

# FLANDERS FIELDS

WAR-GAMES RULES FOR THE GREAT WAR



*The Bells of Hell go ting-a-ling-a-ling  
For you but not for me:  
For me the angels sing-a-ling-a-ling,  
They've got the goods for me.*

*Oh! Death, where is thy sting-a-ling-a-ling  
Oh! Grave, thy victory?  
The Bells of Hell go ting-a-ling-a-ling  
For you but not for me.  
Trad*

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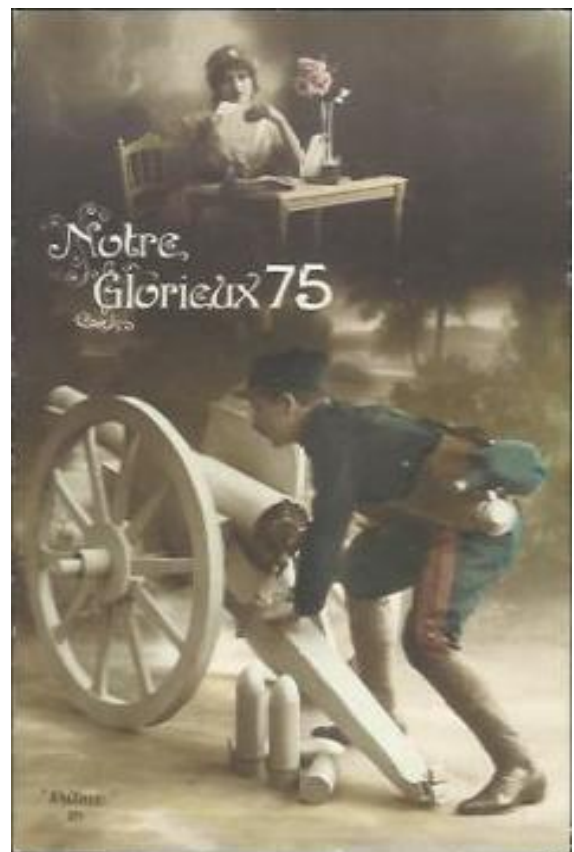
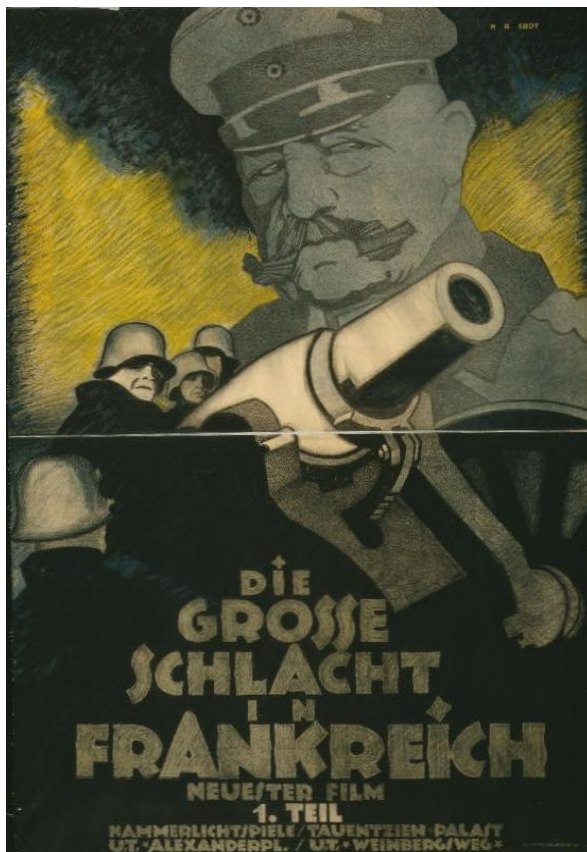
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# BRITONS



**JOIN YOUR COUNTRY'S ARMY!**  
**GOD SAVE THE KING**

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A selection of posters from the Great War which, to modern eyes, reinforce national stereotypes of the conflict; the British emphasize the patriotism to King and Country, Germany calls on Teutonic Strength and the French extol Gallic Romance.

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# Introduction

World War One, The Great War, The War to End Wars... ended over 90 years ago and, with the recent deaths of the last survivors no-one who now remembers the conflict first hand. Nevertheless it deserves remembering, the scale of the war was without precedent, the world's first truly industrialised war, the great powers of Europe and their Empires brought all their resources, ingenuity and industrial might to the conflict.

Across the world tens of millions of men were mobilised, fought and died on the battlefields of Europe, Russia, Turkey and the Middle East, in unprecedented numbers, using weapons and tactics not dreamt of less than a decade before.

The Great War has never attracted the attention of war-gamers in the same way that conflicts both before and since have done. There are probably a number of reasons for this but the common perception, especially in the UK, that Great War battles were little more than exercises in mass slaughter ordered by remote and uncaring generals probably has much to do with the reluctance to game this period.

These views are now being re-appraised by a fresh generation of historians and researchers who, without playing down the horrors of the trenches, the scale of the suffering or the terrible cost of a "Big Push", are challenging many previously held ideas.

"Flanders Fields" is a set of rules which allows players to war game actions from Regiment (Brigade), to Divisional level actions from the war on the western front between 1914 and 1918.

The rules seek to provide an enjoyable gaming experience for all players, regardless of the final result. As such a degree of sportsmanship is necessary between players, it is perfectly acceptable to seek to slaughter the toy soldiers on the table top but in dealings with other players please maintain a degree of sportsmanship. In cases where the interpretation of a rule might be in doubt, for instance whether a unit is in or out of range let the roll of a die or toss of a coin decide.

The rules are divided into four main sections

- A brief consideration of those aspects of the Great War which serve to distinguish it from previous and later conflicts.
- The main body of the rules.
- Generic tables of divisional organisation which may be used to pick forces for a game.
- A number of appendices providing extra information and examples.



British Troops moving up to the front

## SPECIAL ASPECTS OF THE WESTERN FRONT

The Great War occupies a unique position in history as the first worldwide industrialised war where combatants could draw on the full might of industry to underpin their war effort. Yet despite this industrial strength the conflict was marked by vast contrasts in technology which had huge impacts on the conduct of the conflict. Probably the two main areas where this contrast was most obvious and had the greatest impact were communications and transport.

By 1914 the electric telegraph spanned the world and a message could be sent around the globe in minutes but away from the main telegraph centres communication speeds plummeted. For the military of all nations the further down the command structure a message needed to travel the slower it moved. London could telegraph BEF headquarters in France in seconds but on the battlefield once an attack began communications to and from the fighting troops was limited to signal flags, lamps, hand written notes or other equally unreliable methods little changed from those used by Wellington a century before.

It was a similar situation with transport, railways could transport tens of thousands of men and hundreds of tons of materiel from one side of Europe to the other in a matter of days but once off the railway the horse, with all its limitations, remained the primary means of motive power while the infantry marched at the same speed it had always done.

These contrasts in communications and transport, between what could be achieved on the large scale and what was possible on the small had profound effects on the course of the Great War. Combatants could mass huge armies, keep them in the field for years and supply them with the full range of industrial weaponry but when it came to fighting a battle the troops on the ground found themselves isolated as soon as they left their trenches. The inability to effectively communicate with rear areas, in particular with higher command and supporting assets like artillery inevitably led to an inability to direct reserves to places where they could do the most good.

Commanders were not ignorant of these issues and all combatants made great strides in support, communication and combined arms operations, nevertheless the Great War remained primarily an infantryman's conflict.

The following short section outlines the main factors which contributed to the unique nature of war on the Western Front while the rules which follow are intended to produce games with a feel for the conditions which dominated the western

front while still providing players with an enjoyable pass time as they try to win "the big push".

### TRENCHES

The predominant impression of the Great War on the Western Front is lines of trenches snaking through France and Belgium from the North Sea to the Swiss border.



A captured German trench on the Somme 1916

The trenches which so dominated the strategy and tactics of all combatants were far more than the ditches of common perception, they became of complex system of defence in depth, with dugouts and shelters, local strong points and weapon pits with every inch pre-registered by defending artillery.

The attempts by both sides to break the trench stalemate led to the great battles of attrition which marked much of the war from early 1915 to early 1917, in these battles attacks would often achieve local successes and the front would advance a few miles.

However the assault waves would inevitably run out of impetus and due to the difficulties of communications the supporting formations of infantry and artillery couldn't be brought up to exploit the most promising successes. While the enemy's riposte, the inevitable counter attack, would recapture the lost ground and restore the status quo, the net result being a vast loss of life for little or no gain.

## BARBED WIRE

*"If you want the old battalion,  
I know where they are, I know where they are, I  
know where they are  
If you want the old battalion, I know where they  
are,  
They're hanging on the old barbed wire"*

*From Hanging on the Old Barbed Wire – Trad.*

If the primary image of the first world war is the trench the second image must be barbed wire and it was the *combination* of barbed wire and machine guns which ended the war of manoeuvre and led to the stagnation of the front as the soldiers dug down to find shelter in the face of machine guns protected by wire.

Barbed wire presents a serious problem for infantry and insurmountable one for cavalry and much ingenuity was expended by all sides in efforts to cut the enemy's wire prior to an attack.

Artillery was the main tool employed although it achieved variable results, high explosive was capable of cutting most wire if enough was thrown at the problem. Unfortunately success was a

matter of luck and although there was a theoretical formula where X volume of high explosive would cut Y amount of wire the general feeling was "the more the merrier", also HE generally didn't so much remove wire as heap it up, allowing troops to pick their way forward. A by-product of this approach to clearing wire was that the artillery did as much damage to the ground as it did to the wire itself, resulting in inevitable problems of communication and mobility as the artillery and supporting troops tried to move forward, consolidate the gains and support the next attack.

The BEF suffered from an additional handicap, the 18ld field guns which made up the majority of its artillery for the first year of the war didn't have an HE shell (only shrapnel), an effective impact fuse or sufficient ammunition reserves to do the job. The situation wasn't fully resolved until 1916 when the Lloyd George as Minister for Munitions sorted out the ammunition problem and the effective 106 impact fuse arrived.

The final answer to wire (at least for the British and French) was the tank which could crush a path through wire in a matter of minutes the like of which would have taken days of shelling to achieve.



Mud and Wire at Beaumont Hamel



## ARTILLERY

Artillery was king of the Great War battlefield, causing more death and destruction than the world had ever seen. The role of artillery grew from the straightforward firing over open sights in support of local infantry to vast and complex fire plans involving thousands of guns. Tasks varied from the interdiction of enemy forming up areas, artillery positions and known command posts to the more traditional role of killing the enemy's troops and blasting gaps through his defences which could be exploited by attacking troops.

Yet for all its power artillery had limitations; predicted fire with the related sciences of meteorology, detailed surveying and gun registration was unknown in 1914 and not properly grasped until 1917. Although the gunners reached previously undreamt of levels of destruction theirs was a blunt sword and the greatest obstacle in the artillery's way was the lack of communication between forward troops and the guns. This forced the artillery to adhere to strict fire plans which couldn't be altered to quickly respond to developing front line needs and although some effort was made to provide some level of flexible support via "superimposed batteries" the result was far from ideal.

For game purposes a number of types of artillery fire may be considered, briefly they may be defined as:

### *Direct Fire Support*

The guns can see their targets and are firing in support of infantry, this type of fire is generally restricted to the early and late war periods when there was a high level of fluidity across the battlefield.

### *Opening/Preparatory Bombardments*

The massive artillery plans which characterised such efforts as the Battle of the Somme where the artillery would pound away for days or weeks before an attack but which would fall silent during the infantry assault

### *Rolling/Creeping/Lifting Barrages*

Developed from late 1916 as a moving curtain of shells behind which infantry would advance with some degree of safety.

### *Interdictive Fire*

Artillery used to disrupt rear areas with a mixture of high explosive and gas shells as well as indirect fire from machine guns. Targets would include

enemy command centres, forming up points, communications centres and artillery locations.

The intention wasn't necessarily to destroy the targets but to suppress them so that they were incapable of taking an effective part in the battle. At Amiens in 1918 the British identified and suppressed some 95% of the German artillery and command positions.

The total surprise required to achieve such suppression was achieved by abandonment of pre-registered fire which alerted the defenders in favour of map registration, firing the guns to hit a target known only from a map reference. The scientific development of map registration included taking into account the effects of gun wear, wind speed and direction, air temperature, pressure humidity to predict the flight of shells.



British 18lb field gun struggles forward through the Mud



British 15" Howitzer on the Somme 1916

## MACHINEGUNS

If artillery was King of the Battlefield the machinegun was its Queen and it was the overwhelming increase in infantry firepower bestowed by the machinegun safe behind barbed wire which forced the troops of all nations to dig in and the early mobile warfare of 1914 to degenerate into the stalemate of the trenches.

In "Flanders Fields" machine guns are rifle calibre, belt fed and water cooled, these guns were capable of prodigious feats of firepower and could be fired almost continuously providing sufficient ammunition was available. In the second half of the war the British reformed their machine gun troops, taking them away from individual battalions and grouping them at higher and higher levels. This annoyed the front line battalions who saw their fire power reduced but allowed the guns to be sited to provide better overall effect and be used as indirect fire support, where they could rain thousands of bullets into enemy trenches and rear areas.

Contrary to popular belief and film depiction machineguns did not spray bullets over a wide area, instead they fired along well planned and rather narrow lines which intersected with other machineguns to form deadly killing zones.



Vickers Machine Gun – The Somme

In the rules machineguns have a limited field of fire, which is the width of their 2cm base. However they have a "beaten zone" which extends for 15cm behind the initial aiming point and within which up to three other targets may be attacked, albeit at a reduced chance of inflicting casualties.

In addition machine guns have a 45° arc of fire determined from the front corners of their base so that the 2cm wide field of fire may be anywhere

within this arc without the machine gun model needing to be refaced at the cost of an ordered "action".

## GAS

*Gas! Gas! Quick, boys! – An ecstasy of fumbling,  
Fitting the clumsy helmets just in time;  
But someone still was yelling out and stumbling,  
And flound'ring like a man in fire or lime . . .*

*From Dulce et Decorum est. W. Owen 1918*

The Great War was the first truly industrial war and probably one weapon exemplifies the unrestricted use of technology, poison gas.

First used by the Germans in 1915 but rapidly adopted by all sides, gas was used with more or less success to support all major attacks by all combatants, often in the form of "cocktails" where several types of gas were used in combination to achieve particularly desirable results. However, despite its fearsome reputation recent research indicates that gas was less deadly than is commonly thought, for instance in the Germans made extensive use of gas in their Kaiserschlacht offensive of early 1918 using some 2000 tons of different types to inflict about 113,000 casualties, killing some 2,673 men, a mortality rate of only 2.3%.

The relatively low death rate should not however be seen as indicating that gas was a failure as a weapon, there were many more casualties than fatalities which would be massed where the main gas concentrations were released, making the weapon a useful helpmeet for the infantry. Gas also had a psychological aspect, especially when used against inexperienced troops and a man incapacitated by gas not only couldn't fight but tied up medical and other support services to a far greater extent than a corpse.

Gas was delivered either by artillery shells or some form of ground projector (basically opening the taps of high pressure containers). In the rules a gas attack may be considered as a form of artillery attack and its effects are worked out in the artillery phase of the turn.

