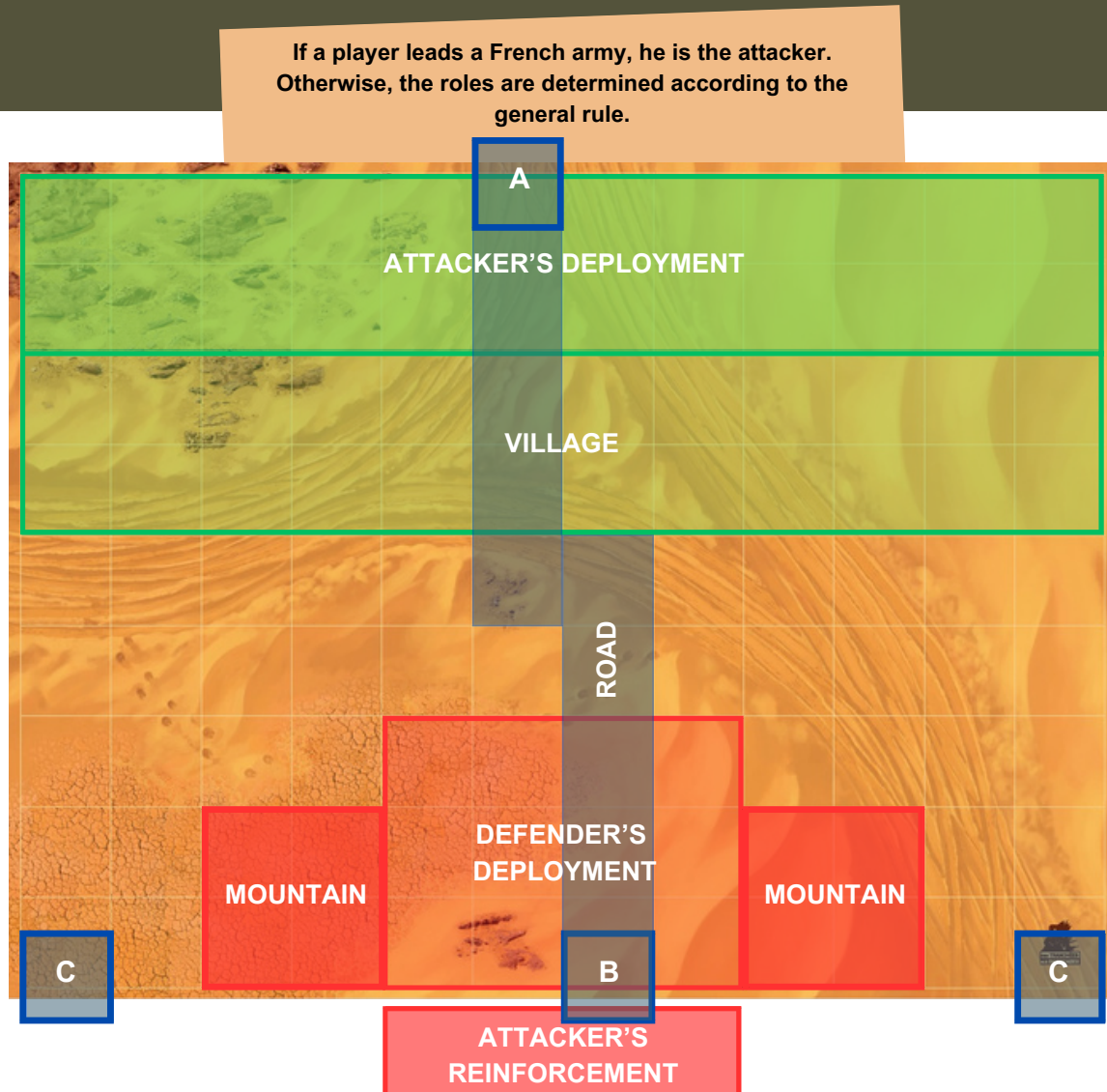# BATTLE OF MAYSALUN

In accordance with the Sykes-Picot Agreement, France set up a military administration in Syria and Lebanon as soon as the Ottoman Empire fell in 1918. At the same time, nationalist groups were preparing for the formation of a kingdom led by Faisal ben Hussein, the commander of the Arab forces during the revolt. The negotiations undertaken by Georges Clémenceau in January 1920 were unsuccessful, and on 8 March of the same year, the Arab Kingdom of Syria was proclaimed, leading to the outbreak of the Franco-Syrian War. On 24 July 1920, the small Syrian army led by War Minister Youssef-al-Azmeh was crushed at the battle of Khan Mayssaloun by the Armée du Levant, made up mainly of Algerian and Senegalese units, supported by artillery batteries, tanks and fighter-bombers. The French forces entered Damascus the next day. Forced into exile, Faisal ben Hussein finally became King of Iraq in 1921 under the name Faisal I, during the period of the British Mandate of Mesopotamia.

If a player leads a French army, he is the attacker. Otherwise, the roles are determined according to the general rule.

A

ATTACKER'S DEPLOYMENT

VILLAGE

ROAD

DEFENDER'S DEPLOYMENT

MOUNTAIN

MOUNTAIN

C

B

C

ATTACKER'S REINFORCEMENT

1 The two mountain zones are very difficult terrain, providing heavy cover and a shield. No buildings can be placed outside the village and the attacker's deployment zone.

2 The defender places two trenches in his deployment zone off the road, then deploys half his groups (rounded down) and the characters of his choice, with the exception of his free general, in his deployment zone.

3 The attacker deploys all his groups and characters in his deployment zone. The free tank is kept as a reinforcement.

4 The defender then places his free general in one of the two mountains.

5 Only the activation counters corresponding to the number of groups actually deployed on the table are placed in the activation bowl. No "tea time" tokens are used during the first game turn.

SPECIAL RULES

THE ROAD TO DAMASCUS IS OPEN!
The attacker has a free Renault FT tank selected from the France au Levant list. This armoured vehicle is kept as reinforcement and must enter on the table on the second turn from road zone A.

