicate special rules in the Combined Game (see Expanding the War).

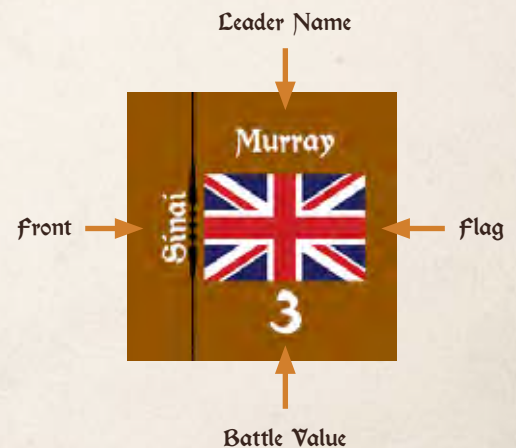


Counters

There are two main types of counters in the game: **Fronts** and **Information markers**.

Fronts represent the military forces arrayed against the Ottoman Empire in an abstract way. Some are coalitions of Allied nations while others represent homogeneous forces operating against the Turks. Each Front counter shows the Leader Name, Flag, Battle Value, and Front.

Information markers are used to indicate the status of various aspects of the war, such as the presence of Turkish fortifications, victory or defeat in battle, and the current willingness of the Turkish people to continue fighting, as expressed by **National Will**. These markers can affect other game activities or situations.



Sequence of Play

The game is played over a series of **turns**. Each turn, complete these **five phases** in this order:

1. **Event Phase** (see 1.0, page 7): Reveal the top card in the draw deck and place it, face up, on the discard pile. That card becomes the new **Current Event card** that you must resolve that turn. Carry out the **Event** effect at the top of the Current Event card (other than the Kaiserschlacht—see 4.0, page 14).
2. **Front Advancement Phase** (see 2.0, page 10): Move all of the **active Fronts** as shown on the Current Event card. If any of them advance into Constantinople (0), you **immediately** lose the game (see 6.1, page 15).
3. **Action Phase** (see 3.0, page 12): The Current Event card shows the number of **Actions** you may take that turn. Actions can be used to launch **Offensives** (see 3.1, page 12), allocate **Resources** to **Off-Map Theaters** (see 3.2, page 13), deploy the **Intelligence Bureau for the East** (see 3.3, page 13), or build **Turkish Defenses** in **The Narrows** (see 3.4, page 13). You may also spend previously allocated Resources for **German Staff Operations** (see 3.5, page 14).
4. **Kaiserschlacht Phase** (Only after the Kaiserschlacht Event occurs—see 4.0, page 14): Conduct a Kaiserschlacht Off-Map Battle (see 4.1, page 14).
5. **National Will Phase** (see 5.0, page 15): Determine the **Turkish National Will** and place the marker on the corresponding space of the **Turkish National Will Track**. If National Will drops below -3, you **immediately** lose the game (see 6.1, page 15).



1. Event Effect
2. Front Advancement
3. Actions

Once you have completed all five phases, start the next turn with the Event Phase.

A complete game continues until either **all** cards have been revealed and resolved or the Ottoman Empire surrenders (see 6.0, page 15).

Die Roll Modifiers (DRMs)

Certain cards or conditions may apply a **Die Roll Modifier** (abbreviated “DRM”) to a die roll. Most DRMs from an Event last only until the end of that turn, while DRMs from conditions on the board (such as War Weariness) remain in effect as long as that condition persists.

DRMs are **cumulative**. You must apply all DRMs that affect the current die roll. Then, use the final **modified** result of the die roll.

Example: During a battle, you have a +2 DRM and a -1 DRM that both apply. The net effect is to add +1 to the die roll.

A modified die roll can end up being less than 1 or more than 6. These results cause failure or success as any natural die result would.

Special Rule of Battles: Regardless of any DRMs that may apply, when conducting an **Offensive** (see 3.1, page 12) or **Off-Map Battle** (see 1.4, page 8), an **unmodified** (“natural”) roll of **1** **always** results in failure, while an unmodified roll of **6** **always** results in success.

In battle, the unexpected is always possible! So even with modifiers, these die rolls are never certain or impossible.

Remember that DRMs are applied **only** as indicated by the effect. So, a DRM that applies to Offensives does not affect Off-Map Battle die rolls or Coups, and vice versa.

[1.0] The Event Phase

Each turn, as part of the Event Phase, you reveal a new Current Event card. This card will guide you through the action for the rest of the turn. First, carry out the Event described in the Event section at the top of the card (if applicable). Most Events are self-explanatory, but here are some details about the more common Events:

[1.1] New Epoch

The Epochs reflect the gradual expansion of the war in both scope and intensity and help construct the historical structure of the game by reserving Events that occurred later in the war for a later stage of the game.

Twice during the game, at crucial junctures of the Great War, an Event card will instruct you to add new cards to the draw deck. When prompted, add the indicated cards (set aside during setup) to the deck and shuffle them together with whatever remains of the draw deck to form a new (larger) deck.

Example: When the “Jihad Declared” Event (#03) is revealed, you must take all of the cards still in the draw deck, add them to all of the Mid-Day cards (yellow), and shuffle them together to create a new draw deck.

[1.2] Activating a front

When hostilities erupted in 1914, the Ottoman Empire faced few direct threats, as this distant theater was difficult for the Allies to administer effectively. Over the course of the fighting, however, the Allies searched for new alternatives to the stalemate of the Western Front by opening new Fronts to attack the Central Powers. In the game, these new Fronts open when an Event activates them.

If an Event indicates that a new Front is activated, you must place the matching Front counter on the highest-numbered space on its matching track. As long as that counter remains in play, that Front is “active” and you must move it each time its symbol appears on the Current Event card (see 2.0, page 10).

Example: The “Landings at Salonika” Event (#20) has just been revealed, so the Salonika campaign begins. You must activate the Salonika Front by placing the Salonika Front counter with the Sarrail side up on the “4” space of the Salonika Track.



[1.3] Coups

During the course of the war, the Central Powers spent considerable resources attempting to subvert the British Empire. These efforts sought to overthrow British control of its colonies by fomenting revolts in those areas. Though these efforts ultimately failed, their potential is reflected in the game through the Coup Events.

When a Coup Event is revealed, you have an opportunity to disrupt the Allied war effort by triggering a Coup in a British colony. To resolve the Coup attempt, roll 1 die. Add a +2 DRM if the Intelligence Bureau for the East is in the box for the country undergoing the Coup attempt (see 3.3, page 13). If the modified total is **6 or higher**, the Coup succeeds: place the matching Coup marker in the **Victories Box**. Any other result has no effect; remove the matching Coup marker from play.

Example: When “Wassmuss in Persia” (Event #06) comes up, you must attempt the Coup in Persia by rolling a die. The result is a 3. Since the Intelligence Bureau for the East is currently in the Persia box, you add a +2 DRM for a total of 5. Sadly, 5 is not enough for a successful Coup, so the marker is removed from play.



[1.4] Off-Map Battles

Although the action in the Near East was central to Turkey’s involvement, it was only a minor part of the greater conflict that raged across Europe. Nonetheless, the successes and failures of the Central Powers in these more significant theaters had tremendous influence on the Turkish efforts. This is reflected in the game through the Off-Map Battle Events and the National Will rules.

Several Events will call for the resolution of an important battle in another Theater. There are three Off-Map Theaters: the Western Theater, the Eastern Theater, and the Naval Theater. All Off-Map Battles are handled in the same way.

To resolve an Off-Map Battle, locate the matching Off-Map Battle marker. Then roll 1 die and modify the result as follows:


- +1 DRM for **each** Resource marker in the corresponding Theater Box (up to a maximum of +2). These markers **are not** removed from play when used in this way.
- -1 DRM if **War Weariness** is in effect (Event #41).
These modifiers are cumulative, but remember for battles that a 1 always fails and a 6 always succeeds.

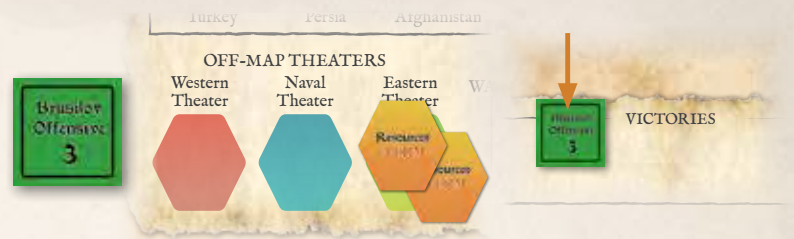
Compare the **modified** result to the **Battle Value** on the marker for that Off-Map Battle:

- If the total is **less than** the Battle Value, the result is a **Defeat**. Place the Battle marker in the **Defeats Box**.
- If the total is **exactly equal** to the Battle Value, the result is a **Stalemate**. Place the Battle marker in the **Stalemates Box**.
- If the total is **greater than** the Battle Value, the result is a **Victory**. Place the Battle Marker in the **Victories Box**.

Once placed, the Battle marker remains in its box for the rest of the game unless a later Event affects it.

Example: The Current Event is “Brusilov Offensive” (#29), which means that you must conduct this Eastern Theater Off-Map Battle. Fortunately, you sagaciously committed 2 Resources to the Eastern Theater Box earlier in the game and War Weariness is not in effect.

You roll the die and get a , which thanks to the net +2 DRM (from the Resource markers) gives a modified result of 5, higher than the Battle Value of 3 on the matching marker. Victory! You place the Brusilov Offensive marker in the Victories Box.



[1.5] Forcing the Narrows

On March 18, 1915, an Allied fleet entered the “Narrows,” a slender section of the Dardanelles strait, with 16 battleships under command of Admiral de Robeck, hoping to seize the Turkish capital. After six ships were sunk in a minefield, the naval attack was abandoned.

When the “Forcing the Narrows” Event (#08) is revealed, you must check to see if the U-boats marker is in The Narrows (from Event #14). If it is, the German submarines preempt a naval attempt to attack Constantinople. In this case, the Event has no effect. If there are no U-boats in The Narrows, the Royal Navy attempts to run past all of the Turkish naval defenses and take Constantinople by sea!

Forcing the Narrows Procedure

Place the **British Fortitude** marker on the “4” space of its track and the Royal Navy fleet marker at the Seddülbahir space. To sail the British Fleet up The Narrows, roll 1 die at a time for each active **Turkish Defense (Gun Emplacements and Minefields)** printed on the map or on markers placed there (see 3.4, page 13), starting at Seddülbahir and proceeding up toward Constantinople, which is resolved last. If the **Seddülbahir Gun Emplacement** was previously destroyed, skip that defense roll.

Compare each die roll to the indicated Turkish Defenses’ Battle Value:

- If the result is **higher than** the Battle Value, there is no loss to British Fortitude; proceed to the next Turkish Defense space.
- If the result is **less than or equal to** the Battle Value, reduce British Fortitude one space on its track. If British Fortitude has not been reduced to 0, proceed to the next Turkish Defense space.

Unplaced Minefields or Guns do not trigger any die roll and result in an automatic advance.


Dardanelles Campaign Results

If the British Fortitude marker reaches the 0 space, the mission is abandoned and the Turks have won this campaign. Do not roll for any remaining Turkish Defenses. The game continues normally, and you receive a **+1 Victory Point bonus** if you win the game.


If the British Fortitude marker has not reached the 0 space after the Turkish Defenses at Constantinople have been resolved, the Allies have successfully captured the capital of the Ottoman Empire! The game ends immediately in a Turkish defeat (see 6.1, page 15).