In the rules gas may not only suppress or kill troops but it also makes orders harder to send and receive and interferes with troops ability to fight as the respirators were far from ideal pieces of equipment to wear for a long time.

# PLAYING RULES

## SCALE

The Western Front battles between 1914 and 1918 were huge affairs, covering miles of front, dozens of divisions, hundreds of thousands on men and tens of thousands of tons of materiel. The size of such battles puts them beyond what can be war-gamed on even a very large table and remain the province of board and computer games. The "Flanders Fields" rules are aimed at fighting only part of what would in reality be a much larger battle. Within the rules the highest level of military organisation is the Division and most games are played using one or two Regiments (which correspond to Brigades in the British Empire's parlance).

These rules make no attempt to impose figure, ground or time scales on the game. Figures are used to fill a stand, ground scale is what works visually and the lack of a time scale reflects the human perception that time is subjective. This approach removes the "a man can march x yards in y minutes and rifles were accurate to a mile" type of arguments. The overall effect is not a simulation but a game which is hopefully interesting and entertaining to play while having some feel for the conditions on the Western Front in the Great War.

Figure size is a matter of choice but "Flanders Fields" is designed to work with 10mm figures, as that's what the author prefers, larger figures may require an increase in base sizes and game distances while smaller figures can be accommodated on 10mm bases with ease.

The only formal representation is that an infantry element represents a platoon, while mortar, artillery, tank and machinegun models represent batteries and platoons respectively. If players wish to think in terms of an absolute scale then an infantry figure ratio of 1:15, a machine gun ratio of 1:2, an artillery ratio of 1:6 and a tank ratio of 1:3 with a ground scale of 1:1000 is reasonable.

## ORGANISATION

Although there are no absolute scales every attempt is made to model the armies as they fought on the Western Front. Working up from the lowest level, units represented in "Flanders Fields" are:~

### *Platoon*

The smallest unit present in "Flanders Fields", platoons are represented by a single base of figures three figures representing 20-40 men.

Combat, shooting and casualty calculations are carried out by Platoon.

### *Company*

The smallest TACTICAL unit represented in "Flanders Fields", companies are formed (at least initially) of 3 or 4 Platoon stands and are the basic unit of tactical manoeuvre.

### *Battalion*

The tactical command level in "Flanders Fields", a battalion consists of a command stand, 3 or 4 fighting companies and possibly support weapon platoons, typically light mortars or machine guns. The battalion is the lowest level at which players attempt to issue commands.

### *Regiment (cf. Brigade in British Empire command structures)*

The medium tactical level of command, in "Flanders Fields", comprising 2-4 (normally 3) battalions. Regimental command may not directly intervene to order companies but may support the commander of a battalion and order Regimental assets or assets attached to the Regiment from a higher level.

Early war German and French Division had a command level between the Regiment and the Division which was called a Brigade however "Flanders Fields" ignores this extra level of command and Regiments are directly responsible to division.

### *Division*

The highest level of command represented in "Flanders Fields" comprising 2-4 (normally 3) regiments. Divisions are self-contained fighting units having considerable support assets in addition to their rifle battalions. In games which do not see a full Division fielded these assets may be allocated to Regiments or Battalions according to historical precedent or as the commanding player desires. If such assets are not attached out divisional commanders may issue orders to such assets in the same manner that regimental commanders issue orders to their troops.

If a full division is not fielded in a game the divisional commander will not be represented on the table and unless required for a particular game/scenario divisional assets should only be present in proportion to the size of the forces fielded.

## **REPRESENTATION OF TROOPS IN THE GAME (BASING FIGURES)**

"Flanders Fields" is intended as a multi-battalion game played using 10mm figures.

Figures are organised on bases representing individual platoons, normally with 3 figures to a base. Other troops, notably specialist like

flame thrower crews, artillery and support weapons like machine guns and mortars are generally mounted individually, except that a field artillery battery has a wide frontage so may be represented by one or two models on a base.

The details below are a guide but they work well and look appropriate on the table

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## **BASING AND ORGANISING TROOPS**

### **BASE SIZES**

Battalion Command	Circular base approx 20mm diameter.
Infantry Platoon	Rectangular base 30 mm wide by 15mm deep.
Cavalry Platoon	Rectangular base 30 mm wide by 20mm deep.
Battalion Support Weapon	Square or circular base approx 20mm x 20mm.
Heavy Machinegun	Square or circular base approx 20mm x 20mm.
Flamethrower or Anti-Tank Rifle	Circular base 20mm diameter.
Heavy Support Weapon	Circular base 25mm diameter.
Regiment/Brigade Command	Circular base 25mm diameter.
Field Artillery	Rectangular base 60 mm wide by 40mm deep (1 or 2 models).
Heavy Artillery	Rectangular base 80 mm wide by 40mm deep.
Super Heavy Artillery	Rectangular base 80 mm wide by 50mm deep.
Tanks	Rectangular base 30 mm wide by 60mm deep.
Divisional Command	Circular base approx 30mm diameter.

### **PERMITTED FORMATIONS**

The above base sizes, represent troops in extended order. It is permissible to place a base immediately behind another base and claim that the troops are in close formation, in effect standing shoulder to shoulder. This allows for a greater concentration of fire to be brought to bear and for troops to be packed into small areas like villages but will potentially increase casualties from artillery and other area effect weapons.

Other formations available to troops on the table vary according to their level of training;

The platoon stands of RAW troops must maintain contact other stands of the same company, the stands of EXPERIENCED troops may maintain up to 5cm between them and the platoons of Veteran troops may maintain up to 10cm between themselves.

In all instances if platoons find themselves breaking the above rule they will automatically move towards each other at the start of their next movement phase so as to maintain the correct distance. If troops are subsequently ordered to move any such movement should be deducted from the unit's overall move.

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## **TROOP QUALITY**

It is a truism that all troops are not equal, some units are better than others as a result of training, tradition, leadership and the general "spirit" of the men.

In "Flanders Fields" there are three grades which are used to define the abilities of a Battalion, these are RAW, EXPERIENCED and VETERAN. Typically a Battalion, would, if well led and given

time to assimilate new draughts of men and learn new tactics, progress from one grade to another as officers and men accumulated experience and adapted to new methods and weapons. The grade of a Brigade and Division would reflect the majority of its Battalions grades.

However such progression is not automatic, a battalion, regiment or division will not be able to increase in quality if it has not been able to assimilate new drafts and if casualties have been high then a formation may decrease in quality.

## **RAW**

Units which have finished basic training but have no experience of combat and who may be lacking experienced officers and NCOs. Kitchener's "New Army" units who first fought at Loos and the Somme would be classed as raw as would reserve or Landwhere units. Overall they are keen but inexperienced with simplistic battle drill basic. Raw units have +1 to their order rolls until the battalion comes under any fire in a game after which they have a -2 penalty applied if the die roll is 4 or more. This reflects an initial enthusiasm and naivety which is quickly swept away by the realities of war.

## **EXPERIENCED**

Units and men who have survived their baptism of fire and learnt the lessons of the battlefield. Their weapon and tactical competency has improved and morale is more resilient although there may be fewer men than in a newly arrived unit.

Crewed Weapons such as artillery, machineguns and mortars are always classed as Experienced due to the specialised training required to master such weapons.

## **VETERAN**

Units which have achieved a high level of professional competence, the soldiers are individually skilled and determined with good cohesion and morale and are well led by experienced officers and NCOs.

All Storm troop battalions are veteran.

An example of the progress of a division from Raw to Veteran may be seen in the development of the 21<sup>st</sup> Division. Raised as a "New Army" division it suffered badly at Loos in 1915, where it must be considered to have been Raw. After Loos the 21<sup>st</sup> was rebuilt and served with distinction on the Somme and 3<sup>rd</sup> Ypres (becoming EXPERIENCED) and finally fought with determination during the 100 Days in 1918 where it may be classed as VETERAN.

## **COMMAND STANDS**

Stands representing Regimental, Battalion and specialist officers like artillery spotters are called command stands.

Command stands represent the commanding officers and any runners, signallers and ADCs. They may not fire or instigate a combat but may fight if assaulted and gain a +1 bonus as they are considered to be more determined than most troops.

Command stands may be targeted by firing or may be caught in MG beaten zones, artillery area fire and gas clouds, however apply a -1 modifier to all shooting attacks directed against them.

## **TROOP TYPES**

There are a number of troop types represented "Flanders Fields".

### **INFANTRY**

The vast majority of troops in every army, the infantry bore the brunt of the fighting on all fronts and suffered the majority of casualties. Armed with bolt action rifles, bayonets and, as the war progressed, grenades and other close combat weapons.

### **LIGHT MACHINE GUNS (LMG)**

To increase a battalion's firepower all combatants experimented with compact, man portable machine guns, generally drum fed and needing a crew of two although operable by one man. Probably the best was the British Lewis Gun.

LMGs may be represented by specialist platoons when first issued however it soon became evident that a better solution was to integrate LMGs into rifle platoons which was the case in most armies.

This change is reflected by increasing the short range combat bonus of later war platoons as the LMGs most effective use was found to be in suppressing and enemy to support an assault.

### **MACHINEGUNS**

In the Great War the machine gun was the "Queen of the Battlefield" and generally followed the same pattern, being water cooled, rifle calibre weapons like the British Vickers, French Hotchkiss and German Maxim 08, all with a cyclic rates of about 5-600 rounds per minutes. In "Flanders Fields" all these guns are considered to be the same and given the same statistics.

### **MORTARS**

Although only the German army went to war equipped with mortars, all sides soon realised the advantage of giving front line troops simple artillery capable of providing local fire support.

By mid war most battalions would include a number of mortar platoons armed with mortars in the three inch range while larger mortars were Regimental and Divisional assets.

"Flanders Field" recognises three types of mortars; Light, Medium and Heavy. Light mortars are generally battalion weapons while medium and heavy mortar units are Regimental or Divisional assets

If present in a game medium and heavy mortars may not be refaced as they were too big and cumbersome and did not generally have either a long range or the ability to traverse or change their direction of aim.





British 9.45" Trench Mortar

### ARTILLERY

The King of the battlefield and the greatest killer of the Great War. For ease of play artillery is classified into three main types;

#### *Field Artillery*

Relatively light horse drawn artillery, typically 75-105mm calibre.

#### *Heavy Artillery*

Large guns and howitzers with a calibre of about 150mm.

#### *Super Heavy Artillery*

Very large pieces over 200mm calibre.

### ARTILLERY AIMING POINT

In the rules artillery fire from a battery covers an area 10cm by 10cm (see page 23) which is centred on a specific point referred to as the battery's AIMING POINT.

When a battery fires at a target using either direct or indirect fire from on or off table an aiming point is placed on the table at the designated spot and the resulting fire effect worked out from this point.

A battery's aiming point may only be moved as a result of a successful order from the front line (either as a result for SOS fire or order in a command phase) or as a result of a pre-planned order detailed in a fire plan.



Model of British Mk IV tank

### ARTILLERY AIMING POINT - DEVIATION

Predicted artillery fire from maps was one of the great artillery developments in the Great War, nevertheless there should be some degree of uncertainty and the potential for deviation.

When unobserved off table artillery or ANY artillery delivered gas attack arrives roll a deviation dice and 2D6 to determine the direction and distance of the aiming point from the intended target.

### ARMoured VEHICLES

September 1916 saw tanks deployed for the first time and by the end of the war all the combatants were using them to a greater or lesser degree. The common opinion regarding tanks went through three distinct phases. The initial enthusiasm as wonder weapons capable of sweeping all before them swiftly gave way to disillusionment as their limitations became obvious but eventually their limited potential was realised when they were integrated with infantry, artillery and air power into combined operations.

For game purposes in "Flanders Fields" tanks are split into two types, Heavy and Light. Heavy tanks were the original concept, typified by the classic British rhomboid, they were intended to advance across no-mans land crushing all opposition. Light Tanks were a later development and were intended to exploit the break thought achieved by artillery, infantry and heavy tanks.

### CAVALRY

Despite official doctrine and the hope of all General Staffs cavalry did not play a major role on the Western Front and never achieved the exploitation role hoped for by all commanders. Most cavalry units spent the majority of the war being rotated through the front line where they fought as infantry.

Nevertheless like Haig and other commanders players will continue to field cavalry and will inevitably be disappointed in their performance but there is always the hope that next time the cavalry will ride to glory.

## **PLAYING THE GAME**

Although the following rules apply to any games the Great War saw huge advances in all areas. To reflect this while the main rules cover most situations specific rules and variations will be in play at different times, the rules recognise three main phases of the war.

- The early war period from the start of hostilities to the solidification of the trench lines from the North Sea to the Swiss border.
- The mid period from early 1915 to mid 1917, when armies tried with varying degrees of success to smash their way forward, generally with little success and huge casualties.
- The late war period from mid 1917 where new technologies and tactics finally broke the trench stalemate but often at great cost.

The rules to support these differences may be found in the quick reference sheet which captures the main points for each particular period.

### **GAME VALUES**

#### **DICE**

"Flanders Fields" uses normal six sided dice referred to as D6 in almost all situations i.e. issuing commands, if more than one die is to be rolled the accepted format of 2D6 for two six sided dice etc. Occasionally a D3 is referred to, this is a die which gives a spread of only 1, 2 or 3 rather than the normal 1 to 6. When a D3 is referred to roll a D6 but count 1 & 2 as 1, 3 & 4 as 2 and 5 & 6 as 3. The arrival of some off table artillery is subject to a deviation roll using a standard deviation dice and 2D6 for distance.

#### **Size**

"Flanders Fields" are aimed at games up to divisional size with the full range of supporting arms. Most evening games will consist of an attacking force with one or two regiments supported by a considerable amount of artillery and in later games some armour facing about one regiment of defenders.

Such games may easily be setup, played to a conclusion and cleared away in about 3 hours and are intended to be played by multiple players, typically two per side as this greatly increases the enjoyment of the game.

### **TABLE SIZE AND ORIENTATION**

Most battles in the Great War were very large affairs with many divisions taking part on both sides however the area of operations for any

particular formation tended to be relatively narrow with fresh troops being fed in as casualties and exhaustion reduced the strength and morale of assaulting troops. Games are therefore fought "along the table" from short edge to short edge. So on a "standard" war-game table of approximately 1.8 by 1.2 meters (6 by 4 feet) the forces set up along the short, 1.2 meter edges.

With a nominal ground scale of 1:1000 this equates to a battlefield some 1.8km deep by 1.2 km wide (1.2 by 0.75 miles) which is about the area which would be allocated to a divisional attack with two regiments in the attack supported by artillery and mortars and one or two regiments in reserve.

### **TABLE SET UP**

Playing "along" the table allows the game to represent the attackers front line trenches, no-mans land, the defenders front line and a portion of the defenders support and rear areas or in late war games the defenders "outpost" and ".battle" zones.

Typically the attackers trenches will be confined to the first 20 or 30cm of their side of the table, no-mans land should be between 20 and 75cm wide (40 being a good average), the defenders front line trench system 20-30 wide and the rest of the table being the defenders rear areas, although by 1916 the Germans in particular had mastered the concept of "defence in depth" with a relatively lightly held front line backed up by a heavily held "battle zone".

The front line acted as an initial "trip wire" holding up and disrupting the initial assault but was not meant to hold the attack, rather the attack would progress into the "battle zone", here the attackers would be out of range of their field artillery while the defenders would enjoy the benefits of their own artillery dominance and heavily fortified positions and wire to hold and funnel the attack until the time was ripe for a devastating counter attack to regain lost ground and inflict massive casualties on the attacking forces.

