

Breakout from Suvla Bay: Turkish Order of Battle

The Turkish forces are at first represented on the table by only the last remaining parts of the Anafarta Detachment. Those elements of the detachment that were deployed on Lala Baba or Hill 10 have been assumed to have been lost as the British took these features. The forces shown here are those assumed to be still in place as the British forces advance eastwards. Some sources suggest that the Turkish forces arrived on Tekke Tepe just a half hour before the British forces, however it seems that this may not have been so, and that in fact they arrived the night before, In the interests of a more challenging scenario however it is assumed that the Turkish forces do indeed arrive just before the British forces. Therefore 7th and 12th Divisions enter any time from move 4 onwards (at the player's discretion). Players may try the scenario with the Turkish forces already in place on Tekke Tepe if they wish.

Unit	Composition	Notes	Attachments
Anafarta Detachment		All stands Regular (may be dug in with Level 1 entrenchments, but no wire). As this detachment was split up, it takes no morale tests for casualties.	
Gallipoli Gendarmerie	2 companies	On Kirich Tepe	
1/31 st Regt	3 companies	On Chocolate and Green Hills	
Attached artillery			Fire mission expenditure record
Artillery detachment	1 x Regt 75mm guns (in reality this was a mix of 75mm field and mountain guns, 87mm mountain guns and a 2.4cm Mantelli gun).	Off table	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
7th Infantry Division	Division HQ Stand	No random strength, all regular morale, enters anywhere along the eastern table edge from move 4 onwards.	
1 st Regiment	Regiment HQ stand + MMG		
	1 st Battalion per TOE	4 companies	
	2 nd Battalion per TOE	4 companies	
	3 rd Battalion per TOE	4 companies	
2 nd Regiment	Regiment HQ stand + MMG		
	1 st Battalion per TOE	4 companies	
	2 nd Battalion per TOE	4 companies	
	3 rd Battalion per TOE	4 companies	
3 rd Regiment	Regiment HQ stand + MMG		
	1 st Battalion per TOE	4 companies	
	2 nd Battalion per TOE	4 companies	
	3 rd Battalion per TOE	4 companies	
Units available for attachment			Fire mission expenditure record
7th Div Artillery	1 st Regt 75mm guns (3)	One Regt between the two divisions may be on table, all others must be off table.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 nd Regt 75mm guns (3)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3 rd Regt 75mm guns (3)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Div Rifle Battalion	4 infantry stands		
Div engineers	1 engineer stand		

12th Infantry Division	Division HQ stand	No random strength, all regular morale, enters anywhere along the eastern table edge from move 4 onwards.	
1 st Regiment	Regiment HQ stand + MMG		
	1 st Battalion per TOE	4 companies	
	2 nd Battalion per TOE	4 companies	
	3 rd Battalion per TOE	4 companies	
2 nd Regiment	Regiment HQ stand + MMG		
	1 st Battalion per TOE	4 companies	
	2 nd Battalion per TOE	4 companies	
	3 rd Battalion per TOE	4 companies	
3 rd Regiment	Regiment HQ stand + MMG		
	1 st Battalion per TOE	4 companies	
	2 nd Battalion per TOE	4 companies	
	3 rd Battalion per TOE	4 companies	
Units available for attachment			Fire mission expenditure record
12 th Div Artillery	1 st Regt 75mm guns (3)	One Regt between the two divisions may be on table, all others must be off table.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 nd Regt 75mm guns (3)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3 rd Regt 75mm guns (3)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Div Rifle Battalion	4 infantry stands		
Div engineers	1 engineer stand		