Example: The “Forcing the Narrows” Event has just been drawn, so the British begin their naval assault. Earlier, you added 1 Minefield and a Gun Emplacement at Yildiz.


(a) British Fortitude starts at 4 and the attack begins.

(b) Fortunately, Seddülbahir has not been destroyed, so you roll and get a , good enough to hit and reduce the British Fortitude to 3.

(c) Then, you roll for Kum Kale, getting a : no effect.

(d) Next up is the Minefield, and your die roll is another , reducing the Fortitude to 2.

(e) Unfortunately, you roll  for Yildiz, so no luck there. No rolls are made for the Dardanos and Second minefield spaces as defenses have not been placed there.

(f) Fortune favors you in Çanakkale with a  roll, so now the British Fortitude is reduced to 1.

(g) As Nagara defenses have not been placed, there’s only one set of guns left—Constantinople itself. Will you be able to halt the fleet at the last moment or will British marines storm the capital?



[2.0] The front Advancement Phase

During this phase, you must move all **Fronts** shown on the Current Event card. Generally, Fronts **Advance** one space closer to Constantinople, to the next consecutively **lower-numbered** space along their respective tracks. Occasionally, Fronts will **Retreat** one space (away from Constantinople, thus reducing their threat).

Example: If the “Armenian Volunteer Units” Event (#09) is revealed, you must move the Arab Front, the Caucasus Front, and the Sinai Front each forward 1 space. The “Goeben Dominates Black Sea” Event (#02) would cause Salonika and Caucasus to both Retreat 1 space while the Arab and Sinai Fronts both Advance 1 space.

The fall of Constantinople

Constantinople is the **last** space of every Front’s track. If any Front moves into this space, **the game ends immediately** in a Turkish defeat (see 6.1, page 15).

[2.1] Inactive Fronts

If a Front has not yet been added to the map, it does not move if it appears on the Current Event card. It simply remains off the map, ignoring any Advance (or Retreat) affecting it.


Example: If the Arab Front has not yet been activated when the “Armenian Volunteer Units” Event appears, only the Caucasus and Sinai Fronts move forward.

[2.2] Retreat Limits

No Front can ever Retreat beyond the highest-numbered space on its track.

[2.3] Advances in the Sinai


Due to a lack of potable water, Allied forces had difficulty crossing the Sinai Peninsula from Egypt. The British would eventually construct a water pipeline to supply their forces.

If the Sinai Front attempts to **Advance** into spaces 5 (El-Arish) or 4 (Gaza-Beersheba) on the Sinai Track (marked with the  prior to the construction of the **Sinai Pipeline** (from Event #23), the Allies must make an Attrition Roll to determine if they successfully advance. **Retreats never trigger an Attrition Roll.**

Attrition Rolls

To make an Attrition Roll, roll 1 die. Do not modify the result:

- If the result is **less than** the Battle Value of the Sinai Front, it Advances normally.
- If the result is **equal to or greater than** the Battle Value of the Sinai Front, it does **not** Advance.

Example: “Enver to the Front” (Event #04) is the Current Event, so the Sinai Front Advances. It is currently located in space 6 (Suez), so it must make an Attrition Roll in order to enter space 5. You roll the die and get a  , which is higher than the Battle Value on the Sinai Front marker, so it does not move and remains in Suez. If you had rolled a 2 or less, it would have moved into El-Arish.

The Sinai Pipeline

Do not make Attrition Rolls for moving through the desert once the **Pipeline Complete** has been constructed (Event #23). When this Event is revealed, place the Pipeline Complete marker in its box by the Sinai Track as a reminder.

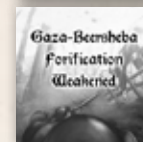
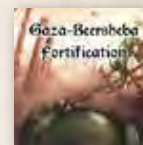


[2.4] Blocking Advancement

Certain Events will allow you to put additional obstacles in the way of the attacking Allies:

The Gaza-Beersheba Fortifications

The “Fortification of Gaza-Beersheba Line” (Event #22) allows you to place the **Gaza-Beersheba Fortification** marker in space 4 of the Sinai Track. As long as this marker is in place, the Sinai Front must make **additional** Attrition Rolls in order to enter that space. This roll is made **after** any Attrition Roll for crossing the desert is made (if the Sinai Pipeline has not been completed).



- The **first time** the Attrition Roll for entering the fortifications would result in Advancement, the Advancement of the Front is still halted, but the fortifications are weakened: Leave the Front in El-Arish and flip the Gaza-Beersheba Fortification marker over to the Weakened side.
- The **second time** the Attrition Roll for entering the fortifications would result in Advancement, the fortifications are destroyed: remove the (weakened) marker from the board and Advance the Sinai Front as normal.
- If the Attrition Roll for entering the fortifications **would not** result in Advancement, nothing happens: the Front remains in its current state in El-Arish and the fortification marker remains.

The Yildirim

The Yildirim or “Thunderbolt” Army Group was a combined force of Ottoman troops and parts of the German Asia Korps trained in infiltration tactics, founded in 1917 under the command of Erich von Falkenhayn.



If the “Yildirim (Thunderbolt)” (Event #34) is revealed, you receive 3 **Yildirim** markers, which you keep in the Yildirim Holding Box on the board until you use them.

You may spend these markers any time the Sinai Front or Mesopotamia Front Advances to block that Advance. The blocked Front does not move and remains in its previous location. No Attrition Roll is required: the advance is simply negated.

You **cannot** use Yildirim markers to block Advances on other Fronts.

Each Yildirim marker may be used only once, then it is removed from play.

Note: You may wait to see the result of any required Attrition Rolls (for crossing the desert and/or fortifications) **before** you decide whether or not to use a Yildirim marker. If you do use a Yildirim marker to prevent the Sinai Front from advancing into Gaza-Beersheba after an Attrition Roll that would result in Advancement, the fortifications **are not** damaged or removed.

Example: The Sinai Front is attempting to advance into Gaza-Beersheba, which is occupied by a weakened fortification marker. The Front must first attempt an Attrition Roll for lack of water, which it passes. Then it must make a second Attrition Roll to penetrate the fortifications, which it also passes. Seeing that you are about to lose your fortifications and open up a clear path for the Sinai Front, you decide to spend your last Yildirim marker to negate the Advance. The Front marker remains in El-Arish and the (weakened) fortifications remain in Gaza-Beersheba.

[2.5] Strategic Sites

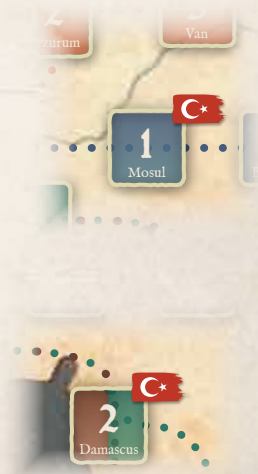
The spaces marked with Ottoman flags (for example, Mosul) are called **Strategic Sites**. If a Front marker **controls** a Strategic Site, it counts as a Defeat during the National Will Phase (see 5.0, page 15).

A Front controls the space it occupies along with **all** higher-numbered spaces behind it on the same track. All other spaces are **Turkish controlled**.

Example: The Mesopotamian Front occupies the Mosul space. That Front controls Mosul, Baghdad, Kut, Ctesiphon, and Basra, for a total of 2 Strategic Sites.

Damascus

The Damascus space is part of both the Sinai and Arab Tracks, and either or both Fronts can occupy and control this space. However, Damascus still counts as only **one** enemy-controlled Strategic Site, even if both Fronts control it. If you push one Front back beyond Damascus, the other Front remains in control of it. You would have to force both Fronts to Retreat before you can reclaim the space.



[3.0] The Action Phase

The Current Event card shows the number of **Actions** you may take that turn. You may “spend” these Actions to:

1. Launch **Offensives** against enemy Fronts
2. Allocate **Resources** to other theaters
3. Deploy the **Intelligence Bureau for the East** (if available)
4. Place **Turkish Defenses** in The Narrows

After you use all of the Actions granted by the Current Event card, you may gain additional Actions by spending **German Staff Operations** (see 3.5, page 14).

Actions are spent one at a time. You can see the result of each Action before deciding how to spend your next Action.

Actions cannot be saved from turn to turn. Any Actions left unspent at the end of the turn are lost.

Other Effects and Occurrences

Some Events have additional instructions. Often, this will apply a DRM to some player actions that turn, while other Events will restrict your actions for the turn. You must apply all of these special effects as instructed by the Current Event card.

Example: “Turkish Minelaying” (Event #07) gives you a +1 DRM to every Offensive you conduct against the Mesopotamia Front that turn (but not any other Fronts).

[3.1] Conducting Offensives

Offensives are used to try to force a Front to Retreat (i.e., move away from Constantinople). It costs **one Action** to launch an Offensive.

To conduct an Offensive, designate which Front you are attacking and roll 1 die, applying any appropriate DRMs:

- If the result is **less than or equal to** the target Front’s Battle Value, the Offensive is **unsuccessful**. The Front does not move.
- If the result is **greater than** the target Front’s Battle Value, the Offensive is **successful**. The Front must Retreat into the next higher-numbered space on its track.

Important: A Front can never be “pushed off the map” in this manner. If it is already in its highest-numbered space, it simply remains there.

Example: You decide to conduct an Offensive against the Mesopotamia Front in Baghdad while Townshend is in charge (Battle Value 3). Because of the Current Event card, you have a +1 DRM this turn. You roll the die getting a 2, which is modified to a result of 4. This is higher than Townshend’s Battle Value, so the Mesopotamia Front is pushed back to Kut.

Damascus and Adana

These spaces are shared by both the Sinai Track and the Arab Track, and therefore can be occupied by both Front markers. If you direct an Offensive against one of these spaces when it is occupied by both Front markers, you must specify **which single Front** is the target of the Offensive. The results are applied **only** to that Front. If a Front is pushed back from the Damascus space, it must move to the 3 space on its own track. While a Front occupies Damascus or Adana, no other Front located behind that space may be attacked.

Multiple Efforts

You may direct multiple Offensives to the same Front during the same turn, limited only by the number of Actions you have available. Failure or success on an attempt does not affect or limit later attempts against the same Front. There is no limit to the number of spaces a Front can be forced to Retreat, aside from the length of its track.

Asia Korps

The Asia Korps or “Levantekorps” was a detachment of the German Army sent to assist the Ottoman Empire in 1916 following the capture of Serbia. A second detachment was sent in 1917 after the Fall of Baghdad. Austria-Hungary also sent troops to assist on the Gallipoli Front.

After the Asia Korps Event (#30) is revealed, you gain the Asia Korps marker. You may use this marker during any turn (including the turn it arrives) to gain a **+1 DRM to all Offensives against one single Front of your choice** for the rest of that turn. After using the marker, remove it from play; it may only be used once per game.

[3.2] Allocating Resources to Other Theaters

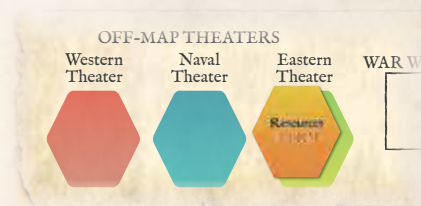
There are three Off-Map Theater boxes on the map: Western, Eastern, and Naval. You may spend Actions to add Resource markers to any or all of these Theaters. You must spend two Actions to place one Resource marker from the supply in any Theater box. There are two limitations:

- You have a limited number of Resource markers available. You may not allocate Resources if you have no markers left.
- Each Theater may have a maximum of two Resources assigned to it at any given time.

Once a Resource marker is placed in a Theater box, you **may not** move it to another Theater.