### **TYPES OF COVER**

The stalemate of trench warfare came about as a result of the need to seek shelter from the all powerful artillery and machineguns. The rules recognise four different types of cover, Soft, Medium, Hard and Fortifications.

#### **Open Ground (No Cover)**

No cover at all and troops are out in the open not attempting to seek any form of concealment. This was the common state of affairs for all armies in the first few months of the war and remains so for

RAW troops who haven't mastered any degree of field craft.

Open ground also covers troops marching in close order on roads.

#### **Soft Cover**

Troops taking cover in whatever the ground may offer by way of shell holes, and folds in the ground.

Experienced and Veteran troops in what would otherwise be deemed Open Ground are classed as being in Soft Cover at all times as they have master field craft to a sufficient degree to use every available scrap of cover there was while still moving forward.

#### **Medium Cover**

Most open trenches, especially after being subject to the attentions of the opposing artillery, which give good cover from direct small arms fire but less so from artillery and overhead attacks.

#### **Hard Cover**

Particularly well made sections of trench and/or strong points built up with extra sandbags and other materials and often with some form of effective roof.

#### **Fortifications**

Purpose built block houses and other buildings normally with most of their bulk below ground and constructed from reinforced concrete.

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### **GAME SEQUENCE**

- Set up terrain then add trench lines, defensive works etc.
  - Write down artillery fire plans if applicable.
  - Attacker and Defender deploy their forces a battalion at a time with the Defender starting.
  - Table top game begins.
- 

#### **TURN SEQUENCE**

"Flanders Fields" utilises an alternate turn system with one side moving and firing before the other side takes a turn. Both sides follow the same turn sequence with the attackers starting the game.

The particular sequence of events and actions for a players turn will depend on the historical background to the game being played, thus a game set in late 1914 will have a slightly different sequence to one set in mid 1918.

The relevant quick reference sheet should be used for any particular game.

#### **ORDERS AND ACTIONS**

Great War armies relied on a strict hierarchy of command, orders were issued from the commander in chief to the lowest private to insure adherence to plans and timetables. In "Flanders Fields" this is modelled by following a game sequence which flows down from Division (if present) to Regiment/Brigade and finally Battalion commanders. Divisional command will not be present in any but the largest games so in most games any divisional assets will have been devolved down to Regiment/Brigade level.

Each level of command must have finished issuing its orders before the next level can begin and once a player has finished issuing orders to a particular unit he may not return to order the same unit later on in the turn.

The concept of "orders" covers not simply the issuing of instructions but also the overall quality of a unit. So although during the game commanders "*issue orders*" we are actually testing a combination of discipline, training, morale and initiative as well as the passing on of specific instructions.

#### **REGIMENT/BRIGADE ORDERS**

Once a battle had begun the scope of a Regimental Commander to influence his rifle battalions was very small, therefore in a game Regiment/Brigade commanders may only issue orders to any of its own or attached assets.

The precise sequence of Regiment/Brigade orders will vary somewhat depending on the period being gamed and the relevant quick reference sheet should be consulted.

Regiment/Brigade orders include the firing of blockhouse, artillery and mortar assets and the direction of any air support.

Regimental and Brigade commanders may aid their subordinates by allocating them extra staff resources. In game terms this means that every turn the Regimental commander may give a +2 bonus to a single order roll of a single battalion commander. At the start of the turn players should determine where they will allocate this resource and mark the commander accordingly (a single figure with the appropriate markings is a

nice touch). NB this is one +2 bonus per regimental commander per turn, it must be allocated at the start of the turn and its use stated BEFORE the die is rolled, if the die roll is a natural 1 the additional +2 is of no avail, the order is still a failure.

#### BATTALION ORDERS

After finishing with the Regiment/Brigade Commander(s) the turn sequence moves to the Battalion Commanders. Battalion commanders may issue orders to their battalion assets, attached assets and rifle companies. As with Regimental orders the sequence of Battalion orders will vary depending on the period being gamed and the relevant quick reference sheet should be consulted.

Battalion orders include the recovery of battalion assets and rifle companies from suppression as well as their movement and firing.

war the game represents but the principle is the same for all levels of command and all times.

A single D6 is rolled for a unit, the result determining the number of "orders" which may be carried out, generally these will vary from zero to three. The types of orders which may be carried out vary slightly but are generally to move a unit, move an artillery or mortar aiming point or fire a unit.

#### BLOCK HOUSES AND OTHER FORTIFICATIONS

Although normally crewed by members of the local battalion the Crews of Block Houses and other fortifications are considered to be independent of the Battalion Command and are ordered in the Regimental Order phase. This ensures that the fire effect of such positions takes place at the start of a players turn when it will do the most good as other decisions may depend on the efficiency of such fire.

See rules for Block Houses shooting page 21

#### ISSUING ORDERS

Details of what may be achieved by a successful order roll will vary depending on the stage of the

#### MOVEMENT

Troops on table may move after they have received an order to do so. Movement distances depend on the type of terrain to be crossed with troops moving slower over poor or damaged ground. In addition some terrain feature, notably rivers and streams require extra orders to cross.

#### MOVEMENT DISTANCES

TERRAIN	INFANTRY®	CAVALRY	FIELD ARTILLERY	TANKS®
Cross Country – Un or minimally damaged ground	20cm	30cm	20cm	15
Cross Country – Shell Torn Ground (See below)	15cm	20cm	10cm	10cm
Cross Country – Shattered Ground (See below)	10cm	10cm	5cm	5cm
Along Trench Lines	10cm	No	1 Action to Cross	10cm
Road (Troops must be in columns)	25cm	35cm	35cm	20
Close Terrain (Woods, BuA, Marsh etc unless on road)	15cm	15cm	10cm	10
Streams – Requires 1 specific Action	1 Action	1 Action	No passage	1 Order
Rivers – Requires 3 specific orders (One order to get in, one to cross and one to exit)	3 Actions	3 Actions	No passage	No passage

※ Light Tanks and Veteran infantry add 5cm.

Machineguns, Light Mortars move at Infantry pace if on mule/horse packs, half infantry speed manhandled.

Machineguns, Light Mortars and Artillery require 1 order to limber or unlimber, pack or unpack.

Artillery being man handled move at 3cm, Heavy and Super heavy artillery may not be man handled.

#### SHELL TORN GROUND

Terrain which has been subject to heavy artillery bombardment, resulting in heavy cratering which presents substantial difficulties to troop movement, especially artillery and other wheeled transport, for instance the ground encountered by many troops on the Somme after the massive British artillery bombardment.

#### SHATTERED GROUND

Terrain which has been subject to multiple and prolonged artillery bombardments and which have been adversely affected by the weather and/or changes to drainage patterns resulting from the bombardments, e.g. the sea of mud which caused so much misery to the Empire troops during the Passchendaele Offensive in late 1917.



Tank in Shattered Ground - Passchendaele late 1917

### MOVING THROUGH BARBED WIRE

In Flanders Fields a "standard" belt of barbed wire is considered to be 2cm wide.

Barbed wire was designed to be a major obstacle and much effort and ammunition was expended in trying to cut it sufficiently to allow the infantry to get through. Artillery's effectiveness at cutting wire increased during the war as more guns and better fuses became available, nevertheless the exact success of a wire cutting barrage was never certain or complete.

Moreover the term "cutting wire" is something of a misnomer, wire wasn't actually cut or destroyed, rather it was blasted around until it became tangled up on itself, allowing troops to pick their way forward, see picture at the bottom of page eight.

When infantry wish to move through wire it requires a separate "action" to attempt the movement and a successful die roll to determine if the attempt is successful. This test reflects the relative success of the artillery in cutting the wire and varies from year to year as wire and anti-wire tactics evolved.

Use one "Action" from the battalion orders to moves the figures up to the wire and roll platoon by platoon to see if they cross the wire, rolls are:~

1914 to Early 1915	=	3+
Mid 1915 to Mid 1917	=	5+
Mid 1917 onwards	=	3+

If the test is passed then the figures may continue to move forward for up to 5cm beyond the rear edge of the wire which may include an assault move.

If the test is failed then the troops may not cross and count as being in the open, they are literally "hanging on the old barbed wire". In subsequent turns the troops still require one "Action" and a successful roll to cross the wire they have got stuck on.

The above rules apply to every 2cm depth of wire the infantry has to cross.

For instance. a battalion of Experienced British infantry is 10 cm from enemy wire in a game set in 1917. The player rolls his battalion command and the die comes up a 4 which gives two "Actions",

he decides to try and push a company through the German wire. The troops move 10cm to the wire which counts as one action a further action is required to attempt to cross the wire, each platoon stand rolls in turn and the dice come up 1,3, 5 and 5 this allows 3 platoons to move through the wire and they may continue to move up to 5 cm and may assault any foes within that distance. The fourth platoon is left on the wire, an inviting target for any enemy in range.

### EXTRA BARBED WIRE RULES

- An Engineer or Pioneer Company can clear a 6cm wide gap in wire on as an action.
- A tank will crush a 3cm wide track in wire when it moves over any wire, infantry may cross this without penalty but it's unusable by cavalry.
- British Heavy tanks equipped with grapnels will completely clear an area of wire equal to their base size as an action, Cavalry may use such gaps.
- Cavalry, horse drawn artillery and pack animals may not cross wire except by a cleared path.

### MANOEUVRING FIGURES

There are no restrictions as far as manoeuvring figures on the table is concerned except that it is considered to require 3cm to turn a stand through 180 degrees and that all other movement distances are measured from the farthest point of travel of any base.

### Interpenetration

Troops of one battalion may not interpenetrate with troops from a different battalion unless one of the battalions does not move. This prevents confusion on the battlefield and on the game table.

### TERRAIN AND ITS IMPACT ON COVER

The majority of terrain on the Western Front was open fields dotted with small villages and woods. In Flanders Fields this is reflected by the majority of the table being classed as "open".

Close Terrain is woods villages, marshes or other types which impede movement and may provide some form of cover. Wooded areas provide soft cover and built up areas like village provide hard cover, however a trench in a wood is classed as Hard Cover rather than Medium, while trenches and strong points dug into villages are classed as fortified. NB a block house in a village remains Fortified position.



Marshes and river banks are classed as soft cover, however late war troops which count "Soft

Cover" in most circumstances can't claim medium cover from these terrain types.

## COMBAT

Troops may enter combat after they have received a successful order.

There are two types of combat in "Flanders Fields", Ranged (shooting) and Assault (hand to hand), both of which have the intention of destroying the enemy's troops and material.

Ranged combat may be divided into two main types, infantry fire including machine guns and

other battalion support weapons and artillery fire either direct or indirect.

Assault combat is the action of infantry, cavalry or armour moving into either very close proximity or actual physical contact with their opponents and trying to destroy them using rifles, bayonets, grenades, shotguns and other close range weapons.

## RANGED COMBAT

### ARCS OF FIRE

Troops and weapons have specific arcs of fire and/or beaten zones which are used to determine if a unit or weapon may fire at a target without requiring an order to refire.

INFANTRY INCLUDING LMGs	Straight ahead the width of the unit plus 10cm on each side.
FIELD & HEAVY ART.	Straight ahead the width of the model plus 10cm on each side
MORTARS	Straight ahead the width of the unit plus 5cm on each side. NB during a game Heavy mortars may NOT be refired as they had very limited arcs.
MACHINE GUNS	45° Arc, fire zone is 2cm wide, up to 3 targets in beaten zone may be hit. Model may pivot up to 45° as part of a fire action, pivoting more than 45° requires a separate movement action.
TANKS	Dependent on type of machine, see below
BLOCK HOUSES	45° to front and sides; see page 21.

### WEAPON RANGES

Maximum effective ranges for weapons are shown below, in some instances theoretical and actual ranges may could be greater, but for game purposes those given below are for effective direct shooting.

Machine Guns	70cm (Beaten Zone 15cm)
Block Houses	50cm (Beaten Zone 10cm)
Infantry & LMGs	45cm
Tanks	30cm
Mortars (All Types)	10 (Min)-100cm (Max)
Artillery (Open Sights)	200cm
Flamethrowers	5cm

### TARGET PRIORITY

Troops will prioritise shooting at enemies in their shooting arcs in the following order:~

1. Closest Enemy
2. Any enemy in arc within 15cm.
3. Enemy straight ahead within 30cm.
4. Other enemy within arc.

### ARTILLERY AND MORTAR AREA OF EFFECT & AIMING POINTS

When artillery and mortar fires arrives it covers a wide area. For artillery this is a square ten centimetres on each side, for mortars the area depends on the type of mortar. Each type of fire is centred on a specific point which corresponds to the centre of the area

covered, this is called the "Aiming Point" and is designated by the controlling player when he rolls orders for the artillery or mortar firing phase of the turn.

Once an artillery or mortar aiming point has been designated it will remain in the same position until

moved by a subsequent order. Once placed, subsequent fire will arrive on the aiming point

following a successful order to the battery concerned by the relevant commander.

## SHOOTING MATRIX

The primary method of destroying the enemy is by weight of fire, whether it be from individual soldiers, machineguns artillery other methods like gas. Roll a D6, modify by the factors below and

consult the following tables. Targets are either killed, suppressed or not measurably affected.

### SHOOTING WHEN TARGET IS INFANTRY, MACHINE GUNS, MORTARS OR ARTILLERY ROLL D6

Type of Unit Firing	Open		Soft Cover		Medium Cover		Hard Cover		Fortifications	
	Suppress	Kill	Suppress	Kill	Suppress	Kill	Suppress	Kill	Suppress	Kill
MG – Max 70cm	3	4	4	5	5	7	6	7	6 (Direct)	No
Infantry/LMG (Max 45)	3	4	5	6	6	7	7	Ass	8	Ass
Field Artillery – Guns	3	4	4	5	5	6	6	7	6 (Direct)	No
Field Artillery, Howitzers Light Mortars	3	4	3	4	4	6	6	7	No	No
Heavy Artillery Medium Mortars	2	3	3	4	4	5	5	6	6	No
Super Heavy Art. Heavy Mortars	Auto	2	2	3	3	4	4	5	5	No
Heavy Tanks – Max 30cm	4	5	4	5	5	6	5	6	6	No
Gas	Depends on Year, see individual play sheets									
Flame Thrower	5	6	4	5	3	4	3	5	3	5

#### Notes

Ass = Assault only – the target can only be destroyed by a successful infantry assault.

Auto = Automatic Suppression

No = Not Possible

Direct = Shooting unit must have a direct line of sight to the target.

Light Machine Guns (LMGs) where fielded as separate support units, they attack as infantry but fire twice at a target for each fire action

Light Tanks (Renaults, Whippets etc.) attack as LMGs but with 30cm range for 1 action

#### DIRECT FIRE MODIFIERS

Short Range MGs (Under 10cm first target only)	+2
Short Range Infantry/LMGs (Under 5cm) Infantry Mid 1917 onwards	+2
Short Range Infantry (Under 5cm) prior to Mid 1917 & Tanks under 5cm	+1
Machinegun "Beaten Zone" – 10 or 15cm beyond initial target	-1
Shooting into or through a barrage (does NOT includes indirect fire MGs)	-2
Shooting into or through a barrage if uphill (does NOT includes indirect fire MGs)	-1
Field Artillery over open sights 100-150cm	-1
Field Artillery over open sights 150-200cm	-2
Firers are in a GAS cloud	-1
Attacking Command Stands	-1

#### ROLLING A NATURAL ONE

Note that a roll of 1 on the die is always a failure no matter what factors may be applied, there is no such thing as an automatic hit, except in the case of troops in the open caught by Super Heavy Artillery.

