GALLIPOLI

1. LOADING INSTRUCTIONS

The 48K game is recorded on one side and the 128K game on the other. The procedure for loading a game into your computer is given in your Manual. Key LOAD "" and ENTER.

2. OPTIONS

New game ? y/n Kempston Interface ? y/n Interface 2 ? y/n Normal control keys ? y/n

Normal control keys ? y/n NOTE: Users of Spectrum 48K must key 'n' and select the directional keys 5, 6, 7 & 8.

directional keys 5, 6, 7 & 8. Users of Spectrum 48K/128K Plus or Plus Two may use the normal cursor keys and 'n' for fire or may choose alternative keys providing they are not 'd', 'q', 'r' or 's' which are reserved for other purposes.

Single player game? y/n

The game can be played by three players, one for each army or by two players - one commanding both the ANZAC and British Army. Alternatively, if single player game option is selected, the computer commands the Turkish army and the Allied armies may be commanded by one or two players.

Scenic option ? y/n (only available in the 128K version). Battle sounds option? y/n

All OK? y/n

Blue

Yellow

Green



3. THE SCENARIO

The game begins on 8 August 1915, five months after the Gallipoli Campaign started, with the arrival of fresh British troops, for the final attempt at a breakout. At Anzac Cove the beach-head is a shallow crescent of 2 km long, its entrenched position enclosing fewer than 160 hectares in which there are 40,000 ANZAC soldiers under Birdwood's command. At Suvla Bay 20,000 British soldiers have landed under Stopford's command on 7 August and find the area weakly defended. In the Suvla Bay and Anzac Cove sectors there are 22,000 Turkish troops who are well entrenched. As soon as news reaches the Turkish Headquarters, additional reserves are diverted into the area as follows:- 4,000 in the North East - Turn 4 - 9 August (morning)

4,000 in the South East - Turn 4 - 9 August (morning) 16,000 in the S. Eastern Area - Turn 11 - 11 August (afternoon)

After Turn 11 46,000 Turkish troops will have been committed to the battle against 60,000 of the ANZAC and British Allies.

4. VICTORY CONDITIONS

In this game, the player or players commanding the ANZAC and British forces have the opportunity to show the leadership, coordination and resolution that was singularly lacking among senior officers in the Gallipoli campaign. Rapid and decisive action is required to achieve the objectives of the mission before the end of the game. Outright victory for the Allies may be gained in one of two ways:-(a) By occupying the major Turkish ammunition depot

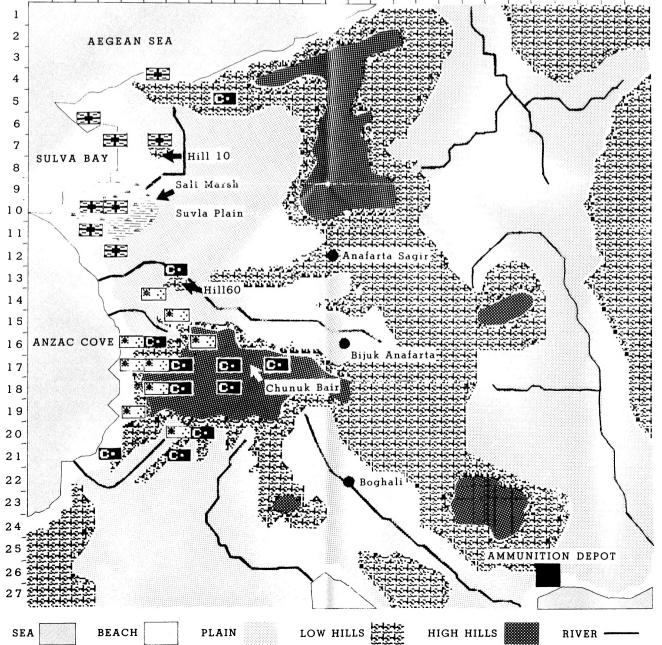
- (23/26). The depot square must be occupied with at least 2,000 troops, either ANZAC, British or both. If there are Turkish troops on the same square, the Allies must outnumber the Turks by more than 2 to 1.
 (b) By deploying more than 10,000 troops close to the shore
- (b) By deploying more than 10,000 troops close to the shore of the Dardanelles, so as to obtain effective control of the area. The area extends from column 12 eastwards and from row 25 southwards. If there are any Turkish troops in the area, the Allies must outnumber the Turks by at least 5 to 2. The Allies will be defeated if:-