Resources allocated to a Theater provide a DRM to all Off-Map Battles you fight in that Theater as long as the marker remains there (see 1.4, page 8).

Example: Satisfied with the state of the war, you spend 2 Actions to add a Resource marker to the Eastern Theater Box. As long as that marker remains there, you will get a +1 DRM to every Off-Map Battle you fight in the Eastern Theater.



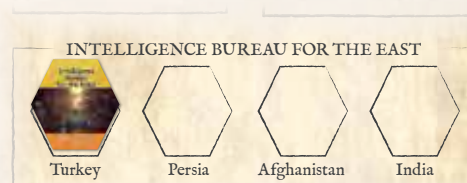
German Staff Operations

You may “spend” Resource markers from any Off-Map Theater to purchase additional Actions through German Staff Operations (see 3.5, page 14). These markers are **permanently** removed from play, and cannot be reused later as Resources.

[3.3] Deployment of the Intelligence Bureau for the East

“Intelligence Bureau for the East” Event (Event #01) allows you to start using this marker, placing it in the Turkey Box on the board. You can use it to improve the chances of a successful Coup (see 1.3, page 8).

For **one Action**, you may move the Intelligence Bureau for the East marker out of the Turkey Box into a different box: India, Afghanistan, or Persia. Or for **one Action**, you may move it from one of those boxes to another box.

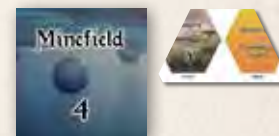


If this marker is in a country when a Coup takes place there, you receive a +2 DRM to the die roll.

[3.4] Place Turkish Defenses in the Narrows

The Turkish leadership had ample warning that the Allies would attempt to force their way through the Dardanelles. To prepare for that eventuality, they placed minefields and artillery installations throughout the area to defend against such an attack.

In anticipation of an attempt to **Force the Narrows** (see 1.5, page 9), you may add defenses to The Narrows. It costs **one Action** to place **one** defensive marker of your choice, either a Minefield or a Gun Emplacement. Place the chosen marker on the matching space of The Narrows box.



There is no limit to the number of Turkish Defenses you can place each turn, as long as you have the Actions to do so, though you are limited by the number of Turkish Defenses makers you have available (2 Minefields and 3 Gun Emplacements).

Example: Using 2 Actions, you place a Minefield and the Yildiz Gun Emplacement in The Narrows.

Note: The Turkish Defenses printed on the game board are already in place. You do not need to spend Actions to use them.

Once placed, Turkish Defenses cannot be removed or their cost refunded (unless playing with optional rule 8.5, page 23.)

The Seddülbahir Gun Emplacement (printed on the game board) is automatically destroyed if the Gallipoli Invasion begins (Event #11). Cover that space with the Seddülbahir Destroyed marker.



The “Turkish Minelaying” Event (#07) allows you to place one Minefield for free if any are available.

[3.5] German Staff Operations

While the Turkish military had direct command of their own forces, the Ottoman Empire's war effort was heavily supported—and influenced by—the German General Staff, which provided leadership, military personnel, and war materials. In the game, this influence is represented by the German Staff Operations.

If you have any Resource markers in any Off-Map Theater, you may **permanently** remove them from the board to gain additional Actions. These are called **German Staff Operations**. Each Resource marker you remove from play in this way grants you **one additional Action** to use that turn.

Remember: You may always see the results of each Action before choosing another, so you can decide whether or not to spend a Resource marker for a German Staff Operation after the results of the previous Action have been determined.

The number of Resource markers currently allocated to Off-Map Theaters determines the maximum number of German Staff Operations you may use. **You may not spend Resource markers that have not yet been allocated.**

Important: German Staff Operations used to launch Offensives **are still** subject to any restrictions and modifiers on the Current Event card!

[4.0] The Kaiserschlacht Phase

The “Kaiser’s Battle” was a momentous operation during which Germany threw their last reserves into a final, continuous push towards Paris and the juncture of the Allied armies, in an effort to break the fighting will of the French and British armies before fresh American troops would alter the balance of power. This continuing offensive is represented in the game by the Kaiserschlacht markers.

This phase of the turn is skipped until “Kaiserschlacht!” (Event #46) is revealed. When this occurs, place the Kaiserschlacht marker in its box on the Sequence of Play as a reminder that you must complete this phase **each turn** until the end of the game or until the Kaiserschlacht ends.



[4.1] Kaiserschlacht Battles

Once the Kaiserschlacht has commenced, you must conduct a special Off-Map Battle (see 1.4, page 8) in the Western Theater every turn during the Kaiserschlacht Phase (in addition to any other Battles triggered by Events that turn).

All applicable DRMs (such as Resource markers committed to the Western Theater and War Weariness) are used as normal when fighting these Battles.

The Kaiserschlacht Battles have their own markers numbered 1 to 6. Place these markers near the game board in order. As long as any of these markers remain off the board, you must fight one per turn, in order, starting with marker 1 first, then 2 on the next turn, and so on. After resolving the Battle, place the marker in the appropriate Victories, Stalemates, or Defeats box.

After you have finished fighting all six Kaiserschlacht Battles, starting on the following turn you must **re-fight** one of them each turn. At the beginning of the Kaiserschlacht Phase, roll the die to determine randomly which Kaiserschlacht Battle you must re-fight that turn. Move the marker to its new outcome box, if necessary, after re-fighting it.

Example: Over the past six turns, you have fought all of the Kaiserschlacht Battles, so now you have to re-fight one of them chosen randomly. You roll the die and get a 4, which indicates the marker with the French flag and a Battle Value of 4, which currently sits in the Victories Box. War Weariness is in effect (-1 DRM) and you have no Resources committed to the Western Theater. Your roll to re-fight the battle is a 5, which is reduced to 4 by the DRM. This is a Stalemate, so you must move the marker from the Victories Box to the Stalemate Box.



[4.2] Ending the Kaiserschlacht

The Kaiserschlacht can end in two ways: either when the game ends **or** when **every** Kaiserschlacht Battle marker is in the **same** Victories or Defeats Box (i.e., when they are all Victories or all Defeats; all Stalemates does not end the Kaiserschlacht). At this point, the great campaign has permanently ended—one way or the other.

[5.0] The National Will Phase



The ability of a nation to wage war ultimately rests on the will of its people to continue the struggle. Historically, the long war sapped the strength of every combatant nation, but the Central Powers were the first to lose the will to fight.

During this phase, you must calculate the current **Turkish National Will** and adjust the **National Will** marker to reflect this value.

First, count the number of markers in the Victories Box. Then, subtract the number of markers in the Defeats Box **and** the number of Strategic Sites controlled by all of the Allied Fronts (see 2.5, page 11) at this time. Ignore any markers in the Stalemates Box. The final result is the current Turkish National Will; place the marker on the matching space of the Turkish National Will Track.

The National Will can never go above 5. If the total is higher, place the marker in the 5+ space.

If the National Will ever goes **below -3**, the Turkish people refuse to keep fighting and the game **immediately** ends in defeat (see 6.1, page 15).

Example: There are 3 Battle markers in the Defeats Box and 1 marker in the Victories Box. The Caucasus Front is in Erzurum, a Strategic Site. Altogether, the Turkish National Will is now at -3 (+1 for Victories, -3 for Defeats, -1 for Strategic Sites controlled by the enemy). This is just barely enough for the war to go on....

Note: Players of *Hapsburg Eclipse* may notice that instead of losing at -6, you lose at -4 in this game. Historically, the Austro-Hungarian Empire was more stable than the Ottoman Empire and withstood crippling blows in the early war.

[6.0] Victory and Defeat

You can achieve Victory only by surviving the play of **every** card in the game.

Defeat can occur at **any** time. There are three ways to lose the game instantly:

1. If the British succeed in **Forcing the Narrows** (see 1.5, page 9)
2. If any Front Advances into **Constantinople** (see 2.0, page 10)
3. If the **Turkish National Will** collapses (see 5.0, page 15)

To compare how well you have led the Young Turks compared to your historical counterparts, you can determine your Level of Victory or Defeat by following the steps outlined below.

[6.1] Instant Defeat

Forcing the Narrows: If the British Fortitude marker survives the gauntlet of Turkish Defenses and ends up in the 1 space or higher on its track, the game ends in a **Crushing Defeat**.

Capture of Constantinople: If any Front Advances into Constantinople (effectively reaching the 0 space on its track), the Ottomans drop out of the war and seek terms. Determine the Level of Defeat by counting the number of still-unrevealed Event cards (including any not yet added to the deck) and subtracting the current Turkish National Will (remember that subtracting a negative number adds it instead, following the normal rules of math). Compare your final result to the table below:

Unrevealed Event Cards (Modified)	Level of Defeat
1 or less	Pyrrhic Victory
2 to 10	Strategic Stalemate
11 to 25	Marginal Defeat
26 to 35	Strategic Defeat
36+	Crushing Defeat

Example: The Arab Front moves into Constantinople, triggering an Instant Defeat. There are 25 cards still in the deck, and the National Will marker is in the -2 space, giving you a total of 27, which is a Strategic Defeat. Better luck next time!

Collapse of the National Will: If the Turkish National Will drops below -3, the game ends in a **Crushing Defeat**.

Note that this was the historical fate of the Ottoman Empire.

[6.2] Winning the Game

There is only one way to win the game, and that is by surviving **all** of the Event cards without losing. Once you have **completely resolved** the last card, determine your Level of Victory by adding up your **Victory Points**:

1. Add up the numbers in all of the spaces occupied by the **Allied Fronts**. Score each on-map Front separately. You score **0 points** for the Gallipoli Front being inactive: we have already factored this in.
Example: At the end of the game, the Arab Front is in Aqaba (#4). This is worth 4 Victory Points. If both the Arab Front and the Sinai Front were in Damascus, they would each be worth 2 Victory Points.
2. Recalculate and **add** the final value of the **Turkish National Will** (remember to subtract the value if it is negative). For this purpose **only**, the National Will can exceed +5.
3. Add any **Bonus Victory Points** you have earned, including:
 - +2 VP if the Caucasus Front is not on the map (due to the Russian Revolution).
 - +1 VP if an attempt to Force the Narrows was made and defeated.

Compare the final total to the following table:

Victory Points	Level of Victory
10 or less	Tactical Victory
11 to 19	Marginal Victory
20 to 24	Operational Victory
25 to 28	Strategic Victory
29+	International Victory

[6.3] Hypothetical Outcomes

To give more of a sense of what a game result could equate to in the real world, the designer has included his speculations of what each Level of Victory or Defeat would mean to world history:

International Victory

As a result of their setbacks in the Middle East, France and Britain sue for peace. The Sultan becomes ruler of all Muslim lands, stretching far into Asia and covering the entire coast of North Africa. Germany takes over the rest of the British and French Empires. The Ottomans and Germany together invade the Soviet Union and partition much of the remaining Russian state.

Strategic Victory

A resurgent Ottoman Empire stands amidst the victorious Central Powers. Under the Peace of Berlin, the Ottoman Empire is awarded control of Egypt, Crete, Cyprus, and much of the Caucasus and Central Asia. A period of increased tension with the British Empire ensues as the Ottomans promote Pan-Islamism, with the tacit support of Kaiser Wilhelm of Germany, the foremost leader of Europe.

Operational Victory

The Ottoman Empire survives the First World War by reaching a negotiated peace between the warring powers under the auspices of the Pope in Rome. Compensating the Ottomans for their losses is substantial territory in Russia, and they are able to fund their efforts to suspend Arab nationalism with increasing oil revenues, especially from the German-Turkish co-dominion of Azerbaijan. The British concede to joint administration of Egypt. The Ottoman Empire survives until well after the outbreak of the Second World War.

