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ORDERED TO DIE

The Battle of Ctesiphon 22 – 25 November 1915

Credits

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1.0 Introduction

1.1 ORDERED TO DIE is a low-to-intermediate complexity, two-player, operational-level simulation of the British attempt to capture the Ottoman entrenchments at Seimanpak Mayden Muharebesi on the way to Baghdad in November 1915. Solitaire play is also doable, provided the player is willing to make decisions for both sides. The British

player controls all British and Indian units; his opponent controls the Ottoman and Arab units.

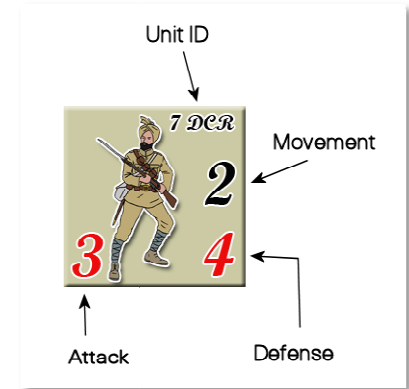
1.2 **Game Scale.** The map scale is two kilometers per hex. Each game turn represents three hours. Units of maneuver for both sides are infantry battalions and regiments, each representing between 250 and 1,000 men; artillery batteries, each with four to six guns; and groups of Arab tribesmen, each representing up to about 500 men.

2.0 Components

2.1 A complete copy of OTD contains a map, these rules, a counter identification chart, and a sheet of unit-counters. Players need to provide themselves with a six-sided die.

2.2 **The map** represents the militarily significant terrain found across the area around Seimanpak in 1915 when portrayed at this scale. A hexagonal (“hex”) grid is printed over it to regulate unit placement and movement. A unit is always in only one hex at any one time. Each hex contains natural and man-made terrain features that may affect movement and combat. The map’s terrain representations have been altered slightly from their exact real-world configurations in order to make them conform to the hex-grid, but the terrain relationships from hex to hex are accurate to the degree necessary to present players with the same space/time dilemmas faced by their historic counterparts during the battle. Each hex on the map also has a unique four-digit number printed in it. They are provided to help you find specific locations referred to in the rules (for example, the village of Seimapak Kasaba is in Hex 0808), and to allow you to record unit positions if a match has to be interrupted and taken down before it can be completed.

2.3 **Counters.** There are 63 counters and one marker in the game, most of which represent combat units. Carefully punch out the counters. Trimming the “dog ears” from their corners with a fingernail clipper facilitates their handling and stacking during play and enhances their appearance. Each combat unit counter displays several pieces of information: type, combat strength, reinforcement or set up status and specific historic unit identifications.



2.4 Counter ID Abbreviations

British

DR	Dorsetshire Regiment
Nor	Norfolk
O&B	Oxford and Buckinghamshire
RFA	Royal Field Artillery
VAB	Volunteer Artillery Battery
RGA	Royal Garrison Artillery
ACS	Armored Car Squadron
Raj	Rajput
Mah	Maharatta
Pun	Punjab
Gur	Gurkha
WR	Wellesley’s Rifles
DCR	Duke of Connaught’s Rifles
IC	Indian Cavalry
HHB	Hants Howitzer Battery
MMG	Medium Machine Gun

Ottoman

HA	Heavy Artillery
SA	Suvari Alayi
MG	Machine Gun

2.5 **Artillery Designations.** British and Ottoman artillery units are identified by their battery and battalion. So, for example, the British artillery unit identified as “76 RFA” is Battery 76 of the Royal Field Artillery.

2.6 **Combat Factors.** This number is a measure of each unit’s relative ability to attack and defend. All units have two different combat factors, one for attack and one for defense.

2.7 **Other Counters.** There is one turn indicator marker.

2.8 Armored Cars. Armored cars are not considered to be cavalry nor infantry. These are armored vehicles have engines, tires, and run on combustible fuel.



3.0 Sequence of Play

3.1 The game is played in series of identically structured “game turns,” each being composed of two “player turns” (one British and one Ottoman) that, in turn, both consist of several “phases.” The order of those phases must be followed exactly. The player who is performing the action in a given phase is termed the “phasing player” and his units are “phasing units.” The British player is always the first player in each game turn. The sequence of play is shown below.