e Allies will be deleated



SCREEN MAP





Mag/Green

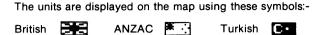
Blue

Magenta

- (c) The Turks drive the Allies west towards the beaches of Suvla and ANZAC, (this is what eventually occurred at Gallipoli in December 1915) if there are no Allied units in column 6 or to the east of it.
- (d) If none of the above conditions are satisfied, either side may gain victory by inflicting more than 50% casualties on the other side causing them to evacuate or surrender. If neither side is able to gain victory by the end of the 23rd turn, the game ends inconclusively.

5. THE DISPLAY

The screen displays the north-east section of the map illustrated below. To examine the whole map move the cursor to the edge of the screen and the display will scroll.



Although the reinforcements at ANZAC comprised Australians, British and Ghurkas, they are all represented by the ANZAC symbol, under the command of the ANZAC player. If there is more than one unit on a square, only one unit is displayed. The way to find out details of all units on a square is described later under 'Rostering'.

6. ADVANCE PHASE OPTIONS

Order of play is (1) the ANZAC, (2) British and (3) Turkish. When it is your turn you can advance as few or as many of your units as you wish, in any order. First move the cursor to the unit you wish to give a command to. The command options are as follows:-Advance = See 6.1 below. Digging in = d

ostering = r nd phase (quit) = q	

TYPE	BY DAY	BY NIGHT
•	10	5
**	9	4
***	9	4

8

3

These points are expended according to the terrain of the square the unit moves on to:-

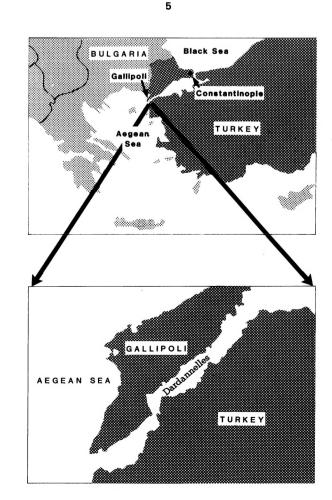
TERBAIN	POINTS COST
Open ground, river, town.	1
Salt marsh.	2
Hilly ground.	2 - 4

The cost on hilly ground depends on how much of the square is covered by hills and low hills.

6.2 Digging In.

Instead of advancing a unit, you may order it to dig in. If the square is already trenched and the unit is Turkish, the command to dig in makes it build a roof over the trench. Trenches are permanent and can be occupied later by other units of the same army or the enemy army.

6.3 Rostering If you have several units on the same square and you want to know their details, move the cursor to the square and press key 'r'. The details of each unit on that square are then displayed in order. When all details have been displayed the message 'Roster complete' appears. Note that rostering a square does not reveal details of any enemy units that may be present! When advancing a unit as described above, the unit advanced is the first (or only) one of your units on the roster. To advance any one unit when there is more than one unit on the square, move the cursor on to the unit symbol and press 'r'. Then while the roster is in progress and at the point when the details of the required unit are being displayed, press 'Fire'. Rostering will stop at this point, the border turns blue and you are then able to advance the selected unit.



6.1 Advance Move the cursor until it is on the unit symbol. Press 'Fire' (key 'n'). The details of the unit are then displayed at the bottom of the screen and the screen border turns blue. Unit details comprise:-

- (a) The unit symbol.
- (b) Its strength (number of men).
 (c) Its morale, on a scale from 0 to 9.
- (d) An arrow to show the direction in which it is facing.
 (e) A symbol to show if it is entrenched.