Marginal Victory

Despite the defeat of Germany in the West, the Ottoman Empire survives the war with its sovereignty intact. It works on rebuilding its society and continues to modernize using new revenues from the formerly Russian oil port of Baku. Enver Pasha, however, overplays his hand: he is killed in battle intervening on the side of the Russian Whites in the Russian Civil War in an attempt to seize Central Asia. Lenin demands the return of Russian territory to the Soviet Union in the Peace of Kars.

Tactical Victory

In the aftermath of the First World War, the Ottoman Empire becomes the new Turkish Republic. Enver Pasha wins the election to be the first President of the new state, but spends his time in office trying to rebuild his shattered society. Some years later, the Arab lands receive their independence in the form of a unified Arabian state after the Turks refuse to counter an uprising by the House of Sa'ud, which was heavily funded by the resentful Western Allies.

Pyrrhic Victory

After the defeat of Germany, the Western Allies look to launch further offensives against the undefeated Ottoman Empire. However, due to war weariness, all sides agree to a peace that leaves the Ottoman Empire intact. Allied mandates are set up as buffer states between the Ottomans and the new Soviet Union. Internal tensions lead to a Civil War that restores the Sultan to complete authority when the Young Turk leadership is defeated by the forces of Mustafa Kemal Atatürk.

Strategic Stalemate

The Ottoman and Allied forces reach an armistice on November 11, 1918, basing the borders of the new state of Turkey on the battle lines as they stand. The transition to democracy is difficult for Turkey. Deprived of compensation for their assistance, Greece aligns with Hitler during World War 2, seeking to claim territory in Asia Minor.

Marginal Defeat

The Western Allies make a separate peace with the Ottomans, reducing the Ottoman Empire to the rump state of Turkey as a result. Allied mandates are set up to govern the former Arab territories. Within a couple of years, Mustafa Kemal Atatürk launches a bloodless coup, removing the CUP (Committee of Union and Progress) from power and forcing the Sultan to abdicate. Turkey becomes an Axis power in World War 2, making Hitler's defeat much more difficult.

Strategic Defeat

The Ottoman Empire surrenders in November, 1918, but still manages to avoid Allied occupation. Reduced to its core territories in Asia Minor, the Sultanate removes the Young Turk leadership and Mustafa Kemal Atatürk is executed after an abortive uprising.







Crushing Defeat (Historical Result)


The Ottoman Empire surrenders in October, 1918, with the rest of the Central Powers following thereafter. The League of Nations sets up mandates in the Middle East, governed by the victorious Allied powers. Those same Allied powers attempt to partition the Anatolian heartland of Turkey with the acquiescence of the Sultanate, but a Nationalist uprising led by Mustafa Kemal Atatürk defeats them.

[7.0] Extended Example of Play

War clouds gather in the East, and the Ottoman Empire has entered the Great War. With a Russian army under Dashkov poised to invade at Kars, an Indian-British force under Townshend in Basra on the Persian Gulf, and General Murray in the Suez, the player draws from the shuffled Morning Deck...

Turn 1

Event Phase: The first card is the “Second Battle Ypres” (#10). First, the event is resolved: an Off-Map Battle. The marker has a Battle Value of 4, so a roll of  or  will result in Victory, a  will be a Stalemate, and a roll of  to  results in Defeat. There are no modifiers, since no Resources have been placed in the Western Theater and War Weariness is not in effect. The player rolls a , so the Germans are repulsed and the marker is placed in the Defeats box.

Front Advancement Phase: Now that the Event has been resolved, Front movement is conducted. The card indicates an Advance by the Caucasus Front and the Sinai Front. Dashkov is moved to Sarikamish (space 4), but Murray fails to Advance because a  is rolled on the Attrition Roll due to lack of water (Rule 2.3).

Action Phase: In this phase, the player can decide what to do with the 1 Action awarded. The Turks decide to use it to garrison the Turkish Straits, purchasing a Minefield marker and placing it in a matching space in The Narrows Display.

Kaiserschlacht Phase: This phase is skipped because that card has not yet been drawn (nor could it be at this stage of the game).

National Will Phase: The National Will is adjusted to -1 because of the defeat at Second Ypres.

Turn 2

Event Phase: The next turn begins with the draw of the “Intelligence Bureau for the East” Event (#01). The Intelligence Bureau marker is placed in the Turkey Box of the Intelligence Bureau for the East Display.

Front Advancement Phase: Next, the Mesopotamia Army advances to Ctesiphon (space 4).

Action Phase: The 1 Action is spent to deploy the Intelligence Bureau to India, in case a Coup opportunity presents itself.

National Will Phase: The National Will remains at -1.

Turn 3

Event: “Turkish Minelaying” (#07) is drawn. A second (free) Minefield is placed on The Narrows Display.

Fronts: The Arab Front would normally advance, but it has not been activated yet, so that Advance is ignored. The Caucasus Army Advances to Van.

Action: The Young Turks decide to use their actions for military Offensives. Taking advantage of the +1 DRM vs. Mesopotamia conferred by the Current Event card, Townshend is attacked with a roll of and sent back to Basra. It can be pushed back no further, so the Turks turn their remaining attack to the Caucasus Front. With another , Dashkov is sent Retreating to Sarikamish (space 4).

Will: No change to National Will, which remains at -1.

Turn 4

The “Gallipoli Landings” (#11) occur, so the Hamilton counter is placed on space 4 of the Gallipoli Track (Cape Helles) with a Battle Value of 2, and the Seddülbahir Guns are marked “destroyed” on The Narrows Display. Since the Arab Revolt has not been triggered, only General Dashkov Advances, returning to Van. Both available Actions are invested in a Resource marker that is immediately placed in the Western Theater Box.

Turn 5

The next Event is “Ghadar Conspiracy” (#05), a Coup card associated with India. Normally, a is required for a Coup to be successful, but because the Intelligence Bureau for the East has been placed in the matching box, a +2 DRM is applied, making a or higher successful. Unfortunately, a is rolled, and the Coup fails. It is not placed in the Defeats box, however, as failed Coup markers are simply removed from the game (see 1.3, page 8). Meanwhile, Hamilton Advances to Anzac Cove (space 3) on the Gallipoli Front, while Dashkov seizes Erzurum (space 2), a Strategic Site (see 2.5, page 11). Both Actions are spent on Offensives directed against Dashkov, and he is forced back to Sarikamish by rolls of and , both higher than his Battle Value of 2. National Will remains unchanged, since the Russian forces were ejected from Erzurum and a failed Coup attempt cannot count against National Will.

Turn 6

Jihad is declared (Event #03), so the **Mid-Day** cards are added to the draw deck (which is then reshuffled). Dashkov Advances to Van, Townshend re-emerges in Ctesiphon, and (despite the water situation) Murry Advances to El-Arish with a on the Attrition Roll. The first Ottoman Action is spent building a Gun Emplacement for The Narrows at Yildiz (since there is now the possibility that the Allies will attempt to Force the Narrows). An Offensive is directed against Hamilton on the Gallipoli Front, and a sends him back to Cape Helles. With the final Action, an Offensive against Murray forces him back to Suez with a . The +1 DRM granted by the card wasn't needed.

Turn 7

The next card is “Mesopotamian Siege” (#27). The Mesopotamia Front Retreats one space to Basra and is flipped over from the Townshend side to the Maude side (Battle Value 4). The Mesopotamian Siege counter is placed in the Victories Box (raising the National Will to 0 at the end of the turn). This is actually a rough card to draw so early in the game, as it makes the Mesopotamia Front much more formidable. Then Dashkov Advances to Erzurum, but the Salonika Advance cannot take place as that Front is not yet active. The sole Action sends Dashkov back to Van via a successful Offensive.

Turn 8

“The Somme” (#31) is the next Event. Rolling for an Off-Map Battle against a Battle Value of 3 with a +1 DRM thanks to the Resource marker in the Western Theater results in a Stalemate (tie) when a is rolled. The Somme marker is placed in the Stalemates Box, so National Will remains unaffected. The Salonika Front is still not in play, so once again its listed Advance is ignored. But, Hamilton returns to Anzac Cove, and a poor Offensive roll of cannot push him back.

Turn 9

The next card drawn is “Fortification of Gaza-Beersheba Line” (#22). The player agonizes over whether to forfeit the card's 2 Actions to build the fortifications when pressure in the Sinai has been so light, but they ultimately relent and the fortification marker is placed (non-weakened side up) on the Gaza-Beersheba space (4 on the Sinai Track). In the Front Advancement Phase, only Mesopotamia can Advance, and Maude seizes Ctesiphon. The Action Phase is skipped since both Actions were forfeited and the player does not want to spend their only Resource marker for German Staff Operations.

So far, the Young Turks have been successful in holding the Allies at bay. Can they continue to hold out until the end of the war?

Ottoman Sunset

Expanding the War

Gameplay Variants and the Combined Game

Acknowledgements from the Designer

While I used many historical resources in the design of this game, Brad and Brian Stock's *Pursuit of Glory* from GMT, Joe Miranda's *Twilight of the Ottomans* from *Strategy & Tactics magazine*, and Keith Poulter and Roger Nord's *Lawrence of Arabia* games must be singled out, along with the books *Gallipoli: The End of the Myth* by Robin Prior, *Crowns in the Gutter* by Ted Raicer, and *Gallipoli* by Alan Moorehead.

Special Thanks to Mark Giordano for suggesting the Military Intelligence Optional Rule (8.14) and Steve Carey for suggesting the Capital Resilience Optional Rule (8.13).

-Darin A. Leviloff

The History Behind Ottoman Sunset

Sick Man Recovers

By the end of the 17th century, the Ottoman Empire was one of the major powers of the world. They ruled a vast empire consisting of almost the entirety of the Near East, the ancient Anatolian heartland, the coasts of North Africa, and the Balkans. In 1683, they almost succeeded in conquering the Hapsburg capital of Vienna and breaking into the heartlands of Europe. Things changed dramatically after that. By 1914, they were the "sick man of Europe," with their "empire" limited to a sliver of Thracian territory, the ancient city of Constantinople (Istanbul), Anatolia, and some strips of land in the Levant, Mesopotamia, and the Hejaz (Saudi Arabia). They had tried to keep up with their neighbors, but every attempt to modernize had caused internal dissent and motivated others to rebel or attack them before they gained strength. And to their North stood the rapacious Russian Empire, devoted to reclaiming the lost Byzantine Empire and seizing Constantinople and replacing it as "Tsargrad." Ironically, that proved the saving grace of the Ottoman Empire, as the idea of Russian naval access to the Mediterranean Sea was considered a mortal threat to the powerful British Empire. Britain would serve as the protector of the Ottoman Empire.

However, by 1914, that hedge of Ottoman security had eroded. Britain had made its peace with Russia, feeling the threat posed by Wilhelmine Germany was far greater. As part of that rapprochement, the Ottoman Empire was left to its own devices and without military support. They went to Germany for assistance, and the Germans were more than happy to provide it. Germany modernized the Turkish army, effectively running it for many years. After suffering the negative effects of nationalism, which cost the Ottomans their Christian Balkan territories, the Ottomans began to cultivate pan-Islamic and pan-Turanism (Turkic) fervor. Lastly, the moribund political Sultanate was replaced with a vibrant oligarchy controlled by a triumvirate known simply as the "Young Turks" (Enver Pasha, Djemal Pasha, and Talaat Pasha). But rather than reviving the Ottoman Empire, these changes triggered a cascading series of crises (The Italo-Turkish War and the First Balkan War).