3.2 Game Turn Sequence

I. British Player Turn

- A. British Movement Phase
- B. British Combat Phase

II. Ottoman Player Turn

- A. Ottoman Movement Phase
- B. Ottoman Combat Phase

3.3 Ending the Game Turn. Upon completion of each Ottoman Combat Phase, the Game Turn Marker is advanced one box on the Game Turn Track printed on the game board, and the sequence is started anew until the end of Game Turn 20 is reached, one player capitulates, or one player wins a “sudden death” victory, whichever comes first.

4.0 How to Win

There are three objectives for the British in the game: capture of all Ottoman trenches (having the last units to occupy or pass through an Ottoman trench hex by turn 20), capture of the bridge by occupying hexes 0607 and 0707, and the exiting of nine friendly units off hex 0104.

CONDITION	OUTCOME
No British Objectives Met	Major Turk Win
One Objective Met	Minor Turk Win

Two Met	Minor British Win
Three Met	Major British Win

If all three British objectives are achieved, the game is immediately over.

5.0 Set Up

5.1 Ottoman Set Up

The Ottoman player begins the set up by placing his units in the designated hexes. Over stacking is allowed on set up.

Hex 0614	105/35
Hex 0714	103/35
Hex 0713	104/35
Hex 0614	130 MG
Hex 1006	1/35 Artillery
Hex 0911	113/38
Hex 0909	112/38
Hex 0808	114/38
Hex 0910	112 MG
Hex 0809	1/38 Artillery
Hex 1007	142/45
Hex 0905	3/45
Hex 0904	141/45
Hex 1008	79 MG
Hex 0705	1/27 Artillery

Within 2 hexes of Hex 0702:

7/51
9/51
44/51
7 MG
9 MG
3/4 Artillery
2/27 Artillery
HA Artillery
Sammar (Arab) x 1

Within 5 hexes of Hex 0808:

33 SA Ottoman Cav
31 SA Ottoman Cav
2 HA Ottoman Camel
Delim Arab Cavalry
Zubesjir Arab Cavalry
Horsan Arab Cavalry
Sammar Arab Cav. x 1

Errata: The counter mix has one extra 103/35 counter.

5.2 British Set Up

The British player begins with all of his units off the map. These units enter at either or both of the designated entrance hexes on turn one, the British side player

choosing the entrance hex and the order of arriving units. The first hex entered is counted as the first hex for movement. Any units which cannot enter during a turn are held off map and can enter the map on subsequent turns.

6.0 Zones of Control (ZOC)

6.1 Zone of Control (ZOC) is a term used to describe the six adjacent hexes around a unit. When a friendly unit enters the zone of control of an enemy unit (EZOC), it must stop and move no farther that phase. A friendly unit that begins its side’s movement phase in an EZOC may move, but only if the first hex it enters is not in an EZOC.

6.2 Arab units never exert a ZOC, nor are they in any way affected by an EZOC.

6.3 Artillery units never exert a ZOC.

6.4 Negating EZOC. An EZOC hex is negated for purposes of retreat-after-combat if that hex is occupied by a friendly unit or stack.

7.0 Stacking

7.1 Stacking is the term used to define the piling of units in a single hex. Only friendly units of the same side (British or Ottoman) may stack together with the following exception for Arab units.

7.2 British and Ottoman Stacking Limits. A maximum of four British or three Ottoman units may stack in a hex. The exceptions are that only one unit can be stacked in trench, hill, and village hexes and there may never be more than two artillery units stacked in a hex. Arab units have their own stacking limit.

7.3 Arab Stacking. Each Arab unit must occupy a hex by itself at the end of the movement phase.

8.0 Movement

8.1 Movement Factors. A unit’s movement factor is expressed in movement points (MPs) and represents its relative ability to move across the map. MPs may not be saved from turn to turn, nor may they ever be transferred between, loaned to, or borrowed from other units.

8.2 Both players move some, all, or none of their own units during owning player movement phase. The only time a unit may move when it is not a movement phase is if it does so as a result of a combat.

8.3 Units expend 1 MP to enter clear terrain. The Terrain Effects Chart on the map shows the additional MP costs to enter other non-road terrain or to cross the Tigris River bridge. For example, the cost to enter a hill or sand dune hex is 2 MPs (1 for the base MP cost for clear terrain and + 1 MP for the hill or sand dune terrain). If a road is present in a hex, the MP cost is ½ MP except in hill terrain where the MP cost is 1.5 MPs (½ MP for the road plus 1 MP for the hill).