111 i±1 1

- (f) A number of 'stars', from 1 to 4, to show its level of fighting capacity as is described in section 13.
- Move the cursor to the destination you wish the unit to go to and press 'Fire'. The unit symbol moves to the new square and the border of the screen turns white (or black, if at night). When moving, your unit may possibly enter an enemy zone of control. The zone of control (or ZOC) includes a square occupied by an enemy unit and all adjacent squares. Your movement in an enemy ZOC is restricted because of their fire. You may enter a ZOC, even if you cannot see that the enemy is there. If this occurs, the 'Enemy Zone' message flashes below the map. If you attempt to move a unit more than the permitted number of squares, the message 'Too far' appears. If you start to advance a unit and then decide not to advance it, move the cursor back to the square and press 'Fire'. You will be able to

move it later in the turn if you wish. Each map square represents a 600 metre square of terrain. For each turn, which represents a period of 8 hours, the units move as follows. Each unit has a movement point allowance according to its type (see section 13):-

7. BATTLE PHASE OPTIONS

Battle phases occur only during day-time. There are three such phases, one for each army, as for advancing. What happens depends on whether you are playing the 'Map' or 'Scenic' versions.

7.1 Map option

Units may engage in battle with any enemy unit that is on an adjacent square (including the diaginally adjacent squares). If you decide to fire at an enemy unit, the enemy unit invariably fires back. If your unit is a weak one, it might be better to 'lie low'. However, if you are firing from high ground (magenta or magenta/green) at a unit that is on low ground (green or yellow), you inflict 30% additional casualties owing to the advantage gained from your height. If you are dug in and your opponent is not, there is an extra 20% advantage to you.

To fire a unit, move the cursor on to the unit symbol and press 'Fire'. The border turns red, showing that you are in Battle Mode. Now move the cursor on to the symbol of the enemy unit and press 'Fire' again. The border turns yellow. The effects of the exchange of fire are now calculated, taking into account the numerical strength of each unit, its level of fighting capacity (see section 13.1) and the cover (see section 14) it has from the nature of the terrain and the trenches (if any). The results are displayed at the bottom of the screen, in the 48K version and in addition in the 128K version, the map scrolls to show the location of each pair of combatant units in turn by flashing their symbols. If there is more than one enemy unit on the square into which you are firing, the results of exchange of fire between your unit and each of the enemy units is calculated and displayed in turn. If you have more than one unit on a square and wish to fire one or more of them, select the required units by using the rostering routine, as described earlier.

Units which suffer high casulaties in a turn are forced to retreat (see 'Morale' section 13.2). A message to that effect is displayed and the unit is automatically moved

6

one square in the opposite direction to the way it was facing. This may possibly take it on to another square in range of another enemy unit or even on to one already occupied by the enemy, in which case it may be engaged again! If a unit is forced to retreat but is unable to do so because it is next to the sea or on the edge of the map, it surrenders and is eliminated from the game. If you have selected the 'single player' option, a message "Turkish army attacks" appears when it is the Turkish turn and the results of these engagements are displayed.

- 7.2 **Scenic Option** (available only on the 128K version) The computer checks through your units to find those which are close enough to engage in combat. Only if one or more units are able to engage in combat, will the battle phase proceed. The computer selects one unit at random and the details of this unit and its opponent are displayed. For the battle phase you represent a soldier belonging to this unit. You are to fire at soldiers of the enemy unit. The message 'Prepare to fire' appears and indicates whether you are to fire a rifle or a machine gun, which is more effective. Next, the top section of the screen displays one of the three scenes. (a) looking down Shrapnel Valley toward the Aegean Sea, (b) looking across the Apex toward the summit of Chunuk Bair, (c) a view near Hill 60. Hidden among the scrub or behind the parapets of sandbags are 10 enemy soldiers Their positions are chosen at random each turn. Two of them are armed with machine-guns. Shooting begins with a flash on the screen as one of the enemy soldiers fires at you. This provides a target for your first shot. As soon as the enemy has fired a message (in blue on cyan) appears to inform you of the result of this shot. Results may be:-
 - Wide Shot the enemy did not know where you were and missed widely.