In August of 1914, the Ottoman Empire saw its chance to once again become a meaningful power. Two alliances were going to war and the Ottoman Empire was courted by both. The Ottomans had already bound themselves to a defensive alliance with Germany (Setup Card #00), but they kept their options open. Their hand was forced once the German battlecruiser *Goeben* escaped her British pursuers by seeking refuge in the Ottoman capital. The crisis escalated when the British responded by seizing naval ships that were on order in England. The Germans compensated the Ottomans for this loss by giving them the *Goeben*, albeit with the German crew still intact. With the support of Young Turk Enver Pasha, on October 29, 1914, the crew of the *Goeben* began shelling the Russian port at Sevastopol and the die was cast. The Ottoman Empire was in the First World War (Event #2).

The Ottomans entered the war with the intention of bringing the war to their enemies and reclaiming lost territory. They sought to reestablish control of Egypt, to seize the hinterlands of their Russian border, and to grab back territory in the Balkans. To do so, they knew they needed a unifying national message. The message they preached was one of Jihad, urging all Muslims to take up arms against non-Muslim believers (Event #3). This approach was welcomed by the Germans who understood that this approach would allow them to sow dissent among ethnic Muslims in Britain's colonial Empire. The Germans even set up an "Intelligence Bureau of the East" under Baron Max von Oppenheim with the goal of undermining the British Empire through attempted coups (Event #1). While these were very colorful operations, not one of them succeeded. The Germans had to face the reality that they were also non-Muslims and this kind of propoganda did not endear the Turks to their allies (Events #5, 6, and 21).

Transition to a Defensive War

To effect their territorial ambitions, the Ottomans began the war with bold offensives against their enemies in both the Caucuses and the Sinai. As the height of folly, Enver Pasha personally took command of Turkish troops in the Caucuses and invaded Russia at the height of winter. Defeated badly at the battle of Sarikamish, Enver snuck back to the capital, ignoring that the defeat had ever taken place (Event #4). For the most part, Turkish forces would never again pose an offensive threat. The remainder of the war featured the Turks in a defensive struggle in which the Allied powers struck at the periphery of their Empire, whether in the Hejaz (Red Sea coastline of Saudi Arabia), the Caucuses, Mesopotamia, or in the Sinai-Palestine. The one time the Allies pursued a direct approach, the Gallipoli campaign, the operation was deemed a failure, although it came close to success a number of times. Their German allies, however, saw Turkish participation in the conflict as useful since it drew away Russian and Allied forces.

Facing deadlocked trench warfare on the Western Front, Winston Churchill saw an opportunity to strike at the weakest member of the Central Powers. The young Lord of the Admiralty started to plan for a low-cost operation to drive the Turks out of the war and re-establish a supply line to Russia through the Black Sea. At first, he felt the operation could be conducted purely by forcing the Straits of the Dardanelles with an ersatz British naval flotilla (Event #8). However, the Turks had been fortifying the Straits and laying mines in the Bosphorus (Event #7). As such, they were fairly well prepared to face the Allied naval force, which did not have the fortitude to push forward to the Capital (Event #8). Unwilling to accept defeat, the Allies doubled down by landing Allied forces at the Gallipoli peninsula with the aim of breaking through over land, capturing Constantinople, and forcing the Turks out of the war (Event #11). Thanks to the determined defense of Mustafa Kemal Atatürk and the defending forces, that campaign bogged down quickly.

Outside of the Ottoman lands, the war continued unabated with great ferocity. The Russians invaded Anatolia, with some degree of assistance from oppressed Armenians (Event #9). The Turks responded with the first significant genocide of the 20th century, massacring much of the Armenian population (as of the designer's research, the current government of Turkey has yet to accept culpability) (Event #15). The Battles of Second Ypres and the Gorlice-Tarnow offensives took place on the Western and Eastern Front respectively (Events #10 and 12). Meanwhile, Italy joined the war, although this had little direct effect on the Turkish Front (Event #13).

The Gallipoli offensive continued as a pointless slogging match. The Germans sent U-boats to the Mediterranean to draw off naval support (Event #14). The Allies desperately launched a new landing at Suvla Bay (Event #16) but despite enormous efforts, especially by the Anzacs (Australian and New Zealand troops), the Allied forces could not break out on the peninsula. Sir Charles Monro evacuating the peninsula was the most successful Allied operation of the whole campaign (Event #25). The failure of the Gallipoli Front put Winston Churchill into a temporary political exile and was a major setback. The Allied defeat was made all the more meaningful because it convinced Bulgaria to enter the conflict as one of the Central Powers (Event #18). With Bulgaria in the war, the defense of Serbia was compromised. The Allies were forced to regroup in the Balkans, which they ultimately did by setting up an armed enclave at Salonika in Northern Greece (Event #20). This caused much consternation as the Greeks clung to their neutrality, since the King of Greece was pro-German. With the defeat of Serbia, the Germans were able to share their resources with the Turks using a continuous rail line that was established between the two nations.

The Allies, however, were not done with their attempt to conquer Ottoman territory. The Czar placed Grand Duke Nicholas in control of the Russian Caucasus Army and, with the assistance of his subordinate General Yudenich, they began to drive deep into the Anatolian heartland (Event #17). In February, 1916, the Turkish fortress of Erzurum fell (Event #26). After the failure of a Turkish attack on the Suez Canal led by German General Kress von Kressenstein, the Allies began to move into the Sinai Peninsula. British forces were hampered, however, by the absence of an efficient water supply, the fortification of the Gaza-Beersheba Line, and the revolt of the Senussi tribesmen from Libya (Events #19 and 22). With the construction of the Sinai pipeline in 1916, the British were finally able to move toward Palestine (Event #23).

Meanwhile, the Allies had launched another offensive, driving northward along the Tigris and Euphrates rivers in Mesopotamia (currently, Iraq). Logistics, however, were strained in the operation. General Townshend found himself besieged and surrounded in the town of Kut-al-Amara. A number of attempts to relieve him both militarily and diplomatically (including outright bribery) failed, and Townshend surrendered on April 29, 1916. Instead of being deterred, the British redoubled their efforts and launched another Mesopotamian campaign. General Maude reorganized the remaining forces and began a tepid advance along the Tigris and Euphrates, ensuring better logistical support, which ultimately allowed for greater success.

War Rages On

Elsewhere the war continued unabated. On the Western Front, the bloodbaths of Verdun and the Somme drew much attention away from the Near East (Events #27 and 32). While in the North Sea, the great fleets of the British and Germany did battle at the epic fight at Jutland in May of 1916 (Event #29). The Russian General Brusilov managed to break through the thin line of Austro-Hungarian forces in June of 1916, forcing the Germans to bail out their struggling ally (Event #30). Two expeditions were sent by the Kaiser to assist the Turks. The first was in the form of Asia Korps to shore up the Palestinian Front (Event #30). Elite Yildirim forces were also set up to battle the advancing Allies (Event #35).

The Allies were heavily engaged in duplicitous negotiations to defeat the Ottomans. The Allies divided the Arab lands of the Ottoman Empire in a secret Sykes-Picot Agreement, which came to light after the Bolshevik Revolution in Russia (Event #46). In the meantime, they earned the support of the Hussein clan in the Hejaz of Arabia and stirred them into revolt (Event #33). Fighting in desert conditions, however, proved challenging (Events #24 and 36).

At this point, fate struck in favor of the tottering Ottoman regime. While their Russian enemy had scored notable successes against them and had managed to drive far into the Anatolian heartland (Event #34), the tremendous suffering of the Russian people and their failure of arms against the Germans led to a spontaneous overthrow of the Tsar and the installation of a Provisional government in Russia (Event #35). That government, under the increasing influence of Democratic Socialist Alexander Kerensky, committed itself to remaining in the war. Nevertheless, operations by the Russians, especially against the Ottoman Empire, remained half-hearted at best. The failure of the so-called “Kerensky Offensive” against the Germans and Austro-Hungarians sapped any residual strength the Russian regime had. After the successful Hoffman offensive in the summer of 1917, Kerensky was spending more time trying to maintain rule than actually fighting the war on behalf of Russia (Event #43). By November 1917, the Provisional Government fell to a Bolshevik insurrection (the so-called “October Revolution” because it happened in October under the Russian Gregorian calendar) (Event #44).

Even with Russia faltering, the Western Allies remained committed in the Near Eastern theater. The pro-German king of Greece was overthrown in a coup, and Greece entered the war on the Allied side (Event #38). Meanwhile, Edmund Allenby marshalled the Egyptian Expeditionary Force and drove deep into the Sinai, quickly advancing into Palestine (Event #40). His campaign was aided by Arab forces, led by the infamous T.E. Lawrence (“of Arabia” fame) (Event #41). After managing to break the Gaza-Beersheba Defensive line, Allenby’s forces captured Jerusalem in December 1917, making the British pledge of a Jewish homeland in Palestine (the “Balfour Declaration”) into a possible reality (Event #45).

While the Palestine campaign was ongoing, the forces of General Maude continued his operations in the Mesopotamian region. In December 1916, Maude began an advance on Mosul, capturing Baghdad in March of 1917. He entered the ancient settlement with the famous quote “our armies do not come into your cities and lands as conquerors or enemies, but as liberators.” It is debatable whether that was completely true as the British would remain in charge of what became Iraq for decades. In any event, Maude’s operations took a winter halt, and he ended up dying from cholera before his forces could resume their advance. Because forces were drawn off for use by Allenby in the Levant, the campaign didn’t resume for many months. However, at the time of the armistice, Allied forces were to be found in Mosul.

The finale

While the Ottoman Empire was buckling to tremendous pressure, the denouement of the war was taking place on the Western Front. The Germans had dangerously resumed unrestricted submarine warfare (Event #39), which failed to push Britain out of the war but did result in the United States being drawn into the conflict. While US forces were assembling and “war weariness” was taking hold across the globe (Event #42), the German high command shuttled its Eastern forces westward in an attempt to crush the Western Allies before the United States could change the outcome of the conflict. The so-called “Kaiser’s Battle” began in March of 1918 and took the Western Allies to their breaking point (Event #47). Just barely, the Allies managed to hold out, and the Germans were forced to draw more and more of their resources into the battle, preventing their ability to bolster their tottering Allies, including the Ottoman Empire.

In the final stages of the conflict, the Ottomans became more and more desperate. They formed an Army of Islam, attempting to make up for the loss of their Arab territories with a conquest of Central Asia, which had briefly fallen away from the Russian Empire (Event #48). In the Caucasus, Turkish forces became entangled with Commonwealth forces and even those of their ostensible German allies in their attempts to seize the Baku oil fields (Event #49). But this sideshow was too little and too late. After a major Allied breakthrough at Megiddo in September of 1918—the site of the original battle of Armageddon—and the subsequent fall of Damascus in October, Turkish leadership found no escape from capitulation. Their other allies were failing as well. The Bulgarians were defeated at Dobro Pole on the Salonika Front, and the Austro-Hungarian Army was routed at Vittorio Veneto (Event #50). On October 31, 1918, the Sultan signed the Armistice of Mudros, ending the war in Turkish defeat.

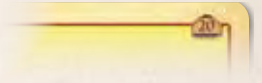
The Ottoman Empire may have been defeated, but the Turks as a people remained resilient. While accepting their loss of hegemony in the Middle East, the Turkish people were unable to accept the planned partition of Anatolia. Under the leadership of Mustafa Kemal Atatürk, a Turkish general, a Republican military offensive was launched, causing the victorious European powers to retreat from the region and revise the peace treaty. With dreams of establishing a great Greek empire, the Greeks were harder to convince, but military defeat resulted in their ejection from Anatolia followed by a harsh transfer of populations. Atatürk soon abolished the Sultanate, followed by the termination of the Caliphate, ending the vestiges of the Ottoman system. The Turks, having learned their lesson, stayed out of the Second World War almost until the end, when the result was no longer in doubt.

