

Es Salt Raid, May 1918

ANZAC Order of Battle

4th Australian Light Horse Brigade

| Unit | Composition | Stands | Notes |
|--|--------------------------------|---|---|
| 4 th Australian Light Horse Brigade | Brigade HQ | 1 x Brigade HQ | |
| | 3 x Light Horse Regiments | 3 x Cavalry per Regt 1 x Cavalry MG per Regt | 4 th , 11 th and 12 th Regiments |
| Artillery | 3 x 18pdr Battery | 1 x 18pdr per Battery | 'A' Battery, HAC, 'B' Battery, HAC and Notts Battery (1) |
| Units for Attachment | Imperial Camel Corps Battalion | 3 x Camelry 1x Camelry MG | 4 th Battalion ICC |
| | Light Horse Squadron | 1 x Cavalry | Attached from 1 st Regiment |
| | Armoured Car Section | 1 x Rolls Royce Armoured Car | |

Notes:

(1) All Batteries are On Table, but may not be brigaded together.

Artillery units Fire Mission expenditure

| Units | Fire Missions |
|------------------|---------------|
| 'A' Battery, HAC | ○○○○○○○○○○○○ |
| 'B' Battery, HAC | ○○○○○○○○○○○○ |
| Notts Battery | ○○○○○○○○○○○○ |

Chaytor's Force

| Unit | Composition | Stands | Notes |
|---|-----------------------|---|---|
| Elements of 1 st Australian Light Horse, 6 th Mounted and New Zealand Mounted Rifles Brigades | Brigade HQ | 1 x Brigade HQ | |
| | 4 x Cavalry Regiments | 3 x Cavalry per Regt 1 x Cavalry MG per Regt | 2 nd Australian Light Horse Regiment, two Yeomanry Regiments and one New Zealand Mounted Rifles Regiment |
| Units for Attachment | Armoured Car Section | 1 x Rolls Royce Armoured Car | |
| | Light Car Patrol | 2 x Model T Ford | No.1 Australian Light Car Patrol |

ANZAC Scenario Notes

1. All units are classed as Veteran.
2. The units making up the 4th ALH Brigade are set up as follows. For the start of the scenario the ANZAC player should set up his units roughly as shown on the map. The two squadrons on Red Hill can set up anywhere on Red Hill. The 4th and 12th ALH Regiments, the remainder of the 11th ALH Regiment and artillery can set up anywhere in or next to the Northern Hills. The armoured car should start in approximately the same position as that shown on the map. The 4th Battalion ICC must however start in the position shown on the map.
3. All units start dug in with a +1 defence modifier, except the 4th Bn ICC which starts mounted.
4. Chaytor's Force, less the 2nd ALH Regt, is available from Turn 7 and enters from the track in the centre of the south table edge.
5. The 2nd ALH Regt is also available from Turn 7 and enters from the south-east of the table along the trail from Es Salt.
6. Treat the BHQ Details and Troop Signallers & Scouts shown on the map as being incorporated into the three ALH Regiments.
7. There is no pre-game bombardment