Missed - the enemy took careful aim but missed you. **Target Killed** - you have been killed and miss one shot while a companion from your unit takes your place in the firing line. You represent this soldier in future. **Target Wounded** - You were hit and from now on your firing is less accurate. If you are wounded three times it counts as being killed.

Panicked - The shot did not hit you but came so close that you were scared and miss your next turn to fire. If you are panicked twice this counts as being wounded. **Behind Cover** - In the open the shot would have hit you but since you are under cover, you are protected and unharmed.

When the message has cleared from the screen a flashing cursor appears. This is your gunsight. Use the cursor keys or joystick to move the cursor to where you saw the enemy's fire coming from. As you move the sight you may find that it wavers occasionally, as would a real gunsight being aimed under battle conditions. When the gunsight is on the enemy's location, press 'fire' (usually key 'n'). The computer works out the results of your shot. Messages are displayed in blue on yellow. The messages are the same as above, indicating the same degree of damage on the enemy. The computer calculations are based on the performance of a real rifle or machine-gun and also takes account of:-(a) The fighting capacity of the unit (its type, section

- 13.1)(b) The range of the target. The lower down the screen, the easier is it for you to hit the enemy and the easier
- it is for the enemy to hit you!

(c) Whether the firer is wounded.
(d) If the target is in cover and what kind of cover. The engagement consists of 20 shots on either side. Note that if you do not fire within a given period of time, you lose the opportunity, the cursor disappears from the screen and the enemy fires at you again. At the end of this phase the numbers wounded and killed on both sides are scored to decide which side has won the engagement. The computer then takes each of your units in turn and if the unit has an enemy unit on the same or adjacent square, it resolves combat taking into account the usual factors, as in the 'map' option. The result is then modified by the outcome of the scenic

8

11. TURN END

At the end of each turn the strengths of each unit are reduced to take account of attrition due to shelling, shrapnel and the hardships of war in general. The attrition rate for the Turkish army is 1.2% each turn while that for the Allies is 1.8%. The difference allows for the relative lack of cover and the chronic shortage of fresh drinking water and medical facilities on the Allied side. The total strengths of the Allied armies and of the Turkish army are then calculated and displayed. The computer checks the strengths and positions of units to find out if either army has won. If neither side has won you may either continue or end the present session by saving the details of the game to tape.

12. SAVING THE GAME

Keying 's' at the end of a turn will save the current state of play to tape in order that you may continue the game at a later date. Follow the instructions on the screen.

13. FORCES

This campaign was fought by infantry armed with rifles and bayonets and a few machine-guns. There was little artillery and this did not play a decisive part in the fighting because of the rough nature of the terrain. More significant was the shelling from naval guns. The British Navy off the west coast of Gallipoli and the Turkish Navy in the Dardanelles, were both able to shell any part of the peninsula.

Military organization during the campaign was extremely confused, which is why the units are not given the names of any particular regiment or battalion. Particularly in the fighting around ANZAC parties of men frequently became detached from their regiments, fighting independently and often joining up with similarly detached parties from other regiments. The situation was fluid and for this reason the game is played with units each representing 2 battalions (2000 men).

12

His friend whom he had appointed First Sea Lord, Admiral Lord Fisher, proposed that the Royal Navy assembled a task force to steam up the Dardanelles, which was heavily fortified, to mine the channels and to bombard Constantinople into submission.

The Task Force was to consist of 12 battleships, 3 battlecruisers, 16 destroyers and a vast armada of auxiliary craft such as minesweepers. On 19 February 1915 the Royal Navy started their attack which continued through February until March. On 18 March a major attack was launched with six battleships and the French squadron. As the ships manoeuvred into position in the narrow channel they were caught by the Turkish guns. The *Bouvet* was sunk and shortly afterwards two battleships hit mines and sunk. The losses reverberated around London and it was decided that it was a job for the Army.