[8.0] Optional Rules

You may add any of the following Optional Rules to vary your experience when playing **Ottoman Sunset**. Each Optional Rule states whether it offers an **Advantage** (making the game easier), a **Handicap** (making the game harder), or neither, instead being **Neutral** (may make the game harder or easier depending on how it plays out).

[8.1] The Historical Game (Neutral)

If you wish to encounter the events of the Great War in their historical sequence, you can simply play all of the cards in numerical order, from #1 to #50.



[8.2] Mustafa Kemal (Advantage)

Mustafa Kemal Atatürk was the best Turkish military leader in the conflict. His effectiveness can be represented in the game with this rule:



Three times during the game (maximum), you may commit Mustafa to join an Offensive **before** rolling the die, gaining a +1 DRM (cumulative with other DRMs). Mustafa can only be used once during any Offensive for a single +1 DRM. **Note:** Mustafa cannot be used to launch his own Offensives—you must still spend an Action as normal.

Historical Restrictions: Initially, the Mustafa Kemal DRM can **only** be used on the Gallipoli Front. This prohibition ends when Gallipoli is evacuated (if ever). Only **after** the evacuation can the Mustafa Kemal DRM be applied to Sinai and Arab Front Offensives. The Mustafa Kemal DRM can never be applied to the Caucasus, Salonika, or Mesopotamia Fronts.

[8.3] Basra Landing (Advantage)

At the start of the war, British-aligned forces were not yet based in Basra. As a prelude to converting that city into a base of operations, British forces landed on the Fao Peninsula and moved onto Basra from there.

Due to Allied delays in launching their campaign, the Mesopotamia Front begins the game off-map. It is placed on the Basra space (#5) the first time an Event card calls for it to Advance, on the Townshend side (Battle Value 3).

[8.4] Persian Intervention (Advantage)

While not simulated directly in the game, Turkish, Russian, and British forces (and their proxies) engaged in direct conflict in Persia (Iran) at various points during the Great War. To simulate the effect this “sideshow” theater had on the Russian and British commands in the Near East (and to a lesser extent, on the Turks), you may add these Persian Intervention Optional Rules.



You may allocate Resources (see 3.2, page 13) to the Persia Box in the same way you would allocate them to Off-Map Theaters to represent deploying forces in that country. There cannot be more than **one** Resource marker here at a time. The presence of Resources in the Persia Box has no effect on any Coup Roll made here. A resource placed in Persia does count against the Resource marker counter limit.

If a Resource marker is in the Persia Box, **before** resolving any Advances by the Caucasus or Mesopotamia Fronts, you must make a **Persian Intervention Roll** and refer to the table below.

If **both** Fronts Advance on the same turn, roll for the Caucasus Front first.

Persian Intervention Table	
Die Roll	Outcome
≤1	The Front Advances normally and the Resource marker is spent (removed from play).
2 or 3	The Front Advances normally.
≥4	The Front does not Advance (it remains in its current space).

Apply the following DRMs when making a Persian Intervention Roll:

- +1 if the **Persian Coup** marker is in the Victories Box
- +1 if the **Russian Provisional Government** is in effect (Caucasus Front roll only)
- -1 if the **Dusk** deck has been added
- -1 if the **Gallipoli Front** has been evacuated (Mesopotamia Front roll only)

If a 1 result is rolled, no further Persian Intervention Rolls are made until and unless another Resource marker is allocated to the Persia Box.

[8.5] Cannibalizing Narrows Artillery (Advantage)

During any Action Phase, **before** rolling the die for an Offensive, you may **permanently** remove one previously placed Gun Emplacement marker (only) from The Narrows to gain a +1 DRM (cumulative with any other DRMs) for that Offensive.

This option applies only to previously placed Gun Emplacements, not the permanently placed guns (e.g., Seddülbahir or Constantinople) or Minefields.

Note: Merely rolling above a Turkish Defense's value when Forcing the Narrows does not destroy it. Only the Seddülbahir guns can be destroyed.

[8.6] Arab Feints (Handicap)

During the Palestine Campaign, the British frequently deployed Arab forces on their eastern flank to distract Turkish reserves away from the main British thrust. This was particularly apparent during the Arab attack on Deraa, tying up Central Powers forces before Allenby made a sweeping advance on the coastal plain, leading to the climactic Battle of Megiddo.

If the Arab Front is at Tafilah (space 3) or a lower-numbered space, you **cannot** conduct an Offensive against the Sinai Front **unless** an Offensive is first attempted against the Arab Front (whether it is successful or not) that same turn.

German Staff Operations **are not** restricted by this rule.

[8.7] Flanking the Gaza-Beersheba Line (Handicap) (Designer Recommended)

If the Arab Front controls Tafilah (space 3) when the Sinai Front successfully passes the Attrition roll against the desert (or if the Sinai Pipeline is completed), the Sinai Front will also automatically pass its Attrition Roll to Advance against the Fortification (see 2.4, page 11). This degrades or eliminates the marker as a normal success would.

The possibility of this Flank Attack exists only as long as the Allies control Tafilah. If Turkey regains control, the Fortification marker functions normally.

If the Flank Attack **does** take place but you go on to win the game, you score +1 bonus Victory Point (see 6.2, page 16).



[8.8] Lenin (Neutral)

In the game, the revolutions in Russia are treated as events beyond the player's control. To some degree, this is accurate. But, actions taken by the Central Powers did, in fact, play key roles in both revolutions, both indirectly through Russian defeats and more directly through the delivery of Vladimir Lenin to Finland Station in 1917. This rule may provide a lot of control over the Caucasus Front and thus make the game easier, but it also has the effect of making the revolutions both non-automatic and costly, which may not be to the player's advantage.

To take the Russian Revolutions out of the realm of card draws, use these rules:

- Ignore the Event text on the **Provisional Government** (#35) and **Bolshevik Revolution** (#43) cards. Resolve the Advances and Actions as normal.
- The Caucasus Front is reduced to the **Provisional** side (i.e., flipped to the lower Battle Value) if:
 - The **Mid-Day** cards have been added to the deck; *and*
 - **2 German Staff Operations** are spent for this purpose (at least one must be from the Eastern Theater); *and*
 - At least **2 Eastern Theater Off-Map Battle** markers are in the Victories Box.



- Once, during any turn **after** the Caucasus Front is flipped to the Provisional side, it can be removed from the map if:
 - The **Dusk** cards have been added to the deck; and
 - **1 German Staff Operation** from the Eastern Theater is spent for this purpose; and
 - At least **3 Eastern Front OR** at least **2 Kaiserschlacht Off-Map Battle** markers are in the Victories Box (A combination of the two types is *not* enough).

[8.9] Additional German Assistance (Advantage)

It is recommended that this rule be used if the Lenin rule, above, is in effect.

The degree of German assistance to their Central Power allies was vast, and increased dramatically as the war progressed. To some degree, the cards reflect this, but this Optional Rule simulates it further, while reducing the game's difficulty.

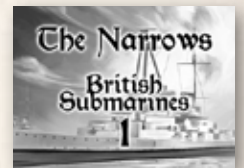
When the first card of a new deck is revealed (Mid-Day and Dusk), you receive one free Resource marker (if you have any available), which is immediately allocated to the Theater of your choice (*as per 3.2, see page 13*). This **can** affect any Off-Map Battle that occurs that turn.

[8.10] British Submarines (Handicap)

Around the time of the Gallipoli campaign, the Allies launched many submarines into the Turkish Straits, eventually deploying a total of 13 submarines, 8 of which were subsequently destroyed. They penetrated The Narrows on 27 separate occasions, and Turkish losses included 1 battleship, 1 destroyer, and several smaller war and transport vessels. Eventually, the placement of a submarine net across The Narrows put an end to this threat.

When the “Armenian Volunteer Units” Event (#09) is drawn, place the **British Submarines** unit in the Kaiserschlacht Box on the Sequence of Play chart. *There is no causal connection, but this card is as good a trigger as any for this rule.*

While this marker is in play, during the Kaiserschlacht Phase each turn, you must make a British Submarine Attack Roll:



- A result of **■** or higher is a British failure and has no effect.
- A result of **■** is a British success. If any Resource markers are currently in play, you must choose one of them to remove from the board. If there are no Resources in play (in any Off-Map Theater Box or the Persia Box), there is no effect.

You must suffer a British Submarine Attack every turn until one of the following occurs:

- The “German U-boats in the Mediterranean” (#14), “Gallipoli Evacuation” (#24), or “Kaiserschlacht!” (#46) Event is drawn; or
- You spend **2 Actions** to place submarine nets across The Narrows (there is no token for this, just remove the British Submarines marker from the game).

When either of the above occurs, remove the British Submarines marker from play and ignore this rule for the rest of the game.

[8.11] Ottoman Naval Effort (Advantage)

You may spend Resource markers from the Naval Theater to reduce the British Fortitude by one per marker spent when an attempt is made to Force the Narrows.

[8.12] Forcing the Narrows Redux (Handicap)

The British considered Forcing the Narrows a second time, particularly after the failure of the Suvla Landing. It is unclear whether a second attempt would have fared better than the first, especially considering the withdrawal of most of the more modern warships after the arrival of German U-Boats in the Mediterranean.

When using this Optional Rule, remove any non-permanent Minefields and/or Gun Emplacements that conducted an attack during any first attempt to Force the Narrows (these defenses are eliminated during the engagement with the Allied navy). You may rebuild these defenses normally.

To simulate the possibility of a second attack on The Narrows (or a first attack after the arrival of German U-boats), these rules apply:

Early German U-boat Arrival

If “Forcing the Narrows” (Event #08) is drawn **before** the Dusk cards are added to the deck **and** the U-boats marker is in The Narrows (i.e., Event #14 has been drawn), then “Forcing the Narrows” is **not** played at this time. Instead of resolving that card’s Advances and Actions, add it to the Dusk deck (the fleet will try again later when those cards enter play) and move the U-boats marker to the 4 space of the British Fortitude Track.

The second time “Forcing the Narrows” is drawn, the Event does occur (see 1.5, page 9), but the British Fortitude marker starts on the 3 space (instead of the 4 space) due to the presence of German U-boats.

A Second Attempt

If the Allies attempt to Force the Narrows and fail **before** the Dusk cards are added to the deck, the fleet will make a second attempt later. After resolving that card’s effects, immediately end that turn and add the card to the Dusk deck (the fleet will try again later when those cards enter play).

The second time “Forcing the Narrows” is drawn, the Event does occur, but the British Fortitude marker starts on the 3 space (instead of the 4 space) **if** the German U-boats marker is in The Narrows (i.e., Event #14 has been drawn).



Rebuilding the Seddülbahir Guns

You can rebuild the on-map Seddülbahir Gun Emplacement after it is destroyed (by Event #11), if the Gallipoli Front has been evacuated (Event #24). It costs **1 Action** to remove the Destroyed marker from play, making that Gun Emplacement operational again.

[8.13] Capital Resilience (Advantage)

Instead of losing the game automatically if the Constantinople space is occupied by an enemy unit due to a Front Advancing into the capitol, resolve this calamity in this way instead:

1. Return the enemy unit to its 1 space.
2. Move any 1 marker from the Victories Box to the Defeats Box.

The effect of this rule will be a 2-point swing in the National Will for the rest of the game.