8.4 Sand Dunes. Sand dune terrain cannot be entered by artillery, cavalry or armored car units.



Sand Dune Terrain

8.5 River hex edges can never be crossed except via the Tigris bridge at hex 0607.

8.6 Friendly and EZOC Movement. Units may move through hexes containing friendly units as long as stacking limitations are observed at the end of the movement phase. If a unit starts a move in an EZOC, it may leave that hex providing it does not immediately enter another enemy zone of control. Friendly ZOCs do not effect friendly movement.

8.7 Overrunning Artillery. Only non-artillery units may eliminate artillery units during movement. The moving unit simply moves into the hex occupied only by enemy artillery, removes the artillery unit or units from the map, and continues moving. Normal road movement rates are used when overrunning.

8.8 Arab Movement. Arab units pay only one MP per hex regardless of terrain.

8.9 Moving Off Map. British units which move off of the map at hex 0104 may never return on to the map. These units are considered toward the British VP requirements.

9.0 Combat

9.1 For each attack, the player executing the attack is considered the attacker, and the other player is the defender, regardless of the overall strategic situation. The attacker need not declare all his attacks prior to starting the resolution of the first one.

9.2 A unit may participate in combat only once per combat phase when attacking, but a defending unit may be attacked as many times as the attacker wishes. All hexes exerting a ZOC into the attacker's hex must be attacked. Multiple units in one hex may attack different hexes as long as all hexes exerting a ZOC into the attacking stack are attacked in the combat phase.

Designer Note: Attacking units must attack ALL defending units which are adjacent and exert a ZOC into the attacking unit(s) hex.

9.3 Artillery on Attack. Artillery plays only a supporting role on attack. Artillery units may attack target hexes only as part of an attack on the target hex by non-artillery units. *No more than one artillery unit may attack or defend for each non-artillery unit involved in a combat.* Artillery units may attack non-adjacent enemy units if the targeted hex is within the firing artillery unit's range. All artillery units have a range of four hexes. To determine target range, count from the firing artillery unit hex to the target hex, excluding the firing unit hex and including the target hex.

9.4 Artillery on Defense. Artillery units can defend if attacked but artillery units attacked by infantry and/or cavalry units while alone in a hex are automatically eliminated. Similarly, artillery units may never retreat-after-combat. If required to do so, any non-artillery units with them retreat, but the artillery is eliminated in place.

9.5 Combat Resolution Procedure. Total the combat strengths of all attacking and defending units in a given combat, including in the defending sum any additional combat factors added as a result of defender terrain. (See the Terrain Effects Chart on the game board.) Divide the total attacking strength by the total defending strength. That will yield the combat odds.

Round off all remainders in favor of the defender. For example: 16 attack factors versus 9 defense factors would give combat odds of 1:1 ("one to one"), while 17 attack factors versus 3 defense would give odds of 5:1. Roll a six-side die and cross-index the die result under the appropriate odds-column heading on the Combat Results Table to get that combat's result.

9.6 Terrain Effects on Combat. Certain terrain in or along the hex sides of the defender's hex may add additional combat factors to the defending side in a combat. See the "Combat Effects" column of the Terrain Effects Chart (TEC).

9.7 The 48th Pioneer Battalion provides its combat strength and one additional combat factor to combat when *attacking only* into trench and strong point hexes.



48th Pioneer Battalion

9.8 Ottoman Fortifications. There are two kinds of Ottoman fortifications: trenches and strong points. If a trench is in a hex, the Ottoman defense gets a + 1 combat factor on defense. Each fortification symbol has a number on it. This is the number of combat factors added to the Ottoman defense in addition to the trench combat factor. If British or Arab units occupy Ottoman fortification hexes, they do not get use of the defensive benefits. However, if Ottoman units recapture those locales they would still function for them defensively in any subsequent combats. Ottoman fortifications, for game purposes, are indestructible.



Ottoman Strong Point and Trench

9.9 Combat Results are applied as follows.

AE (Attacker Eliminated): Remove all involved attacking units to the dead pile.

DE (Defender Eliminated): Remove all involved defending units to the dead pile.

Attacker units must advance into hexes vacated by the defender, the attacking player choosing which hexes to occupy.