Various sites were selected for landing including a landing by British troops at Helles, at the southern tip of Gallipoli. The Australian and New Zealand Army Corps were to land near Gaba Tepe (column 3/row 21, of the map). From there they were to make their way across the plains and low hills of the narrow waist of Gallipoli to the shores of the Dardanelles, less than 8 kilometres away. This action would cut off the lines of retreat of Turkish troops in the southern sector of the peninsular and be a vital factor in gaining control of the area. From the very beginning this brilliant concept was doomed because of ineptitude and incompetence among the higher ranking officers and from sheet lack of preparation. Instead of being put down on a wide beach with easy access to the plains beyond, the ANZACs were landed further north at Ari Burnu, later to become known as Anzac Cove. Here on 24 April 1915 they found themselves on a narrow beach dominated by rugged shrub-covered hills. These hills were a confusing maze of deep gullies, providing ideal cover for Turkish snipers. The plans for a rapid advance were immediately thrown into disarray. There were few Turkish troops in the region but, the next day, reinforcements arrived and the ANZAC position was soon surrounded by a well 16

firing. The casualty rate on one side may be doubled, or more. Thus by skilful firing you increase enemy casualties in all the units that your army is attacking. If you lose the scenic battle enemy casualties are less than usual, perhaps less than half. The losses and resulting strengths of units on both sides are displayed at the bottom of the screen in the usual way.

Grenades - The Turkish and Allied trenches were often so close that hand grenades or home-made bombs could be thrown from one trench to the other, or they could be thrown by a soldier making his way under cover to the vicinity of the enemy trench. During the scenic phase watch out for the grenade symbol that may appear at the bottom of the scene. As soon as you see one move the cursor on to the symbol and press the space bar and throw it back at the enemy. If you are quick enough it will explode in the enemy trench killing two enemy soldiers ("Direct hit"). If you are a little slower it will simply explode in mid-air causing no casualties ("Thrown clear"). If you are too slow or fail to notice it in time, it explodes in your trench killing you and your companions and ending the scenic phase.

There is a scenic phase for each player. In the 'singleplayer' game there is an automatic battle phase for the Turkish army.

8. TUNNELING (available only in the map option of the 128K version)

version) In the Gallipoli campaign, troops on both sides dug tunnels from their own trenches towards those of the enemy. When the trenches were completed, they often penetrated to within a few inches of the enemy lines. Explosive charges were laid and detonated, causing severe enemy casualties. As a counter to this tactic, listening tunnels were dug in the direction of the enemy. Sentries posted there listened for the sounds of digging made by the enemy. Tunneling may be begun in the Battle Phase, instead of attacking an enemy unit by gunfire. The tunnel runs from the square occupied by the unit to an adjacent square (but not to a diagonally adjacent square). To initiate tunneling place the cursor on the unit

13.1 Fighting capacity

- (a) Low: exhausted after 3 months at ANZAC. Move up to 8 squares per turn on open ground. Most
- ANZAC units are of this type.
 (b) Average, slightly fatigued: Move up to 9 squares per turn. Turkish troops at ANZAC and those
- arriving from Helles. (c) Average, fresh: Move up to 9 squares per turn.
- ANZAC reinforcements and Turkish troops arriving from the east.(d) Well -trained, fresh units: Move up to 10 squares
- per turn. British troops at Suvia.

The fighting capacity is one factor affecting the number of casualties a unit is able to inflict on the enemy during one turn. Any number of units may be located on the same square to allow for a build-up of strength in any required area. The Turkish army was also armed with hand-grenades but the Allies had virtually none. ANZAC units often used home-made 'bombs' contained in used food-cans but these were not particularly effective.. Combat with grenades is included in the 'scenic' battle phase.

13.2 Morale

The mental condition, or *morale* of a soldier is an important as his physical condition. In this game the general morale of a unit is rated on a scale ranging from 0 to 9. Most units begin the game with average morale, level 5. The exceptions are the ANZAC units which have just outflanked the Turkish lines and have a morale of 7. Morale can be raised or lowered by events occuring during the game. The morale of a unit determines the level of casualties required to cause the unit to retreat after combat. A unit of average morale (5) retreats if it loses 20% or more of its strength during a single exchange of fire. A unit of low morale (2) retreats if it loses more than 5%.

entrenched, well supplied and very determined enemy. During the succeeding months the heat, the severe shortage of water and ammunition and the poor diet provided gruelling conditions for the ANZAC forces. The battle was fierce and casualties on both sides were high. Yet because of the nature of the terrain, little ground was gained or lost on either side. By August 1915 after 4 months of ferocious fighting, the area occupied by the ANZACs amounted to only 160 hectares. What was to have been a lightning blow against the Turks became trench warfare just as burdensome, costly and ineffective as any or the Western Front. At this point it was clear that a new tactic had to be adopted.