#### DEATH BY SUPPRESSION

#### THREE SUPPRESSIONS ON ANY PLATOON, SUPPORT WEAPON OR TANK IS A KILL

This reflects the corrosive effect that a very high volume of fire would have on the morale of troops, the build-up of small numbers of casualties to an extent where they become effective and the loss of cohesion as formations were split up and went to ground in the face of overwhelming firepower.

## SHOOTING WHEN TARGET IS ARMOUR – ROLL D6

Shooters	In Open		In Cover (Buildings Etc)	
	Suppress	Kill	Suppress	Kill
Infantry (Max 45)	6	Assault Only Or AT Rifle 7	5	Assault Only Or AT Rifle 5
MG (Max 70)	6	Not Possible	7	Not Possible
Field Artillery – Guns and Howitzers Direct Fire	4	5	6	Not Possible
Field Artillery, Light Mortars - Indirect	5	6	5	6
Heavy Artillery, Medium Mortars	4	5	4	5
Super Heavy Artillery, Heavy Mortars	3	4	3	4
Armour (by Weapon – Field Gun or MG)	5	6	5	6
Gas	4	5	4	5
Flame Throwers	5	6	5	6

For Infantry to engage armour when it is in cover the infantry must be within short Range (5cm).

Infantry Antitank Rifle	+1
Field artillery firing over 75	-1
Field Howitzers shooting at tanks	-1

### MACHINEGUN BEATEN ZONE

Machine guns have a "Beaten Zone", a danger area for any troops within it. The initial point of aim for a machine gun must be the nearest troops, the beaten zone extends for 15cm (10cm for block houses) behind the rear edge of the first base attacked. Up to three targets in the beaten zone are also attacked but at -1 on the die roll for the first target, -2 for the second etc.

### TANKS

A tank's arc of fire is dependent on the type of tank, this determines the number of guns carried, how they were arranged and therefore the number of targets which may be fired at, fortunately in the Great war there were a very limited number of types.

British female and whippet tanks armed only with LMGs may fire on the move, in effect at the end of their movement but the fire has a penalty of -1 when rolling for effect.

**British Heavy Tank (male)** 2 x 6ld and 3 x LMG  
Max range 30cm. May NOT Move and fire.  
May engage up to 2 targets to flanks or front.

**Heavy Tank (female)** 4 x LMG  
Max range 30cm. May Move and fire.  
May engage up to 2 targets to flanks or front as LMG  
-1 to fire effect if moved.

**Whippet Light Tank** 4 x LMG  
Max range 30cm. May Move and fire.  
May engage up to 1 targets to each side, and front as LMG  
-1 to fire effect if moved

#### French

**St. Chamond Heavy Tank** 1 x 75mm field gun, 4 x LMG  
May engage 1 target to the front with 75mm as "Tank Fire" and up to 1 to each side as LMG, max range 30. May NOT Move and fire

**Renault Light Tank** 1 x 37mm gun or 1 x LMG. May engage 1 target in any direction as appropriate weapon, max range 30cm. LMG armed may Move and fire but only once.

#### German

**A7V** 1 x 57mm gun and multiple LMGs May engage 1 target to front with "tank gun" and 1 to each side using LMGs, max range 30cm. May NOT Move and fire

Captured British and French machines as above

### BLOCK HOUSES

Block houses and other concrete fortifications were used by all side from the middle of the war although the Germans with their strategy of overall defence in the West and their development of defence in depth utilised them more than the Allies whose overall strategy was one of attack.

Block Houses come under Regimental command and so fire before battalion orders take place. They may fire from any or all of their front or side faces for any single order received, each block house is ordered individually in the Regimental Command phase of the turn.

Block houses have an arc of fire of 45 degrees from each face calculated at the corners.

Block Houses fire as machineguns but with a reduced range of 45cm and a reduced beaten zone of 10cm due to the relatively restricted elevation arcs imposed by the firing aperture.

### ARTILLERY ~ BOMBARDMENT AND BARRAGES

Bombardment was the process of destroying enemy troops and trenches by the massive application of artillery. Barrages were more flexible attempts to disrupt and suppress rather than destroy the enemy. By mid 1917 the British recognised two main types of barrage and the French and Germans had broadly similar

concepts. The two main types of barrage, the Deep Suppression (DS) and Rolling (RB) barrages.

Deep Suppression was intended to counter the enemy's ability to react to and counter an offensive by targeting known and suspected artillery, command and communication areas and positions. DS was the job of heavy and super heavy artillery firing a mixture of high explosive (HE) and gas shells. At Amiens in August 1918 some 95% of the German artillery was identified and neutralised by the British artillery.

### ROLLING BARRAGE

Lifting, Creeping or Rolling Barrages (RB) were developed from late 1916 and were intended to protect assaulting infantry as they advanced across no-mans land towards the enemy's trenches. RBs were mainly provided by the field artillery units firing a high volume of shells, typically a mix of around 40% HE, 40% Shrapnel and 20% smoke although this might vary.

The Rolling Barrage was developed to provide cover to attacking infantry, in particular as an answer to the practice of defenders infiltrating MGs forward of the main line to catch attackers as they left their trenches. By rolling artillery across the battlefield any such posts would be destroyed or suppressed before they could decimate the attacking infantry.

A rolling barrage took the form of two or more parallel lines of fire each lifting in turn to advance the area of suppression across the battlefield. Exact times of a rolling barrage would vary but 2-3 minutes per 100yds was an average speed. In game terms as the barrage sweeps over all troops in its path and the attacking player rolls a D6 for each platoon and model coming under the area of effect.

The area of a rolling barrage should advance at the speed determined by the attacking player although 20cm per turn (infantry movement speed) is a good speed for game purposes.

A Rolling Barrage may be ordered to halt for one turn if the attacker desires as was often the practice during the later war period.

The speed and duration of a rolling barrage would be determined by Army and Corps commanders as part of their overall planning. As such its management would be largely out of the hands of the Regimental and Divisional commanders represented by the players. To represent this the duration of any rolling barrage is four plus D3 turns i.e. 5-7 game turns, although players may decide how it will proceed in their sector.

After the predetermined number of turns the Rolling barrage will "lift" to rest the gun crews and allow the assaulting troops to consolidate their

objectives. In game terms the rolling barrage will cease and woe betide any troops not in a position to take their objectives.

### Effect of Rolling Barrage on Defending Troops

Rolling Barrages were designed to roll over no-mans land and on into the enemy's forward areas, suppressing enemy troops in forward positions and trenches thereby allowing the attacking infantry to get within striking distance relatively unscathed. The following table should be used to calculate the effect of a rolling barrage on troops in trenches or other Medium Cover. Roll a D6 for every platoon or crewed weapon as it comes under the barrage, or at the start of a turn when the barrage remains in the same place.

<b>1 or 2</b>	No Suppression.
<b>3-5</b>	Platoon is suppressed.
<b>6</b>	Platoon is killed.

If the target is in Fortified Positions it is immune to the relatively light artillery which made up the bulk of the rolling barrage.

If the target is in Hard Cover reduce the die roll by 1

If the target is in Soft Cover increase the die roll by 1, if in Open increase by 2.

### RISK TO ATTACKING TROOPS FROM THEIR OWN BARRAGE

Troops would keep as close as possible to their protecting barrage, the risk of sustaining casualties from it was considered preferable to the chance that enemies might recover and man their defences but if troops got too close to a RB casualties could ensue

There is a danger area 6cm behind the RB, if an attacker enters this area they may be affected by the barrage. In such a situation Roll a D6 to be safe from the barrage the result must be less than the number of centimetres the figures are from the barrage e.g. if the figures are 5cm from the barrage they are safe if they roll 1-4 on the dice but at risk if they roll a 5 or 6. If the figures are at risk they are attacked by field artillery at a -1 on the die roll.

### ROLLING BARRAGE AREA OF EFFECT

A Rolling Barrage was a particularly dense form of artillery shooting with many extra guns allocated from Corps and Army reserves to stiffen the divisional efforts.

A Rolling Barrage covers an area 20cm wide which extends across the whole table top. It advances its own width at the start of the attacking side's turn. Historically a density of up to 1 gun per 15meters of front was regarded as desirable.

In addition to extending across the battlefield as a Rolling Barrage approached the enemy positions



the gunners would change its shape to conform to the shape of the enemy positions. In a game this means that any templates used on the table to show such barrages should be allowed to conform to what's on the table.

#### **TROOPS IN DEEP SHELTERS**

At a players discretion German troops may shelter in deep dugouts, safe from everything except Super Heavy artillery which requires a 6 for a kill. When troops in deep shelters are required to return to their fighting trenches Roll a D6 for each platoon. Platoons require 4+ to regain their fighting positions, with Experienced have +1 on the die roll and Raw -1.

Troops which fail to regain their fighting trenches must be "winkled out" by attacking infantry. Each combat is fought as an assault with the troops in deep shelters unable to shoot as the attackers close (they are in deep shelters) and counting -1 on their combat die as they are unable to effectively deploy anything except a limited number of troops while attackers are able to easily throw grenades etc down into the dugouts.

#### **HURRICANE BOMBARDMENT (FIREWALTZ)**

The German answer to trench warfare, developed in late 1917 and perfected for the 1918 Spring (Kaiserschlacht) Offensive was the feuwerwalze or firewaltz where the entire depth of the enemy's defences were saturated by a carefully orchestrated, overwhelming mixture of HE, Shrapnel and various poisonous gasses.

In a late war game when the Germans are attacking each enemy trench system is hit simultaneously by Heavy and Super heavy Artillery, while at the same time the defenders artillery positions, forming up points and known command centres were swamped by more HE and Gas shells.

In game terms at the start of the game:~

- Roll for Deep Suppression at the start of every turn.
- Each Strong Point will be attacked once by Super Heavy Artillery, normal trench lines by Heavy. The barrage is designed as much to kill as suppress especially as the Allies didn't have the same deep bunkers as the Germans and were taken almost completely by surprise in most circumstances.
- The German infantry will be covered by the German equivalent of the rolling barrage.

#### **SUPERIMPOSED ARTILLERY**

Although the various barrage types were very effective it was realised that they lacked flexibility.

Therefore some artillery was assigned to be "superimposed" on the general barrage fire plan. These batteries would fire as part of the general barrage but would be available to Brigade commanders for direct support of the attacking infantry if required.

From mid 1917 onwards each Regiment may be allocated a Superimposed Field battery and a further heavy battery may be allocated for every two regiments/brigades. A single Super Heavy battery may be allocated if a game is played using an entire division.

Superimposed artillery was a feature of attacking forces where an army would mass huge numbers of guns and reserve a numbers for the purpose of superimposition.

#### **DEFENDING ARTILLERY**

Defending forces did not have the vast numbers of guns allocated by the army commander to support an attack, instead in most situations defending troops will only have the support of their divisional artillery. It is this artillery which defenders may call on in the event of an attack.

Defending artillery should be allocated along divisional lines with about one brigade of field artillery per regiment and one brigade of heavy artillery per two Regiments. Super-heavy artillery is not generally available to defenders as it lacks flexibility and was generally reserved for supporting attacks.

#### **ARTILLERY BATTERIES AREA OF EFFECT**

If present on the table a gun model represents a battery, all batteries firing have the same area of effect which is a rectangle 10x10cm. It is presumed that field pieces saturate the area with a lot of shells while big guns shoot fewer individual shells but each has a greater blast area.

When firing indirectly a machine gun platoon of 1 model covers an area of 2x10cm while a Machine Gun company of 4 models covers an area equal to four individual machine guns.

Any infantry platoon or support weapon which falls fully with the area of effect are attacked at full effect, if the platoon or weapon falls only partially within the area of effect it is attacked at -2.

#### **MOVING THROUGH ARTILLERY AND INDIRECT MACHINEGUN FIRE ZONES**

Although artillery and machine guns firing indirectly attack in the controlling players turn on an order this can disadvantage the artillery and machineguns as controlling players may end up in effect chasing targets which have moved when they should be saturating an area with fire.

To overcome this any troops who move through an area which is already targeted AND which has received at least 1 round of artillery fire will be

automatically attacked by the targeting unit but at a penalty of -1. If the Artillery or machine guns have only been re-aligned but not yet unleashed a full orders' fire then the moving troops are considered to be moving through the initial ranging shots which are not heavy enough to inflict any casualties and which are likely to cause the troops to move with extra alacrity before effective fire can be brought to bear.

It is important to note that this only applies to troops who have moved into or through a fire zone as the result of an order in their turn. If the troops are already in the fire zone and do not move they are not subject to this extra attack.

#### **FORWARD OBSERVERS AND COMMUNICATING WITH ARTILLERY**

The single greatest problem for artillery during the Great War was the poor communications between the guns and the infantry they were supporting. Despite batteries having a large number of pre-determined offensive and defensive fire zones, the problem was informing the artillery when it was required to switch from one to another or engage an enemy as a target of opportunity under battle conditions. All sides tried many methods including rockets, signal lamps, telephones and spotting from elevated positions, balloons and even aircraft however no method enjoyed more than mediocre success.

In these rules this difficulty is addressed by allowing artillery to switch targets as a player wishes but making such changes subject to the "action" die roll, the results of which vary during the course of the war as technology and communications improved.

#### **ARTILLERY ACTION DIE ROLLS (INDIRECT SHOOTING)**

##### **1914 to Early 1915**

- 1 -2 = No Action
- 3 - 5 = 1 Action
- 6+ = 2 Actions

##### **Mid 1915 to Mid 1917**

- 1 -3 = No Action
- 4 - 6 = 1 Action
- 7+ = 2 Actions

##### **Mid 1917 to end of War**

- 1-2 = No Action
- 3-5 = 1 Action
- 6+ = 2 Actions

When Field artillery fire over "open sights" at an enemy they can see they have a bonus of +1 to the action roll.

#### **SOS TARGETS**

All front line trenches and defended positions would be covered by pre-registered field artillery for quick response in an emergency. Such "SOS" fire could be called down by desperate defenders using anything from signal rockets to telephones.

SOS fire covers an area of effect 10cm wide by 5cm deep, the centre point of which must be within 5cm of a defended position, trench block house etc.

When an SOS artillery request is ordered roll a die and adjust for any Deep Suppression in effect. If the result is one or less nothing happens, if the result is two or more the artillery aiming point is moved AND one turn of fire arrives. Each defending battery of field artillery may only respond to one SOS call per turn.

In subsequent turns artillery fire may be ordered onto the same or another SOS fire point as described above or the battery aiming point may be moved as normal. If a battery's aiming point has been moved it may be returned to an SOS point as detailed above.

This allows defending artillery to quickly respond to attacks but only within a limited area while the effect of deep suppression may adversely affect the ability of the gunners to respond to the infantry's plight.

Note that SOS fire generally falls just in front of a defender's position but it is possible to position the SOS template so as to both hit the attackers and any defenders, this is not recommended but may be used by defenders in extremis.

