

## Rommel Game Units – Turkey

The Turkish army started the war with a structure based on large numbers of WW1 style infantry divisions with cavalry divisions in open areas and only one armoured brigade. There were limited anti-tank and AA units. By the mid-war period they had received some modern equipment from the British to equip three armoured brigades and a single tank regiment in reserve equipped by the Germans. A number of infantry divisions received modern ATG and AA guns. However, the army responded poorly to training with the new equipment, and officers were generally older and unwilling to adopt modern doctrines. As the army saw no action it is difficult to assess their effectiveness but the command rigidity was likely to be similar to the Soviets.

Early War Armour	3-2-1
T25	2
R35	2-3
Vickers MkVI	1

Mid War Armour	3-2-1
Pz III-j	2
Pz IV-h	4
Valentine	3
Stuart	2
Sherman	4

Infantry	
Conscript Infantry	3-2-1
Regular Infantry	4-3-2

Artillery			
75mm	0-1	2	8
105mm	0-1	3	12
25 pdr	0-1	3	12
Bishop	0-2	3	12

## Early War Turkish Elements

	Infantry Regiment
2-3	Infantry Battalions A or B
0-1	Lt. Artillery Battalion
0-1	<i>Attachments</i>

	Cavalry Brigade
2	Cavalry Regiments
0-1	<i>Attachments</i>

	Armoured Brigade
3	Armoured Battalions
0-2	<i>Attachments</i>

## Battalions

Infantry Battalion A	4	3	Conscript Infantry		Foot	
Infantry Battalion B	6	3	Regular Infantry		Foot	
Cavalry Regiment	5	2	Regular Infantry			Cav
Tank Battalion A	3	2	T25 or Vickers	1		Mot
Tank Battalion B	5	2	R35	2		Mot
Light Artillery Battalion	2	1	75mm gun			
Field Artillery Battalion	3	1	105mm Howitzer			
Heavy Artillery Battalion	4	1	155mm Gun	1		

## Mid War Turkish Elements

	Infantry Regiment
2-3	Infantry Battalions A or B
0-1	Lt. Artillery Battalion
0-1	<i>Attachments</i>

	Cavalry Brigade
2	Cavalry Regiments
0-1	<i>Attachments</i>

	Tank Regiment
2	Armoured Battalions
0-1	<i>Attachments</i>

Infantry Battalion A	4	3	Conscript Infantry		Foot	
Infantry Battalion B	6	3	Regular Infantry		Foot	
Cavalry Regiment	5	2	Regular Infantry			Cav
Tank Battalion A	6	2	Valentine			Mot
Tank Battalion B	5	2	Stuart			Mot
Tank Battalion C	8	2	Sherman	1		Mot
Tank Battalion D	8	2	Pz III	1		Mot
Tank Battalion E	9	2	Pz IV	1		Mot
Light Artillery Battalion	2	1	75mm gun		Foot	
Field Artillery Battalion	3	1	105mm Howitzer		Foot	Mot
Heavy Artillery Battalion	4	1	155mm Gun	1	Foot	



Turkey  
Early/Mid War

**OPS File**  
  
(Maximum 10 dice)

Turn Record

Markers

**Events**

- Gaps in His Lines**

Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners**

In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals**

Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road**

Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor**

Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry**

Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack**

Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
- Dig In**

Place up to 6 prepared position markers, no more than 2 per square, in any squares occupied by your (not isolated) units.

**Defensive Tactics**

- Attack Broken Up**

Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions**

Defender gets one shift up.
- Defense in Depth**

Attacker gets one shift down.
- Fast Reaction**

One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line**

All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw**

Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)

**Offensive Tactics**

- Flamethrowers**

Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration**

Double the combat value of one infantry unit if attacking Mountain, Woods, or Bocage.
- Massed Target**

If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery**

Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack**

Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke**

Defender gets one shift down.

**General Tactics**

**Recce**  
Your side shoots first in this combat. Negated by enemy *Recce*.