13



Soldiers taking their Horses into the Sea

The August Offensive

The preparations for the offensive included the landing of reinforcement at ANZAC. These were Australians, British and Gurkhas, who were brought to shore secretly during successive nights at the beginning of August. Each morning, 17

which is to tunnel and press key 't'. The unit details are displayed and the border turns light blue for a few seconds, indicating that tunneling has begun. If you have already ordered the unit to tunnel during a previous turn and the tunnel is not yet complete, the message 'In Progress' is displayed and your instruction is ignored. Once a tunnel has been dug and the charge exploded, you may then order the unit to dig another tunnel.

The tunnel is dug in the direction in which the unit is facing, as indicated by the arrow in the rostering details. If you are not sure in which direction the unit is facing, use the roster routine (press 'r') before initiating tunneling. If the unit is not facing in the required direction, first attack the enemy unit situated on the adjacent square. This makes your unit face toward the enemy's square. Begin tunneling in the next Battle Phase.

A tunnel takes 3 turns to be completed. During that time, the tunneling unit may leave the square as if a small working party was left behind to complete the tunnel. However, by the third turn, the unit whih began the operation or another unit from the same army must be present on the square from which tunneling began. If there is no such unit on the square at that time the operation is abandoned. A Tunneling Report phase occurs after the Advance phases of each turn. If the tunnel is completed and the charge has been detonated, a report is made automatically. 95% of tunnels are successful The charges are exploded, inflicting heavy casualties on the enemy. The casualty rate is 25%, with a maximum of 120 men, for each army unit on the square. The attacked unit or units also lose two morale points. However if they discover the tunnel the unit's morale increases by one point. If there is no enemy unit on the square at the third turn, the square is checked at each subsequent turn for the rest of the game if necessary. The charges are exploded on the next occasion that an enemy unit is on that square and this is registered in the next Tunneling Report phase. Note that in the single player game the computer may cause Turkish units to build





Making Bombs from Empty Jam Tins

14. COVER It is an important feature of the game since units that are under cover receive a degree of protection from enemy fire. There is no cover for a unit in the open (low ground, beach, salt lake) but a certain amount of natural cover is provided by hilly ground. Better cover is provided by trenches. Certain squares of the terrain are already trenched at the beginning of the game. These include ANZAC perimeter and all squares that are occupied by Turkish troops. Some unoccupied squares behind the Turkish lines are also trenched squares elsewhere. Units are able to dig trenches in any square. The Turks, having an ample supply of timber, which the Allies lacked, are also able to gain considerable further protection by roofing their trenches. Once a square has been trenched and possibly roofed, it remains so for the rest of the game. A unit entering a square that is already trenched gains the protection of the trench immediately.

14

before dawn, the troop carriers withdrew to stations beyond the horizon. The Turks were unaware of the massive increase in the forces at ANZAC. The reinforcements were fresh, but many of them had been wounded in earlier fighting and were being returned from recuperation in hospital camps in Egypt. General Birdwood had proposed that the ANZAC forces should attempt to break out of their position at a weak point at the northern end of its perimeter. The Turks considered that the extremely hilly and rough terrain in that region was sufficient to contain the ANZACs. For that reason they had few troops in that region. According to General Birdwood's plan, two columns of men were to make their way from the northern tip of the ANZAC position under cover of darkness. They were to outflank the Turkish lines and then to turn and climb to the unoccupied commanding heights behind the Turkish lines. Progress on this mission was hampered by the darkness, by difficulties of the terrain, by the fact that the topography of the area was largely unknown to the assault force and by the sheer weariness of many of the troops after three months of hardship. The advance did not go according to plan. Some units lost their way. Most were delayed and did not reach their objectives before dawn. This gave the Turks time to mount a counter-offensive.