#### **ARTILLERY FIRE PLANS**

The limitations on communications between artillery and front line troops meant that with the exception of the relatively small scale superimposed artillery the majority of artillery fire during the Great War was detailed in long and complex artillery fire plans.

These rules seek to be as simple as possible and minimise book keeping, however a little book keeping before the game starts greatly enhances the game and adds a period touch. It is therefore necessary for both sides to spend a small amount of time creating artillery fire plans. Suggested templates for Attacking and Defending forces are included in the appendixes. For ease of play these should be kept as simple as possible but should cover the following.

- Initial aiming points of defending and attacking artillery, the easiest method for this is with a simple grid reference in centimetres from the left hand corner each side's table edge, so the initial aiming point for a battery of 77mm German field guns may be designated as being 64cm along the German's rear table edge from the left hand corner and then 120cm up the table towards the enemy. This point will be pre-registered and does not require an order to acquire it, only an order to fire. If the players wish to move these artillery aiming points to other

points they may do so but will require successful orders.

- Aiming points and turn of arrival for gas attacks and wind direction, use the same simple grid reference to the centre of the intended attack. Gas attacks which have been written down will arrive automatically at the start of the designated turn.

Once planned it is not possible to change the schedule of a gas attack as the timetable will have been set by Corps or Army staffs and is beyond a players power to influence.

- Duration of any Rolling Barrages, normally in an evenings' game a rolling barrage should last for between 5 and 7 turns. The barrage starts at a pre-planned distance in front of the attackers

## Mortars

The Great War saw the emergence of mortars as significant infantry support weapons. "Flanders Fields" identifies three types, Light Medium and Heavy Mortars.

### LIGHT (BATTALION) MORTARS

Most Infantry Battalions had one or more Light Mortar Platoons with weapons of about the 75mm (3") calibre. Battalion mortars may only fire in support of their "parent" battalion, to this end only the battalion commander may issue orders to a battalion mortar.

### MEDIUM AND HEAVY MORTARS

Medium and Heavy mortars were divisional and possibly army assets which were allocated to specific areas to provide local "artillery" support under infantry command. In "Flanders Fields" medium and heavy mortars are classed as brigade assets and may only be commanded by Brigade commanders.

### MORTAR AREA OF EFFECT

Light Mortars have an area of effect 3cm square centred on a single platoon base or model.

### CLOSE COMBAT (ASSAULTING)

Assault takes place when troops move into base to base contact with each other, although in practice this would include very short range exchanges with grenades etc. There are five types of Assault, all are quick, bloody and follow the same format.

trenches and moves forward every turn. If the player wishes to halt the barrage on a particular area for a period of time this should be indicated in the fire plan.

Once planned it is not possible to change the schedule of a rolling barrage as the timetable will have been set by Corps or Army staffs and as such are beyond a players power to influence.

- Duration and movement of Firewalz attacks i.e. when it will roll over and back against any particular place.

Once planned it is not possible to change the schedule of a Firewalz as the timetable will have been set by Corps or Army staffs and is beyond a players power to influence.

Medium Mortars have an area of effect 4cm square centred on a single platoon base or model, bases not fully covered by the blast template are attacked at -2

Heavy Mortars have an area of effect 5cm square centred on a single platoon base or model, bases not fully covered by the blast template are attacked at -2

### SPOTTING FOR MORTARS

Battalion and other support mortars may either fire at targets they can directly see themselves or which is spotted for them by a liaison officer.

For game purposes this is considered to be the battalion command stand. If the battalion command stand is being used to spot for a mortar then the stand must be able to trace a direct line of sight to both the target and the mortar it is spotting for.

An extra -1 is applied to mortar "action" rolls if a command stand is spotting for it.

- Infantry and Cavalry Vs Infantry, Cavalry and Artillery (including support units).
- Cavalry Vs Infantry
- Infantry Vs Armour
- Armour Vs Infantry
- Infantry Vs Fortified Positions (Block Houses and Bunkers)

### **Infantry & Cavalry Vs Infantry, Cavalry, Artillery and Support Units**

Troops require an order to move into contact with an enemy, movement is carried out platoon by platoon, all movement to close combat is carried out before any dice are rolled. Only one stand may fight at a time but may be supported by one stand to the rear which adds +1 to the attacker's die roll.

Any ranged combat against the defenders should be carried out BEFORE the assaulting figures are moved as this allows companies or platoons who are firing in support of an attack to have a possible effect on the combat.

If assaulting non suppressed troops except artillery and mortars the defenders may shoot as the attackers close, counting any short range bonus if firing to their front. If attacked in the flank the defenders turn to face the attack and may stand and shoot but do not enjoy any close range bonus as this is considered to have been lost while the troops turn to face and organise themselves for the defence. Any casualties and suppression are applied to the attackers as they occur. Any platoons not killed or suppressed may close to combat.

Suppressed troops may not shoot at their attackers as they close, they are after all suppressed.

To determine outcome of a combat each side rolls D6, adds factors and compares the result.

The winner destroys/captures enemy. Defenders do get trench and cover bonuses

### **ASSAULT FACTORS**

Assaulting Infantry	+1	Suppressed Troops	-1
Assaulting Cavalry	+3 Vs Infantry +1 Vs Cavalry	Support Weapons or Artillery	-1
Assaulting Tank	+3 (Heavy) +2 (Light)	Enemy is in Medium Cover	-1
Veteran or Storm Troops	+1	Enemy is in Hard Cover	-2
Supporting platoon to rear	+1	Enemy is in Fortified Cover	-3
Command Stand	+1	Raw Troops	-1
Flamethrower Vs Medium, Hard or Fortified	+2		

### **SUPPRESSION**

During combat most troops will not be killed or wounded, rather they will be temporarily rendered unable to fight. Such troops may be considered to have been suppressed.

Troops suffering from suppression are considered to be seeking shelter and/or suffering from a reduction in their ability to act offensively. This may be caused by enemy fire or a temporary failure in morale of command, troops are more

Winners may follow up and fight a second combat against a new opponent as a new assault.

If combat is a draw attackers fall back 3cm and stay in Soft Cover, defenders remain in position. If attackers are pushed back into barbed wire they will count as being in the open, see Moving through barbed wire page 18.

The victor of a combat may reface the platoons involved so as to meet any immediate threats.

Cavalry may only assault troops in the Open or in Soft Cover and may not assault tanks.

### **INFANTRY VS ARMOUR**

The tank may defend itself by shooting at its attackers at -1, after which combat is worked out as above but the tank does not count as assaulting.

### **ARMOUR VS INFANTRY**

The infantry must make a morale roll to stand, after which combat is carried out in the normal manner, in the event of a draw the tank model falls back 3 cm.

### **INFANTRY VS FORTIFIED POSITIONS (BLOCK HOUSES AND BUNKERS)**

Only infantry or flamethrowers may launch an assault against a fortified position, typically a bunker. The attack is carried out in exactly the same way as normal assaults except that a bunker is considered to be able to shoot from the front and either side at the same time. It is therefore possible for one face of a bunker to be suppressed and unable to fire at an assaulting platoon while the other two faces are not suppressed and able to fire at any assaulting infantry or as normal in their own turn.

likely to be suppressed than they are to be destroyed.

A suppressed unit may not move or fire and has its close combat ability reduced.

There are two types of Suppression; BATTLE SUPPRESSION and DEEP SUPPRESSION.

### **BATTLE SUPPRESSION (BS)**

Is inflicted on troops by battlefield factors e.g. enemy fire. When a unit or platoon suffers from

suppression the fact is marked against the affected unit (yellow chips are useful), these markers allow the scale of the suppression to be assessed for recovery.

The commonest cause of BS is enemy fire. If a platoon is suppressed by enemy fire generally only the targeted platoon is affected, but if the suppression is caused by MACHINE GUNS, MORTARS OR ARTILLERY the whole company to which the platoon belongs is suppressed.

Platoons, companies and support assets may be suppressed more than once if it comes under multiple attacks or fails to recover during its turn. If a company or platoon is suppressed three times without recovery it is considered to be so suppressed that it is destroyed.

#### RECOVERY FROM BATTLE SUPPRESSION

The only method of recovering from Battle Suppression is by the use of an "Action" during the order phase of the turn.

An exception is made in the case of Battalion and higher command stands who recover automatically at the end of their turn (Lt Colonels and the like are considered to be made of sterner stuff than ordinary men).

#### Deep Suppression (DS)

Deep Suppression was developed in the latter phase of the war when it was realised that it was not necessary to smash an enemy's defences with long preparatory barrages. Instead the doctrine of deep suppression is the attempt to disrupt and potentially destroy a defender's artillery, command and other reserve assets by massed heavy artillery thereby reducing the enemy's ability to interfere with the attacking formations. Deep Suppression is applied to all Artillery and other assets which are classed as not being in the "Front Line", for practical purposes this may be defined as being within 25cm of the defenders front line trench.

Field Artillery classed as being in the front line may not fire indirectly as it is too close to potential targets, instead they may only engage targets in direct line of sight.

In game terms at the start of the attackers turn the player rolls a D6 to determine how effective his Deep Suppression fire is for that turn:~

- |      |  |
|------|--|
| 1-2  | No Effective Deep Suppression for this turn  |
| 3- 4 | Effective Deep Suppression<br>-1 when ordering all defenders assets (Artillery etc.) |
| 5    | Very Effective Suppression<br>-2 when ordering all defenders assets                  |

(Artillery etc.)

- |   |   |
|---|---|
| 6 | Extremely Effective Suppression<br>one defending artillery battery is destroyed AND -1 Deep Suppression factor. |
|---|---|

#### MORALE

If a battalion's rifle platoons are reduced to 50% of its starting strength the battalion as a whole must roll morale i.e. if a battalion starts the game with twelve rifle platoons and loses six it must test morale. It must roll again at -2 when rifle company casualties reach 75%. Roll D6:~

- |                |  |
|----------------|--|
| 0 or Less      | Rout<br>Remove from play.                                      |
| 1              | Retreat 40cm,<br>become Suppressed,<br>abandon crewed weapons. |
| 2-3            | Retreat 20cm,<br>become Suppressed,<br>abandon crewed weapons  |
| 4+             | Morale OK – carry on   |
| Veteran Troops | +1   |
| 75% Casualties | -2   |
| Raw            | -1   |

Troops which have suffered from a poor morale result carry out the result as soon as it is determined. Any troops who are suppressed may be recovered in the normal manner.

Non battalion crewed weapons and block houses roll separately and when their supporting rifle battalions routs or is killed.

#### HEROIC ACTIONS

Despite the scale and horror of the Great War there were uncountable numbers of individual actions of extreme bravery. "Flanders Field" therefore allows a chance for such actions to occur. This rule also allows for those bizarre or unlikely events which occur in real life but which cannot easily be covered by the main body of a set of rules.

Once per game each player may elect to attempt a "Heroic Action". The action must be carried out by a single platoon stand and be agreed by both sides as being both feasible and heroic, examples would be a platoon rushing a machine gun or clearing a trench of up to three defending platoons.

After the action is agreed the attacker rolls a D6, a 5 or 6 indicates success, 1-4 a failure. If the action is a success the attacking platoon is moved as appropriate to have accomplished the Heroic



Action, if a failure the platoon is immediately destroyed and removed from play.

## **GAS**

There are 2 types of gas attack, OFFENSIVE, designed to inflict casualties and move with the prevailing wind so as to cause attackers a minimum of problems. Such attacks used relatively light agents like phosgene. While DENYING attacks used heavy, often oil based compounds like mustard gas and were intended to not only inflict casualties but to linger in an area and hinder any movement across the affected ground.

An individual gas attack may be either an offensive or denying attack, however there is nothing to prevent two or more gas attacks being launched against the same objective.

A offensive attack will attack every platoon or asset every attackers turn that it persists in an area before moving off under the influence of the wind.

A denying attack will not move with the wind but will persist in the area and will attack any troops remaining in it or moving through it every turn until it disperses.

A gas attack is represented by an area 20cm wide by 10cm deep if launched by the attacker, but only 10x5 if used by a defender, reflecting the relatively low amount of artillery available to defenders.

Ground projectors must start the gas cloud 10cm in front of the attackers forward trench line while artillery may deploy gas shells anywhere on the table in accordance with the fire plan. Once the gas is delivered it is beyond the player's ability to control and its subsequent behaviour is determined by rolling dice.

An OFFENSIVE gas attack will continue to move on the wind for 6 turns (after which it has dispersed) or until a roll on the Gas Movement Table (below) indicates it has dispersed, see below, while a DENYING gas attack will move for 1 turn before the heavy vapours sink to the ground and pollute the environment.

As the gas sweeps over the table it will attack all the troops it passes over, or if it is a DENYING attack which has sunk to the ground any troops who move into the polluted area will be attacked as if the gas had rolled over them.

Any base which is fully covered by the gas cloud will be attacked at full effect, if the cloud only partly covers a base the attack is at -2.

All OFFENSIVE gas attacks (used by both attackers or defenders) during a game are subject to the same vagaries of weather, after initial deployment the controlling player states his preferred wind

direction for the gas's movement, speed is determined by rolling 2D6 and adding 10, the result being the wind speed in centimetres. At the start of every turn thereafter the attacking player rolls a D6 to determine any change to the gas clouds :~

### **GAS MOVEMENT**

- |     |   |
|-----|---|
| 1-2 | Speed and direction of gas cloud continues as for previous turn   |
| 3   | Direction of gas cloud continues as for previous turn, speed increases by 1D6cm   |
| 4   | Direction of gas cloud continues as for previous turn, speed decreases by 1D6cm   |
| 5   | Wind changes direction, roll 1D6<br>1 = 45° Right, 2 = 90° Right,<br>3 = 135° Right, 4 = 45° Left,<br>5 = 90° Left, 6 = 135° Left.<br>Speed of new direction is 5+2D6cm |
| 6   | Gas disperses no further effect.  |

## AIR SUPPORT

By late 1917 the role of air power was becoming a significant factor in the conduct of any battle with aircraft being used to suppress rear areas, spot for artillery and directly attack the enemy in support of the assaulting infantry.

Rear area attacks are considered to be part of Deep Suppression and are included in the roll for that factor.

Front line actions take the form of direct machinegun or light bomb attacks on specific points. Only troops in the Open, Soft or Medium Cover may be attacked by aircraft. If available air attacks must be ordered by a Regimental Commander as a normal order except that there is a penalty of -3 due to the difficulty of communicating with the aviators.

When a front line attack is successfully ordered the bold flyers still have to carry out their mission, an attack may be directed against a maximum of three infantry platoons or support weapons in a straight line from and within 5cm of a specific point designated by the controlling player.

The aircraft attacks each target in turn and both sides roll a D6, adjust by the following factors and compare results.

Draw nothing happens and the aircraft carries on to next target if appropriate.

Win by 1 or 2 infantry become suppressed or aircraft is driven off (in effect suppressed)

Win by 3 or more, the loser is destroyed.

### *Aircraft factors:*

- Target is in Open +3
- Target is in Soft Cover +2
- Target is in Medium Cover +1
- Target is Artillery or support weapons +2

### *Infantry Factors:*

- Target is Machine Gun +2

NB If the target is a machine gun and the gun is not destroyed then it is considered to have been realigned by the crew to engage the aircraft, it will therefore have lost its previous firing line which must be re-ordered as an action in the MG's subsequent turn.