EX (Exchange): First the defender suffers a DE as described above. Then the attacker must remove, from among his units involved in the combat, units whose combat factors equal or exceed the number of combat factors of the defending units just eliminated. Attacking artillery units that fired at range may never be given up to satisfy EX loss requirements. Any surviving attacker units must advance into hexes vacated by the defender, the attacking player choosing which hexes to occupy.

Designer Note: Trench and fortification modifiers are not counted when determining exchanges.

DR (Defender Retreat): All involved defending units must retreat one hex (see 9.10 below). The attacker must conduct advances into the vacated hex or hexes, the attacking player choosing which hexes to occupy.

AR (Attacker Retreat): All involved attacking units must retreat one hex. Defending units may, but are not required to advance into the vacated hex.

9.10 Retreat After Combat. Retreats are never more than one hex. A retreating unit or stack may not end its retreat in an EZOC, nor may it make it retreat into any hex that it would be prohibited from entering during normal movement. Units unable retreat are eliminated.

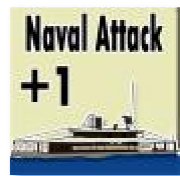
9.11 Over-Stacking & Displacements in Retreats. If a unit has no other option but to end its retreat in a hex in excess of the staking limits, friendly units, originally in that hex and in excess of the stacking limit, is chosen by the owning player and “displaced” one hex to make room for the retreating unit. If those units, in turn, violate stacking restrictions when they displace, they in turn will displace the units on which they have landed. That process continues until stacking limits are met. All displaced units must follow the restrictions of retreating units. If displacement results in an unavoidable illegal move or over-stacking situation, the original retreating units are eliminated.

9.12 Advance-After-Combat. Whenever a

defended hex is left vacant as a result of combat, the attacker must advance with all of his surviving involved non-artillery units into the vacated defender hexes, given the constraints of terrain and stacking. The attacking player chooses which units to advance first in case of stacking limitations when advancing. Artillery units never advance after combat. When advancing after combat, units ignore EZOCs.

10.0 British Naval Gunfire

The British player has four additional combat factors per combat turn available, represented by four naval attack markers, which may be used against targets within six hexes of the south edge of the map. These naval artillery factors may not be eliminated nor fired upon by Turkish artillery. They may be added to any British attack or used to attack Ottoman units separately within the six-hex range. Stack one or more naval attack markers on target Ottoman stacks during combat to denote fire from British gunboats on the Tigris River. Naval attack markers can be used only once per turn. Multiple naval attack markers can be used against a single stack.



British Naval Attack Marker

11.0 End of Day

11.1 British Reorganization. At the end of each day (e.g. after the 9 PM turn), all British counters are removed from the map. The British player rolls one D6 and adds the resulting number of counters from the dead pile to the removed British counters to form a “reorganized” British side. At the 8 AM turn of the next day, the British player re-enters the counters representing the reorganized British side at either or both of the British entrance hexes.

11.2 At the end of each day, the Ottoman player may place his surviving counters in any hex west of and including the Ottoman trench line.

12.0 Designer’s Notes

For nearly a year the British chased the Turkish army toward Baghdad. Leading the British army was the 6th Poona Division under Lt. General Charles Townshend. At Ctesiphon Turkish General Nur a Din or Nureddin Pasha chose to stand and fight to the death.

The game begins at this historical moment using simple mechanics to simulate the terrible three days when British, Indian, Turkish, and Arab soldiers fought and died over a few yards beneath the shadows of the Seimapak ruins where they were *Ordered to Die*.



Nureddin Pasha

The Arab stacking rule simulates the organizational style of Arab military units of the period. The Arab movement rule recognizes their ability to move rapidly through all terrain.

The artillery overrun and combat rules mimic the vulnerability of artillery units in combat.

The 48th Pioneer Battalion adds combat value to an attack due to its ability to reduce defensive positions.

Slope movement deals with the large size of sand dunes, which were easier to move down than climb up.

The fortifications built by the Ottomans were an important aspect of the battle and are represented on the game map.

The British naval gunfire rule represents the firepower of British gunboats on the Tigris River.

Townshend drew back from the battlefield and rested his troops at night. That meant he had to retake ground but his objective was to break the enemy, not to hold ground. In contrast, Ottoman organization and lack of officer depth prohibited similar reorganizations at night. The Ottoman army stayed on the field to maintain control of and use of their trench and strongpoint system.

13.0 References

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The Bastard War: The Mesopotamian Campaign of 1914-1918, A.J. Barker, Dial Press, 1967.

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