The game begins in the early morning of 8 August with the majority of the 40000 ANZAC troops still inside their 160 hectares of hard-won ground. A diversionary attack toward Lone Pine (column 7/row 20) was quickly met by the Turkish army. A fierce battle began there and was to last for several days. The ANZACs had reached Table Top (column 8/row 16) and had dug in there. This was not their final objective, but they were unable to advance further. The main objective, the summit of Chunuk Bair (10/17) had been taken by the Welingtons, but the support they required was not reaching them. Heavy fire from the Turks entrenched on Hill Q (11/17) and Battery Hill (9/18) made it difficult for adequate numbers to reinforce Chunuk Bair.

Meanwhile, 20000 British troops had completed a landing in the Suvla region, though not entirely according to plan. This was intended as a subsidiary operation to establish a base at Suvla for all forces in the area. Fortunately for the British, the 18



Lord Kitchener and General Birdwood

CLOSE COMBAT PHASE

The close combat phase is available only for the map option and concerns hand-to-hand fighting when one or more units of opposing armies are on the same square. Close combat is resolved by the computer. The screen first displays the location of the square and the details of units present on it. The total number of men on each side is displayed. Results of combat are calculated and displayed taking into account unit strength and type. The unit which finishes the engagement with the fewer men is forced to retreat.

RALLY PHASE

10.

Troops that are more that three squares from the nearest enemy units are 'resting' and their morale is increased by one point each turn, up to a maximum of 6.

11

The rugged nature of the terrain, the smoke from burning vegetation and the fact that troops were often entrenched, meant that visibility was limited. In this game a unit is able to see an enemy unit only if it is on the adjacent squares (including the diagonally adjacent squares). When the map is displayed for a given commander, it shows *all* the commander's units, but only those enemy units that are on squares adjacent to squares occupied by the commander's units.

15. HISTORICAL BACKGROUND

The Dardanelles Campaign, 1915 At the beginning of 1915 it was realized by the Allied command that the trench warfare against Germany in Western Europe was to be a long and costly undertaking. Both sides were well entrenched and the possibility of rapid gains on either side were remote. Reacting to the situation Field Marshal Lord Kitchener and others devised a plan to break the stalemate. Their ingenious plan eventually resulted in the Dardanelles Campaign.

Turkey was an ally of the Germans and, as such, was a menace to the British forces in Egypt. In addition Turkey had a stranglehold on the route through the Mediterranean and the Dardanelles to the Black Sea and Russia. The Russians were fighting the Germans on the Eastern front. To send supplies to their Russian ally, France and Britain had to use northern sea-routes which were ice-bound for much of the year. Gaining control of the Dardanelles would open a reliable route to Russia, would sever the route between Turkey and Germany and would force Germany to divert troops from the Western Front in order to aid Turkey. Finally, it was thought that the defeat of Turkey would bring the Balkan States into the war on the Allied side. In one campaign much could be achieved with relatively little effort. The Great War would be brought swiftly to an end.

Winston Churchill, First Lord of the Admiralty, was looking for a plan which would allow the Allies to take the initiative.

15



Sentry using a Periscope

area was guarded by only 1500 Turkish troops who withdrew after a few light engagements. However, no attempt was being made by the British to secure their position by occupying the heights which dominated the Suvla plain. Thus the morning of 8 August finds the British still in the vicinity of the beaches of Suvla Bay.

Victory in sight

On the morning of 8 August, the New Zealanders on top of Chunuk Bair could look eastward to the Dardanelles coast on the far side of Gallipoli. Had the support been forthcoming both from the British and from other ANZAC forces, the advance to the Dardanelles might have been achieved. The way to the Black Sea would have been opened. The Great War would have been brought quickly to an end, with the saving of millions of lives. Unfortunately, the required support was not forthcoming. The Turks counter-attacked and Chunuk Bair had to be evacuated. The chance of victory never came again.

19