## CAVALRY

The power of trenches, barbed wire and machine guns quickly put an end to the war of manoeuvre and by the end of 1914 the traditional role of cavalry ceased to exist on the Western Front and

most units were rotated into the front line as infantry.

Nevertheless cavalry did have a role in the early war period and all commanders hoped and expected that cavalry would regain its exploitation role once the "break through" had been achieved by the artillery and infantry. Indeed British cavalry did achieve some limited successes during the battle of Amiens albeit at a high cost.



Decan Horse waiting, in vain, to advance during the Battle of the Somme 1916

The following rules are cavalry specific.

- Cavalry always count as in the open unless in a wood or built up area.
- Cavalry must dismount to fire and a penalty of -1 is applied to cavalry shooting as a number of men had to act as horse holders and were unable to join the firing line.
- Cavalry may not cross barbed wire except through cleared gaps.
- When assaulting infantry or artillery cavalry have an assault bonus of +3
- When assaulting other cavalry, cavalry have an assault bonus of +1
- Cavalry may not assault tanks or armoured cars.

## VISIBILITY

Individuals and groups of soldiers do not enjoy the god like view afforded to war-games players, it is therefore necessary to limit what a particular unit on the table may see. The maximum practical range of visibility depends on what is being viewed and by whom. In addition to the absolute distance it must be possible to trace a straight uninterrupted line to the object being viewed.

Troops on elevated ground can see over buildings and woods, especially after 1916 when most buildings for several miles on each side of the front had been reduced to rubble and woods to little more than collections of smashed stumps. However a limited amount of dead ground will still

remain and for practical purposes this is defined as 2.5cm. This means that troops within 2.5cm of a building are safe from being spotted by observers on a hill or ridge on the other side of the building who would otherwise be able to see them.

As troops in the Great War fought in extended or loose formations when compared to previous centuries and were expected to have a greater awareness of their surroundings when compared to the rigid formations of previous centuries troops in "Flanders Fields" may be considered to see all round them and may react to enemies in any direction.

### VISIBILITY DISTANCES (IN CENTIMETRES)

Viewer	Infantry & Field Artillery in Open	Infantry & Field Artillery in Cover	Buildings, Fieldworks, Vehicles & Heavy Artillery
Infantry (including MGs)*	100	30 or until fired‡	150
Artillery‡	200	100	250
Vehicles (Tanks etc.)	50	10 or until fired‡	100

‡ Once Infantry and Field artillery have opened fire from cover they may be seen at a range of 50.

\* Infantry and machine guns can see further than they can fire as the ranges imposed on weapons is the effective range, not the maximum distance a bullet may travel.

‡ Artillery is considered to be able to see further than infantry because they were trained to do so and had more technology, (binoculars, telescopes, range finders etc.) for the job.

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## APPENDICES

### DEVIATION DICE

If a commercially produced deviation die is not available to determine the deviation of an artillery aiming point then a similar effect may be achieved by a series of D6 rolls. Roll a D6 if the result is a 5 or 6 then there is no deviation and no other action needs to be taken.

If a 5 or 6 is not rolled roll two further D6, if the first is 1-3 add nothing to the second dice roll, if it

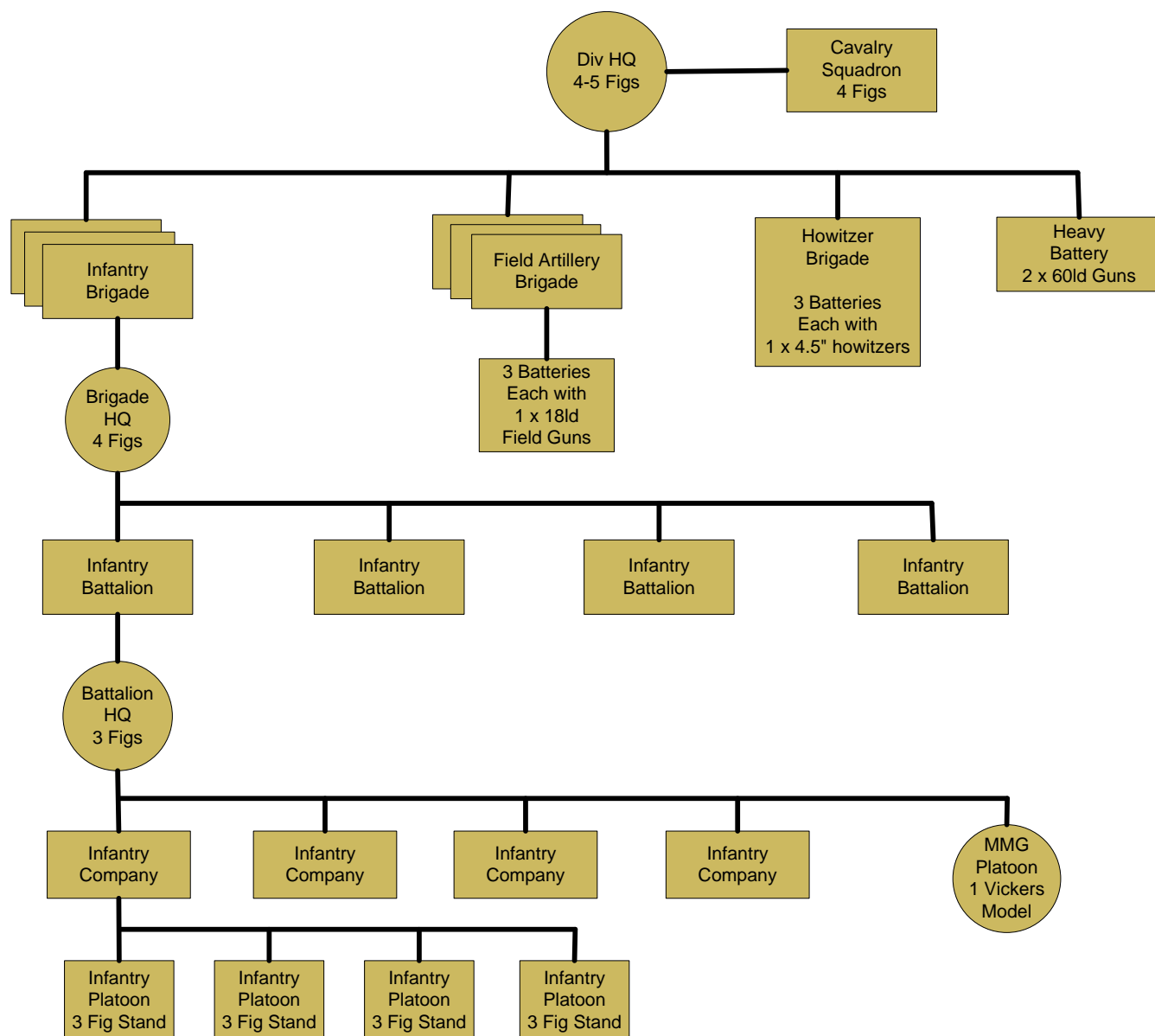
is 4-6 add six to the number of the second dice. Thus if the first die is a 3 and the second a 5 the total is 5 but if the first die is a 4 and the second a 3 the total is 9. The result will be a number between 1 and 12 and is used like a clock face to determine the random direction, with 12 being directly ahead of the rolling player's base table edge. Having determined the random direction roll 2D6 for distance in cm.

### TABLES OF ORGANISATION

The following tables detail the divisional structures for the main combatants on the Western front during The Great War, where numbers appear in the tables these refer to the number of models which should be present on the table e.g. a British Infantry platoon is described as a 3 Fig Stand and

a MMG platoon as having one Vickers MMG, in these instances the infantry base should be depicted with 3 figures and there should be a single Vickers machine gun representing the platoon.

## BRITISH AND EMPIRE DIVISION 1914-15



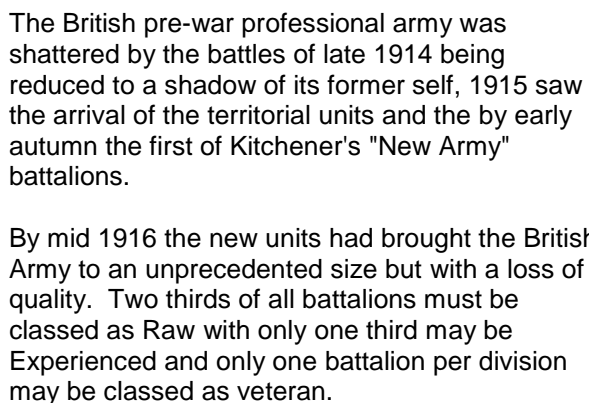
### Special Rules :~ "Long Range Marksmanships" and "Mad Minute"

Divisions in France in 1914 were all from the old pre-war regular army, as such all divisions are considered to be Experienced and up to half may be upgraded to Veteran.

In 1914 the Veteran Infantry of the BEF had the best weapon skills of any army in the world. BEF troops up to Spring 1915 have a maximum range of 60cm.

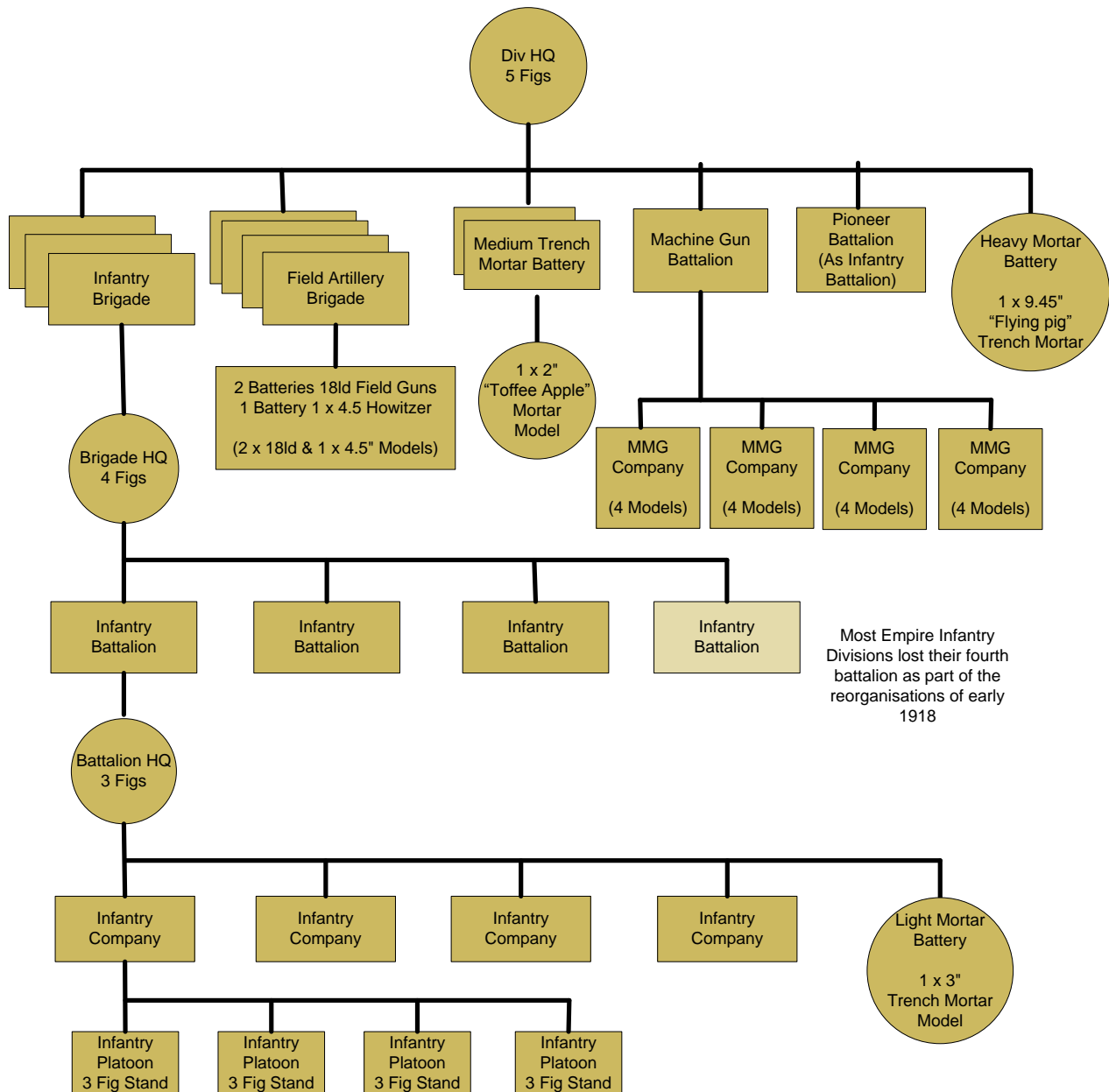
Troops were also trained in the "Mad Minute" minute technique, when a battalion could fire up to 15 aimed rounds per minute per man. To represent this once per game each infantry company may roll twice for effect for a single successful fire order, NB the two dice rolls must be at the SAME target as the rule allows a doubling of the rate of fire directed on to a target which is not the same as passing two fire orders.

### Special Rules :~ "Pals"



Once per game each raw battalion may invoke the "Pals Spirit" and add +2 to an action roll OR moral test.

## BRITISH AND EMPIRE DIVISION SPRING 1917 ONWARDS



### Special Rules :~ "Professionalism"

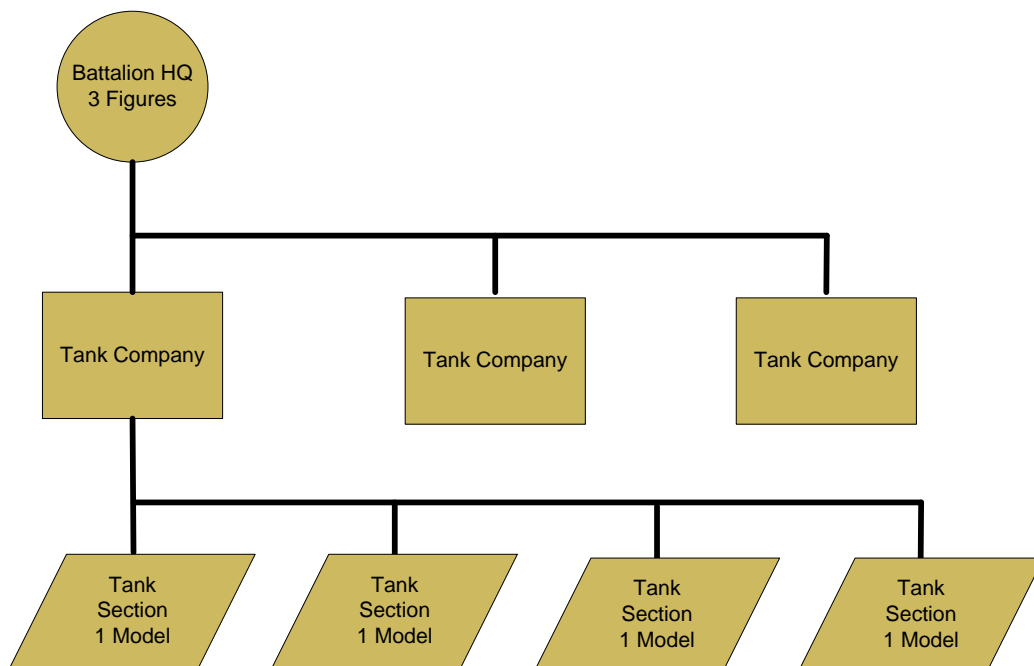
From mid 1917 the British army, although composed almost entirely of volunteers and conscripts, was characterised by a remarkably high level of training and professionalism. It recovered from the 1918 German spring offensive and counter attacked all through the Summer and Autumn in a series of battles which saw artillery, infantry, armour and aircraft integrated into the genesis of modern combined arms. These battles and victories of the "Hundred Days" show an army of confident professionals capable of amazing feats of arms like the taking of the Riqueval

cutting, one of the strongest positions on the Hindenberg line.