YOUSSEF-AL-AZMEH
The defender has a free general who cannot move outside the mountain chosen at the time of his deployment. Youssef-al-Azmeh is a sharifian hero.

INFANTRY	EXPERIENCE	MORALE	LONG RANGE SHOOTING	SHORT RANGE SHOOTING	SKILLS
Youssef-al-Azmeh	Trained	Fanatic	Light	Light	

PROGRESS

◆ **THIRSTY:**
The stress level of the attacker's groups of infantrymen, cavalrymen and collective weapons increases by one level if they are outside the command radius of their leaders when a "tea time" counter is drawn.

◆ **REINFORCEMENTS:**
From the second turn onwards, all activation tokens are placed in the activation bowl. Players can deploy their retained groups as reinforcements in the corresponding zone. The die used is the one corresponding to the experience of the activated group.

◆ **LACK OF AMMUNITION:**
The stress level of the defender's groups increases when they fail their accuracy roll when firing.

◆ **MERCILESS:**
The game ends when the 5th "tea time" counter is drawn. The game also ends when the free tank leaves the table via road zone B or if it is knocked out of the game.

CAPTURE

Youssef-al-Azmeh cannot voluntarily leave the mountain area in which he has been deployed. If he is disabled or forced to leave the mountain area, he is captured and the game ends immediately.

VICTORY CONDITIONS

At the end of the game, the defender wins one victory point for each group or leader he has taken away from his opponent.

The defender wins three victory points if Youssef-al-Azmeh remains alive until the end of the game.

The defender also wins three victory points if the attacker's free tank does not return to the table during the entire game.

The attacker wins three victory points if he manages to get his free tank out through road zone B, and one victory point for each group that manages to get off the table by crossing one of the zones C. The tank and the groups must all have sufficient movement to be able to leave the game table.

The attacker wins three victory points if he manages to disable Youssef-al-Azmeh.

The player with the most victory points is declared the winner.