If there are no markers in the Victories Box at this time, you do lose instantly.

[8.14] Military Intelligence (Advantage)

While the Intelligence Bureau for the East marker is in the Turkey Box, all Offensives against enemy Fronts in their 1 spaces (i.e., adjacent to Constantinople) receive a +1 DRM. You may flip the marker over as a reminder if you are using this rule.



[9.0] Scenarios

While the game is, compared to others in the same category, a short game, you can shorten it further by using one of these scenarios, allowing you to start the war in 1915, 1916, or 1917. Whether you start the game at the beginning of the war or on one of these dates, you can choose to end the game at any other scenario’s beginning (marked by how many cards have already been played) or play out the game until the end of the First World War. When you reach either point, see 9.2 to determine whether you have won or lost.

[9.1] Playing a Scenario

To play a scenario, pick the one you want from the list below. Then, set up the counters as indicated. Note that some placements may seem irrelevant, but they are listed in case certain historical variants are used (Rule 8.5, for instance).

The first thing each scenario requires is to put the National Will in its starting position based on the situation on the board at that time. A separate **Starting National Will** marker is placed with the National Will marker. This marker will never change during the play of the game, and will provide a metric that you can use to compare with the ending National Will.



Next, the scenario will specify which cards have already been played. Place these already-played cards to the side. The scenario will specify the parameters for the beginning draw deck or what the next card drawn will be if you are playing the Historical Game variant with the cards in numerical order (see 8.1, page 22).

The Off-Map Battle Victories, Defeats, and Stalemates that have already occurred are also listed. Place these markers in the appropriate holding boxes.

The scenario also indicates which Resources are in play and how many have already been used for German Staff Operations, so you will know how many more Resource markers may be purchased and where to initially place Resource markers.

Lastly, there are situation notes covering the initial positions of the various Fronts and other markers. Place the markers and Fronts as indicated.

1915 Scenario – Toppling The Sultan

Starting National Will: +2

Cards already played: 1-15; Morning and Midday Cards joined. Start play at 16 if using the Historical Game variant.

Victories Box: Gorlice-Tarnow, Second Ypres

Defeats Box: Empty

Stalemates Box: Italy Joins

Resources: West (2), East (1), Naval (0) – No German Staff Operations used

Other markers: U-boats in the Med, British Withdrawal (+1 VP); Seddülbahir Destroyed; 1 Minefield, Yildiz, Nagara, and Dardanos guns deployed; Intelligence Bureau located in Afghanistan; failed Coups in Persia and India

Deployments:

Gallipoli Front – Hamilton deployed at space 3 (ANZAC Cove)

Sinai Front – Murray at space 6 (Suez); no Sinai Pipeline

Mesopotamian Front – Townshend at space 3 (Kut)

Caucasus Front – Dashkov (2) at space 3 (Van)

Salonika Front and Arab Front not yet activated

1916 Scenario – Withstanding The Storm

Starting National Will: +1

Cards already played: 1-30; All decks merged. Start play at 31 if using the Historical Game variant.

Victories Box: Gorlice-Tarnow, Second Ypres, Kut

Defeats Box: Verdun, Brusilov Offensive

Stalemates Box: Italy Joins, Jutland

Resources: West (2), East (1), Naval (0) – 1 German Staff Operation used

Other markers: U-boats in the Med, British Withdrawal (+1 VP); Seddülbahir Destroyed; 1 Minefield, Yildiz, Nagara, and Dardanos guns deployed; Intelligence Bureau located in Turkey; all Coups have failed; Asia Korps is available

Deployments:

Gallipoli Front evacuated

Sinai Front – Murray at space 5 (El Arish); Sinai Pipeline built

Mesopotamian Front – Maude at space 5 (Basra)

Caucasus Front – Nicholas at space 2 (Erzurum)

Salonika Front – Sarrail* at space 4 (Salonika)

Arab Front – Faisal at space 6 (Jidda)

Special Sarrail rule: If you are starting from this point, Sarrail remains in command until you successfully push the Salonika Front back with an Offensive. At that point, flip the counter to the D'Esperey side.

1917 Scenario – Final Stand Of The Empire

Starting National Will: 0

Cards already played: 1-40; All decks merged. Start play at 41 if using the Historical Game variant.

Victories Box: Gorlice-Tarnow, Second Ypres, Kut

Defeats Box: Verdun, Brusilov Offensive, U-boat Campaign

Stalemates Box: Italy Joins, Jutland, Somme

Resources: West (1), East (0), Naval (0) – 3 German Staff Operations used

Other markers: U-boats in the Med, British Withdrawal (+1 VP); Seddülbahir Destroyed; 1 Minefield, Yildiz, Nagara, and Dardanos guns deployed; Intelligence Bureau located in Turkey; all Coups have failed; Asia Korps is available; One Yildirim remains available

Deployments:

Gallipoli Front evacuated

Sinai Front – Allenby at space 5 (El Arish); Sinai Pipeline built; Gaza-Beersheba Fortification built and at full strength

Mesopotamian Front – Maude at space 3 (Baghdad)

Caucasus Front – Yudenich (Provisional government – value 3) at space 3 (Van)

Salonika Front – Sarraïl* at space 3 (Monastir)

Arab Front – Faisal Hussein at space 4 (Aqaba)

Special Sarraïl rule: If you are starting from this point, Sarraïl remains in command until you successfully push the Salonika Front back with an offensive. At that point, flip the counter to the D'Esperey side.

[9.2] Winning or Losing a Scenario

All of the standard rules for losing the game remain in effect (see 6.1, page 15). If the capital is captured or National Will falls below -3, Turkey surrenders and defeat is the result. If you play through all remaining cards, then victory is determined in the traditional manner.

To play a shorter scenario, you may choose to end the game at the start of any other scenario. To do so, use the listed number of **cards already played** at the start of the chosen end year's scenario as your new end point. You may wish to set aside that number of cards when beginning the game as a reminder (but this approach may not work if the scenario has decks that have not yet been shuffled in).

To determine victory when ending the game at a scenario's end point, simply compare the National Will to the Starting National Will. If the ending National Will is equal to or lower than the Starting National Will, you have lost the scenario. If the ending National Will is higher than the Starting National Will, then you have won the scenario unless one or more Fronts is in the 1 space of its track (next to the capital). In that case, the result of the game is a draw.

[10.0] The Combined Game

As mentioned previously, **Ottoman Sunset** has a sister game titled **Hapsburg Eclipse**. If you have both games, you can play the **Combined Game** either as an extended solitaire game or as a two-player cooperative game.

The Combined Game covers World War I across Southern Europe and the Near East. The rules remain largely the same, though a few cards have different effects, identifiable by the Iron Cross in the upper left corner of the card.

In the Combined game, the Austro-Hungarian Empire is referred to as **Hapsburgs** and the Ottoman Empire is referred to as **Ottomans**.



Setting Up the Game

Place the *Hapsburg Eclipse* game board on top of the *Ottoman Sunset* game board so the Berlin-Baghdad Railway spaces on both boards are connected. Then set up each game on its own board as normal. When playing the combined game, do not use the alternate scenarios.

Turn Order

The game is played over a series of nation-turns, during which one nation follows all of the normal phases.

The **Hapsburgs** go first, playing two nation-turns: That is, drawing the first *Hapsburg Eclipse* card, resolving it, then drawing a second *Hapsburg Eclipse* card and resolving that. Then, the **Ottomans** take a turn, drawing and resolving an *Ottoman Sunset* card. This is to reflect that the Ottoman Empire joined the war later than the Hapsburg Empire.

After the Ottomans take their first turn, the two nations alternate taking individual nation-turns one at a time. Each nation continues taking turns until they run out of cards or they are removed from the game due to an Instant Defeat.

Two-Player Games

If you are playing the Combined Game as a two-player cooperative, each player controls all actions and other effects for one of the two nations, and must deal with all of the Fronts, Off-Map Battles, and other effects indicated on the Event cards for their nation.

If one player's nation is eliminated by an Instant Defeat, the other player continues their game on their own (see 10.2, page 31).

Solo Games

If you are playing the Combined Game as an extended solitaire game, you will naturally control both nations. But, you must still keep each nation's assets separate. For example, you cannot spend Hapsburgs Resources to aid the Ottomans, and vice versa (though see "The Berlin-Baghdad Railway," below).

[10.1] New Rules

When playing the Combined Game, the rules below take precedence over the basic game rules:

The Berlin-Baghdad Railway

The two nations are connected by the Berlin-Baghdad Railway. You can use this connection to transfer Resources to help each other. You can only use the Railway if you meet these two conditions:

1. Bulgaria **has** entered the war (*Hapsburg Eclipse* Event #17) and **has not** yet left the war (*Hapsburg Eclipse* Event #48).
2. The Allies do **not** control Skopje (identified by the railroad symbol next to it). If the Allies control this space, you must take it back before you can use the Railway again. The Railway can be opened and closed any number of times in this manner.

Note: Bulgarian-related Events in *Ottoman Sunset* have no effect on this rule.

If the Railway is open, place the Berlin-Baghdad Railway marker in the Berlin-Baghdad Railway Box (formed by putting the two game boards together) on its "Open" side to indicate its availability. Flip the marker to its "Closed" side if the Allies take control of Skopje. When Bulgaria leaves the war (*Hapsburg Eclipse* Event #48), remove the token from the game as it will not be possible to re-open the railway.

Using the Railway

As long as the Railway is open, either nation may use it to send the following kinds of aid to the other nation:

1. Either nation may spend a German Staff Operation to pay for an Action on the other nation's board. This bonus Action affects the other nation's board, but takes place during the **paying** nation's turn. For example, the Ottomans could spend a German Staff Operation during their turn to conduct an Offensive against the Italian Front on the Hapsburgs' map.
2. Either nation can give 1 Action to the other nation by spending 2 Actions of its own. The Action is resolved during the **giving** nation's turn, but the **receiving** nation decides how to spend it.
3. Either nation may send the Asia Korps (*Ottoman*) or German Aid (*Hapsburg*) to the other nation during their turn. The receiving nation may then use that marker normally. Mackensen and Radio Intercepts (*Hapsburg*) and Yildirim (*Ottoman*) **cannot** be transferred.

In a two-player game, both players must agree to any transfer of aid using the Berlin-Baghdad Railway.



Resolving Off-Map Battles

Most Off-Map Battles are resolved normally. However, Off-Map Battles triggered by Event cards marked with an Iron Cross (☩) historically occurred on the **other nation's map**, so they are conducted slightly differently:

- The odds of winning these Battles depends on the position of the matching Front, as indicated on the **Combined Game Card Effect Reference** (see 10.4, page 32), and modified by the War Weariness that applies to that map (if any) and other normal DRMs.
- The nation that drew the Off-Map Battle Event places the Battle marker in the Victories, Stalemates, or Defeats box on their map, as appropriate, after resolving the Battle.
- The following DRMs also apply to Off-Map Battles:
 - If the enemy Front is **in the space** indicated by the Iron Cross card, the Battle is resolved normally with the number listed as the Battle Value in the Combined Game Card Effect Reference (see 10.4, page 32).
 - If the enemy Front is **ahead** of the space indicated by the Iron Cross card (i.e., in a lower-numbered space), conduct the Battle with a **-1** DRM for **each** space ahead of the indicated space that the enemy Front occupies.
 - If the enemy Front is **behind** the space indicated by the Iron Cross card (i.e., in a higher-numbered space), conduct the Battle with a **+1** DRM for **each** space behind the indicated space that the enemy Front occupies.
 - If the enemy Front is **not currently in play**, there is no Battle: Place the marker in the Stalemates Box.
 - If the other player nation has already been knocked out of the game, the Battle is automatically a loss: Place the marker in the Defeats Box.
- Off-Map Battles only affect the nation that drew the Iron Cross card. The other nation is not affected by the result. No Off-Map Battle, with the exception of the Kaiserschlacht, affects the National Will of the other nation (see below).