All battalions may be Experienced, one quarter may be downgraded to Trained and one quarter may be upgraded to Veteran, however all Experienced and veteran units must have their infantry companies reduced to three platoons to reflect attrition.

Once per game every infantry battalion and up to four attached tank models may add two to their action roll although a natural 1 will still be a failure.

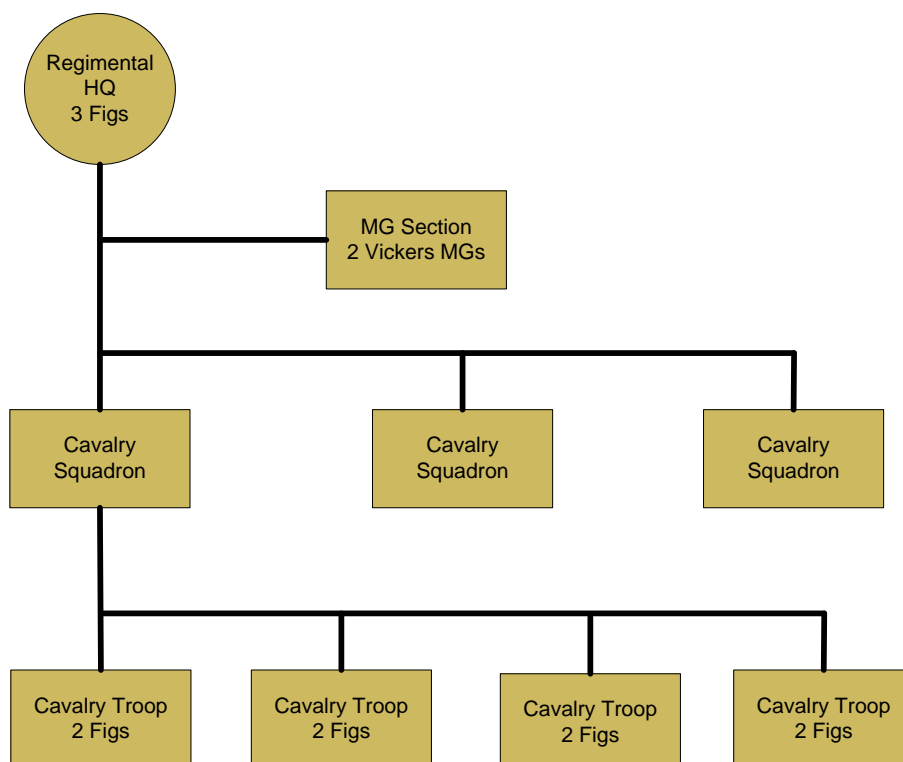
## BRITISH TANK BATTALION AUTUMN 1916 ONWARDS



This diagram is at a ratio of 3:1 as there were 3 tanks in each section

All tank battalions are Raw from the Autumn of 1916 to Mid 1917 after which they may be upgraded to Experienced

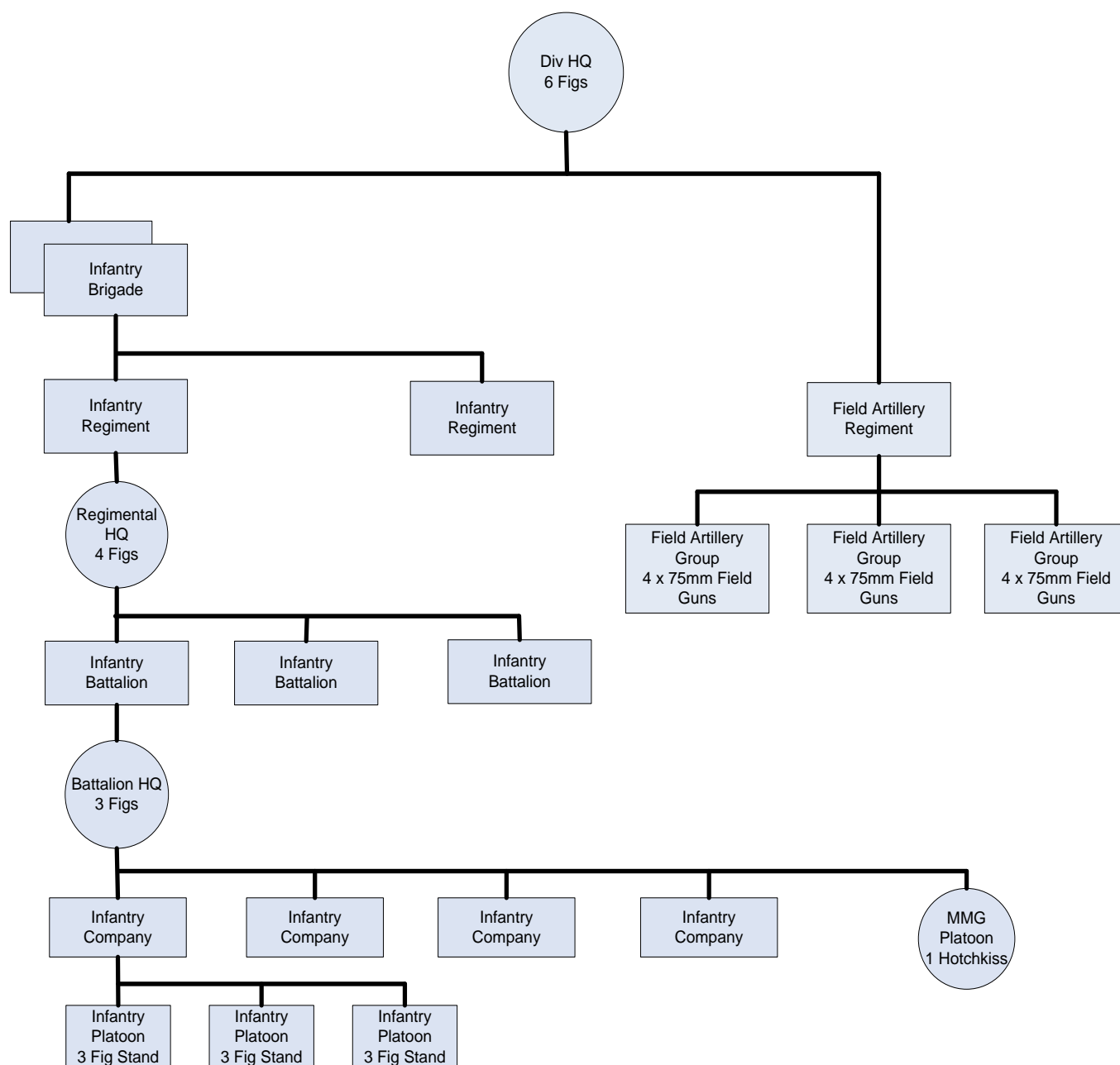
## BRITISH CAVALRY REGIMENT



All Cavalry Regiments are either Experienced or Veteran



## FRENCH INFANTRY DIVISION 1914-15



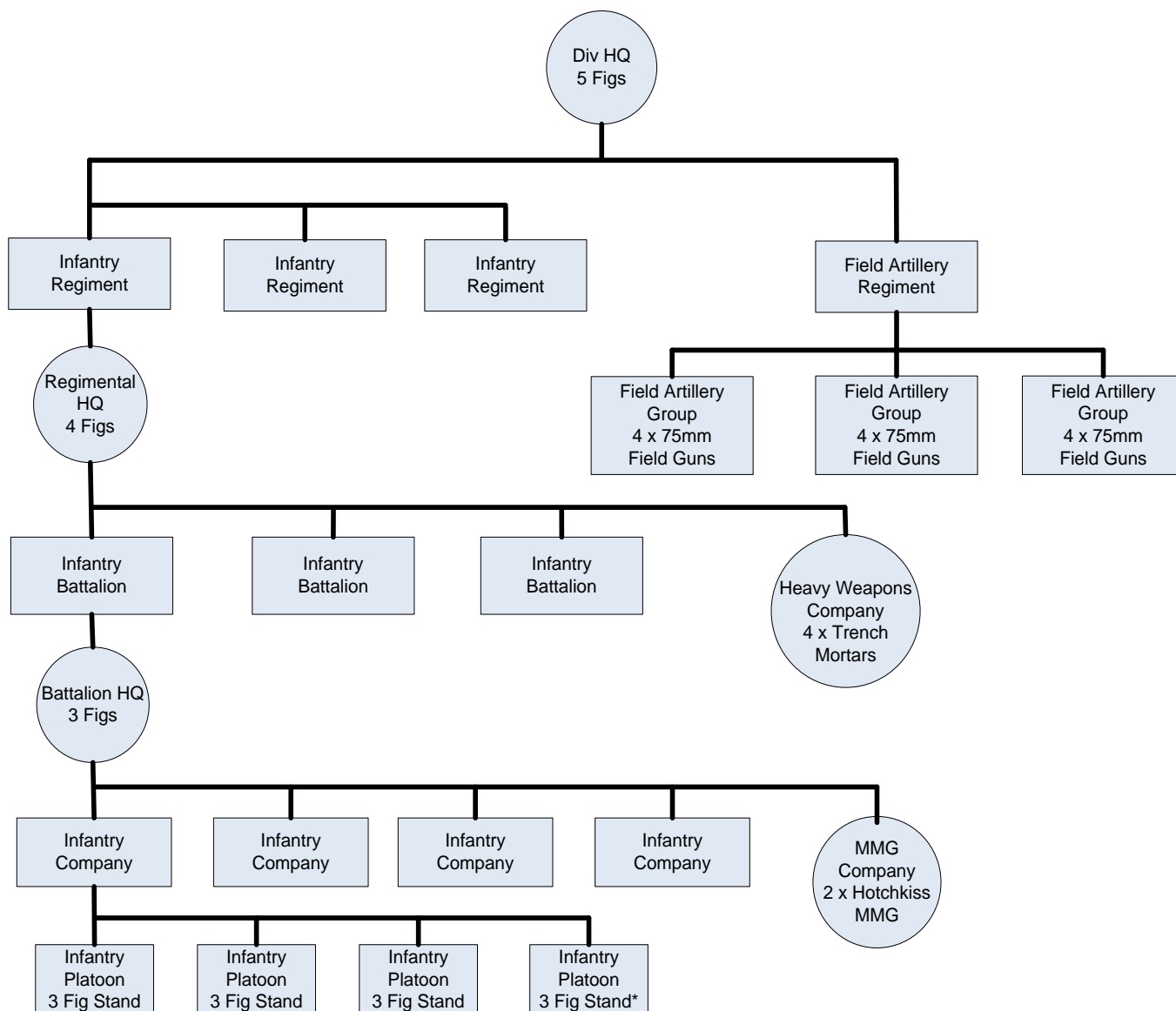
### Special Rules :~ "Elan"

During the early part of the War French doctrine placed great the emphasis on the attack, this doctrine and the knowledge that they were fighting for the honour and soil of

France resulted in the almost suicidal bravery of the French troops in the early war battles.

For battles set in 1914, 1915 and early 1916 add +1 to the action die roll when ordering French troops to move forward. Note that they cannot use the extra +1 to increase the number of times they may fire, it is only to allow the units to advance "al la bayonette!"

## FRENCH INFANTRY DIVISION 1917 ONWARDS



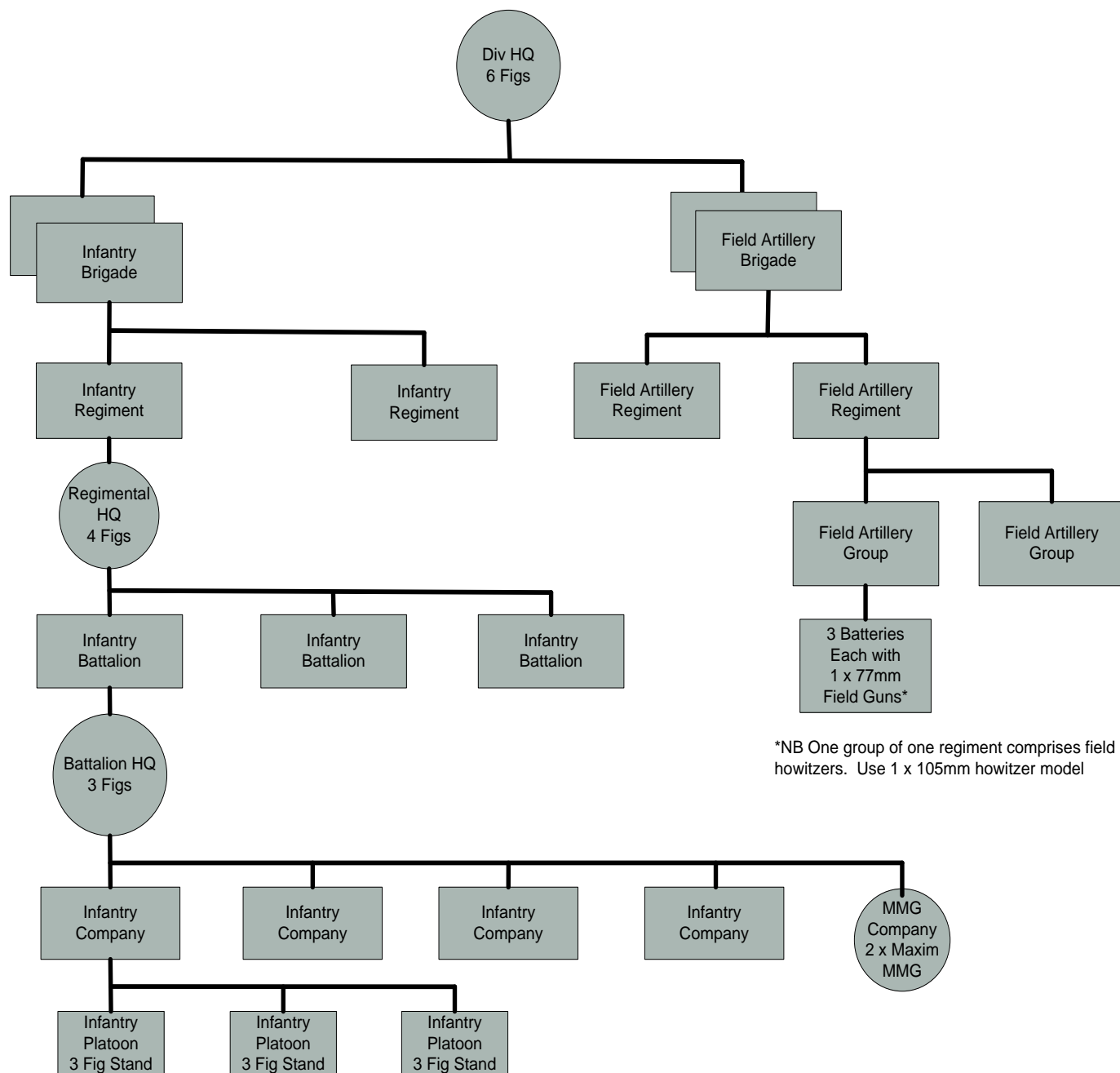
\*Late war French platoons fire power stats increased to reflect increase in number of LMGs in each platoon

### Special Rules :~ Stubborn Resistance and & Mutiny

The French army showed an almost superhuman determination to defy the Germans but following huge casualties on all fronts the army finally mutinied in 1916 and refused to attack although there was never any question of units abandoning the line.