Example: The Hapsburgs draw the “Battle of Ctesiphon” when the Mesopotamia Front is located in space 4 of its track on the Ottoman map. The die roll is 5, modified to 4 since the Front is one space behind the space indicated on the Combined Game Card Effect Reference on page 32. Since the modified result is greater than the Battle Value, the marker is placed in the Hapsburgs’ Victories Box.



Forcing the Narrows

This Event is largely unchanged, with the exception that when the card is drawn, the Hapsburgs may immediately spend up to 2 Resource markers from their Naval Off-Map Theater Box to reduce the British Fortitude by 1 for each Resource marker spent in this way.

The Gallipoli Campaign

If *Hapsburg Eclipse's* “The Gallipoli Campaign” (Event #14) is drawn when the Gallipoli Front is not active on the *Ottoman Sunset* map, the Off-Map Battle is ignored and the marker is placed in the Stalemates box automatically.

The Kaiserschlacht

The Kaiserschlacht does not begin until **both** nations have drawn the appropriate Event card. The first nation to draw this card still benefits from the +1 DRM for their turn, even though the Kaiserschlacht itself does not begin at that time, and the Advances and Actions sections of the card are used as normal.

Once it is triggered, conduct the Kaiserschlacht Phase only **once** per two nation-turns. The Ottomans must conduct the even-numbered Battles and the Hapsburgs must conduct the odd-numbered ones. DRMs from Resource markers are **only** applied during Battles conducted by the nation that has those Resources on their map.

Empire	Kaiserschlacht Battle	
Ottomans	None	(Start here if Ottomans draw 2nd Kaiserschlacht card)
Hapsburgs	■	(Start here if Hapsburgs draw 2nd Kaiserschlacht card)
Ottomans	None	
Hapsburgs	None	
Ottomans	■	
Hapsburgs	■	
Ottomans	None	
Hapsburgs	None	
Ottomans	■	
Hapsburgs	■	
Ottomans	None	
Hapsburgs	None	
Ottomans	■	
Hapsburgs	Roll which battle	Continue with rolling in this pattern until all Victories or all Defeats. Other nation may resolve the battle depending on even/odd result.
Ottomans	None	
Hapsburgs	None	
Ottomans	Roll which battle	

Example: The Ottomans have 2 Resource markers in their Western Theater Box and the Hapsburgs have none. During the first turn of the Kaiserschlacht, the Hapsburgs must face the first Battle marker with a +0 DRM. Then the Ottomans will take a turn without a Kaiserschlacht Phase, followed by a Hapsburgs turn without a Kaiserschlacht Phase. During their second turn after the Kaiserschlacht has begun, the Ottomans will face the second Battle marker with a +2 DRM. Then the Hapsburgs will have to fight the third Battle on their next turn, and so on.

The Victories, Stalemates, and Defeats that result from the Kaiserschlacht are marked on **both** nations' maps, thus affecting both of their National Wills, regardless of which nation fought the Battle. If a nation's National Will drops into Instant Defeat because of a Kaiserschlacht Battle fought by the other nation, they do not lose until their **next** National Will Phase (and they may be able to avoid defeat by increasing their National Will before that time).

Once the first 6 Kaiserschlacht Battles have been fought, the two nations continue to alternate conducting the Kaiserschlacht Phase, rolling to determine which Battle they must re-fight. If a Battle is rolled that sits on the other nation's map (i.e., if the Ottomans roll an odd-numbered Battle), the other nation immediately re-fights that Battle. You still fight only one Kaiserschlacht Battle per two nation-turns, but remember to adjust the Battle markers on both maps!

Example: The Kaiserschlacht has been raging through six Battles, so now the nations must roll to see which battles are re-fought, starting with the Hapsburgs. On their turn, they roll a ■, indicating that the Ottomans must re-fight Battle #2 (the Ottomans fight all even-numbered Kaiserschlacht Battles). Even though it is technically the Hapsburg's turn, the Ottomans immediately resolve the Battle. Sadly, they roll a ■, which moves the Battle marker from the Stalemates Box to the Defeats Box on both nations' boards. This will push the Ottomans below -3 on the National Will Track, so they will be knocked out of the war if something good doesn't happen to them on their next turn...

As usual, the Kaiserschlacht continues until the six Battles are **all** Victories or **all** Defeats. If either nation is eliminated before the Kaiserschlacht is complete, the remaining nation must conduct all Battles as they would in a single-nation game.

War Weariness

Unlike the Kaiserschlacht, War Weariness goes into full effect whenever that card is drawn, but it only affects the nation that drew it.

Russian Exit

Whenever a "Provisional Government Takes Charge" or "Bolshevik Revolution" card is drawn on **either** map, immediately apply its effects to **both** maps! This means that the Russians could leave, return, and then leave again during the war (in other words, the effects of one "Bolshevik Revolution" card does not alter the effects of the other cards). When Russian Fronts return, place them on space 5.

The Balkan and Salonika Fronts

Even though both maps have a space labeled Salonika and have a front that overlaps the same geographical area, in the Combined Game they are completely independent. An Allied invasion of Salonika on the Ottoman map does not activate the corresponding Front on the Hapsburgs' map, and vice versa.

[10.2] Victory and Defeat

Individual victory or defeat for each nation is identical to the basic game. It is even possible for one nation to be defeated and the other to win.

But, if one nation is eliminated, the war becomes more difficult for the remaining nation. Apply the following effects to the surviving nation:

- There is a permanent **-1** DRM for all Offensives and Advances in the Balkan or Salonika Front, as applicable.
- The surviving nation must take the eliminated nation's National Will marker and place it in their Defeats Box.
- If Russia is still in the war, Russia **cannot** leave the war at this juncture: Ignore the event effects of any "Bolshevik Revolution" cards drawn from now on.

If one nation is eliminated and the other nation wins, consider the victorious nation's Level of Victory to be one rank higher than their point total indicates.

[10.3] Optional Rules for the Combined Game

In addition to the normal Optional Rules from each game, if you are playing the two-player version, you may also add any of these Optional Rules. Naturally, both players must agree on which, if any, Optional Rules to use before the game begins.

Till Death Do Us Part (Handicap)

Both powers win or lose as a team. If one nation loses the game, the other player immediately loses as well. The only way to win the game is for both players to play through their entire decks. If both players win, they each determine their own Level of Victory.

Resource Theft (Handicap)

For a more competitive game, at the end of your nation-turn, you may attempt to "steal" one allocated Resource marker from the other player, regardless of whether the Berlin-Baghdad Railway is open or not. To do so, target a Resource marker on the other map and roll the die:

- On a result of **2** or **3**, the attempt succeeds. Take that Resource marker from the other player and place it in your own Off-Map Theater Box.
This theft does not count against your purchase limit of six Resource markers.
You still cannot place more than two markers in each Theater Box. If you cannot reassign the stolen Resource marker, it is eliminated instead.
- If the result is **4** through **6**, the attempt fails and you must move one Battle marker from your Victories Box to your Stalemates Box.
Since this occurs at the end of the turn (after the National Will Phase), this cannot result in an Instant Defeat in itself.
If you have no Victories, the failed attempt has no effect. Note that special victory markers (Kut, Russia Tires, etc.) and Coup markers **are** eligible for reassignment after a failed Resources grab.

Lenin (Neutral)

If you are using this Optional Rule (*see 8.8, page 23*) in a two-player game, you must modify it slightly:

- Ignore the Event text on the Provisional Government and Bolshevik Revolution cards in both decks. The Advances and Actions on those cards are resolved normally.
- The Caucasus Front (Ottomans) and Carpathian Front (Hapsburgs) are both reduced to their Provisional sides if:
 - The Mid-Day cards have been added to **both** decks; *and*
 - The Great Retreat has been triggered on the Hapsburgs' map; *and*
 - A total of 2 German Staff Operations are spent for this purpose (at least 1 of which must come from the Eastern Theater on either map); *and*
 - At least 1 Eastern Theater Off-Map Battle marker is in the Ottomans' Victories Box **or** the Tannenberg or Lodz marker is in the Hapsburgs' Victories Box.
- Once the Caucasus and Carpathian Fronts have been reduced to their Provisional values, they can be removed from the map if:
 - The Dusk cards have been added to **both** decks; *and*
 - 1 German Staff Operation from the Eastern Theater on either map is spent for this purpose; *and*
 - At least 3 Eastern Theater **or** 2 Kaiserschlacht Off-Map Battle markers are in the Victories box of either map (a combination of the two is not enough). For purposes of this rule **only**, Serbian battles are considered to be Eastern Theater Battles.

If you are using this Optional Rule, we recommend that you also use the Additional German Assistance Optional Rule (*see 8.9, page 24*).

[10.4] Combined Game Card Effects Reference

Cards from *Ottoman Sunset*

- #12 Gorlice Tarnow: Conduct this Battle with Battle Value 2; Location = Tarnow (Polish Front).
- #13 Italy Joins the War: Conduct this Battle with Battle Value 3; Location = Udine (Italian Front).
- #18 Bulgaria Joins the Central Powers: No effect—the Balkan Front will enter play on the Hapsburgs' map as per the normal *Hapsburg Eclipse* rules.
- #29 Brusilov Offensive: Conduct this Battle with Battle Value 3; Location = Przemyśl (Carpathian Front).
- #30 Asia Korps: The Asia Korps marker can be transferred to the Hapsburgs' map.
- #34 Yildirim (Thunderbolt): Yildirim markers cannot be transferred to the Hapsburgs' map.
- #38 U-boat Campaign: The Hapsburgs may discard 1 Naval Resource marker to give the battle a +1 DRM.
- #49 Vittorio Veneto: Conduct this Battle with Battle Value 4; Location = Vittorio Veneto (Italian Front).

Cards from *Hapsburg Eclipse*

- #06 Russian Cypher Cracked: Radio Intercept markers cannot be transferred to the Ottomans' map.
- #14 Gallipoli Campaign: If the Gallipoli Front is active in *Ottoman Sunset*, conduct this Battle with Battle Value 3; Location = Chunuk Bair (Gallipoli Front).
- #16 Mackensen Takes Command: Mackensen markers cannot be transferred to the Ottomans' map.
- #17 Bulgaria Joins the War: The Berlin-Baghdad Railway opens and Resources can be transferred between maps (*potentially, see The Berlin-Baghdad Railway, page 28*).
- #19 Battle of Ctesiphon: Conduct this Battle with Battle Value 3; Location = Kut (Mesopotamia Front).
- #35 German Aid: German Aid markers can be transferred to the Ottomans' map.
- #41 Palestine Campaign: Conduct this Battle with Battle Value 5; Location = Jerusalem (Sinai Front).
- #48 D'Espery Breaks Out: If the Balkan Front ends the turn in or ahead of space 4, the Berlin-Baghdad Railway is permanently closed and cannot be reopened.

Cards in Both Games

Provisional Government Takes Charge: The Russian units on **both** maps are flipped and Retreat 1 space. If those Russian Fronts are not currently on that map, return them to play on the highest-numbered space on their tracks.

Bolshevik Revolution: Remove specified Russian units from **both** maps.

Kaiserschlacht: *See page 29.*

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