Three times in a game a defending French Battalion may ignore any adverse morale result and remain in place. However the German player may pick any three of his opponent's battalions to "mutiny", the chosen battalions will stay in their current positions and defend the line but not advance forwards of their current position.

## GERMAN INFANTRY DIVISION 1914-1915



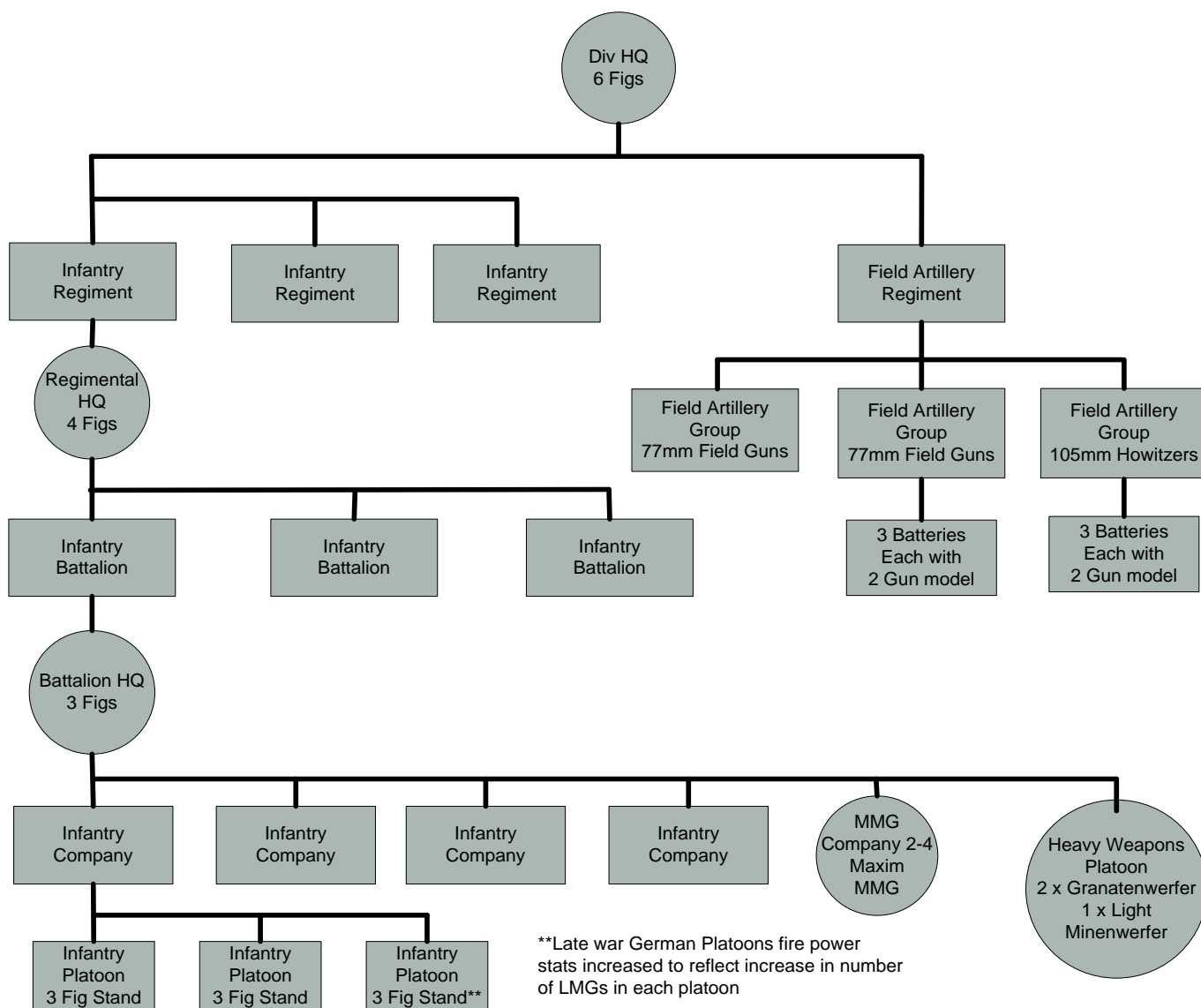
### Special Rule :~ Prussian Discipline

Germany started the Great War with what was probably the biggest and best organised army of any combatant.

Three times during a game any battalion commander may invoke "Prussian Discipline" and gain +2 on any action die roll.

The use of "Prussian Discipline" must be stated before the action die is rolled and a Natural One is still classed as a failure.

## GERMAN INFANTRY DIVISION 1916-1918



### Special Rule :~ Storm Troops

In 1918 the German answer to cracking the stalemate of the Western Front was the development of storm troops. These specially trained units were used to spearhead attacks and break strong points.

If the Germans are attacking each regiment may have an additional Storm Troop battalion placed under command.

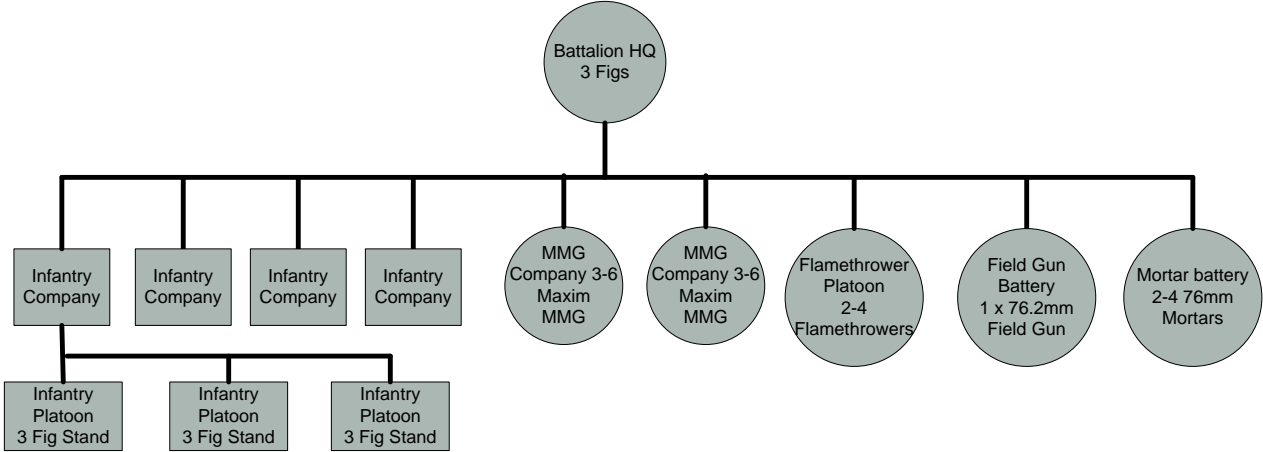
A Storm Troop battalion are always classed as Veteran and as such moves faster (+5cm) and fights harder (+1 in all situations) than a standard

field battalion and includes some extra troops for instance flame throwers and an integrated field gun battery:~

If fielded a Storm Troop battalion need not operate as a single unit but may be split into companies and support units to strengthen standard field battalions.

For details of Storm Troop Battalion organisation see below.

GERMAN STORM BATTALION



## SETTING UP GAMES

Real commanders do not fight fair or adhere to points systems, rather they marshal their forces to achieve as much superiority as possible before launching an attack. However this is not the case in most war-games where the general principle is to give players on both sides an enjoyable game with a chance of victory.

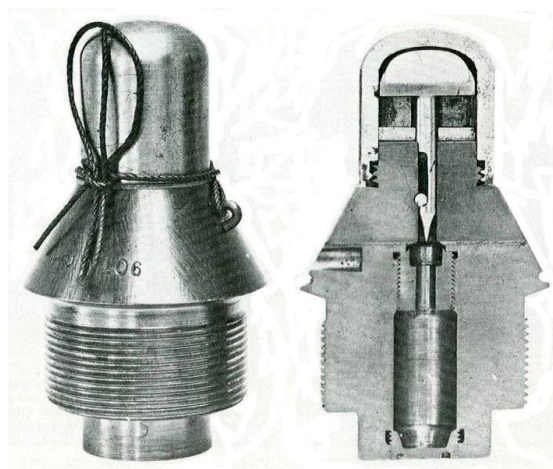
Most war-games rules therefore include some sort of points systems to ensure that opponents may agree on a common field of reference for their games.

However these rules work best when used to play a "scenario" type game with the players agreeing beforehand the background to their game and agreeing the forces accordingly. For this reason while tables of organisation are included for the divisional structures of the British, French and German armies no actual points system is included but as a rule of thumb when designing scenarios the attackers should enjoy a substantial superiority of at least 2:1.

## ARTILLERY

The following tables cover the main artillery pieces used by the British, French and Germans in the Western Front. There is some confusion between the different sources and between the British and European powers with guns being classed by shell size or muzzle bore and in imperial or metric units. The data in the following tables has been represents a general consensus and has converted to a metric format for ease of comparison.

The tables include very heavy mortars like the French 280mm which were effectively artillery but not trench mortars which are included elsewhere.



Cross section through British 106 impact fuse

## BRITISH ARTILLERY

British artillery started the war with little more than field artillery, the biggest of which was the 60ld

field gun, moreover in 1914 the commonest British field gun, the 18ld was only supplied with shrapnel shells which while excellent against troops in the open was less effective against trenches and poor when used to cut wire.

The British army quickly realised the need for heavier guns and for HE to be the main type of ammunition. Heavy gun development produced some fine pieces, notably the 9.2" howitzer, but it was not until late 1916 that an effective percussion or "graze" fuse, (the 106) was developed. This enabled shells to exploded on contact with the ground or even a strand of wire ensuring the full force of the blast was directed against enemy troops, positions and wire.

The new fuse was first used in large quantities at the Battle of Arras in April 1917.

Weapon Name	Range (meters)	Shell Weight (Kg)	Weight (t)	Notes
18ld Field Gun	6000	8.4	1.3	20 round/min
4.5" Field Howitzer	6,650	15.5	1.36	4 rounds/min
60ld Field Gun	9,400	27.25		
6" Howitzer	8,700	45	3.7	3,600 + built
8" Howitzer	10,000	90	3.4	678 built
9.2" Howitzer	9,100	131	15	320 in service
12 " Howitzer	11,000	340		Only 14 in service
15" Howitzer	9,800	658		Only 12 built

## FRENCH ARTILLERY

The French started the war almost entirely armed with the famous "soixante-quinze" (75mm) field gun and very little modern heavy artillery and even by the end of the war they lagged behind the British and Germans in providing sufficient heavy artillery to do the job.

Weapon Name	Range (meters)	Shell Weight (Kg)	Weight (t)	Notes
75mm	8,500	7.25	1.5	Le glorieux "soixante-quinze"
105mm	12,000		2.3	
155mm Howitzer	11,300	43.6	3.3	
280mm Mortar	11,000	205	16	

## GERMAN ARTILLERY

As in most areas the artillery arm of the Imperial German Army started the war well in advance of its enemies and maintained a dominant position for the early part of the war. However by the last year Germany's manufacturing base was unable to meet the demand for guns and ammunition.

Weapon Name	Range (meters)	Shell Weight (Kg)	Weight (t)	Notes
77mm Field Gun	9,100	6.8	1.3	
105mm Howitzer	6,300		1.14	
105mm Field Gun	12,000		2.8	
150mm Howitzer	7400	40.5	2	
21cm Howitzer	9400	114	15.5	Two versions
42cm Howitzer	12,500	820	43	"Big Bertha"

## FIRE PLANS

These rules may be played without any recourse to written orders but an added dimension, some enjoyment and an added insight into the difficulties encountered by all armies may be gained if both sides spend a small amount of time before a game planning their artillery and mortar fire orders.

The outlines below have been found useful in our games and give some indication as to the sort of information which should be recorded.

There is of course no reason not to make a player sole commander of all artillery assets and make him responsible for organising, planning and playing all the medium and heavy mortars and all the artillery from a rolling barrage to any superimposed batteries and supporting barrages.

## ATTACKERS FIRE PLAN TEMPLATE

The following Template should be used to plan the attacking force's fire plan, it should include :~

- Initial target points for any Medium and Heavy Mortars
- The duration and pattern of any rolling barrages and whether it will halt on a particular line and if so for how many turns.
- The initial target points for any "superimposed" artillery.
- The type and initial target areas of any gas attacks as well as the initial wind direction
- Any air support available to the attackers

Medium Mortar 1

Medium Mortar 2

Heavy Mortar 1

Rolling Barrage duration - Number of turns available to attackers – Normally 3 +D3 =



Rolling Barrage Special Orders

Superimposed Artillery Battery 1 initial aiming point

Superimposed Artillery Battery 2 initial aiming point

Superimposed Artillery Battery 3 initial aiming point

Gas Attack      Initial arrival point  
                         Wind Direction  
                         Wind Speed

Air Assets      Number of Ground attack missions

## DEFENDERS FIRE PLAN TEMPLATE

The following Template should be used to plan the defending force's fire plan, it should include :-

The initial target points for any assigned divisional support artillery.

Medium Mortar

Divisional Support Artillery Battery 1 initial aiming point

Divisional Support Artillery Battery 2 initial aiming point

Divisional Support Artillery Battery 3 initial aiming point

## CASUALTIES AND THEIR EFFECT IN A CAMPAIGN

The scale of casualties in the Great War came as a huge and unexpected surprise to all combatants, the number and size of war memorials all over Europe still bear witness to the slaughter. Players who wish to may apply the following rule of thumb to the results of their battles.

Multiply the number of playing bases (rifle platoons, support weapons etc.) "killed" during the game by 15 to determine the approximate number of men killed, seriously and lightly wounded during the battle. As a rule of thumb one third will be dead, one third lightly wounded (capable of returning to duty with a month), one sixth crippled (probably retired out of the army) and one sixth badly wounded requiring between 2-12 months treatment before being returned to some form of duty.

## RANDOM EVENTS

As they stand the rules give players a high degree of control over events, this can feel like the game is played in a "sealed universe" unaffected by outside events. In reality Great War soldiers were constantly at the mercy of random events outside their control and often life or death depended on pure luck.

For instance during play testing the 1914 sample game where the Germans and the British were trying to gain control of the river crossings the Germans narrowly lost a game after losing 36 rifle platoons, 3 machineguns and a battery of artillery.

This equates to about 600 casualties, 200 killed, 100 crippled, 100 seriously and 200 lightly wounded.

In a campaign situation the number of casualties may be used to determine the quality of a battalion. After a game, take the number of platoons required to bring a battalion up to strength and roll 2D6 if this number is above the number of platoons brought in as drafts the battalion retains it's old status, otherwise it is reduced to Raw. If a 12 is rolled the battalion is upgraded to Veteran.

The following rules seek to introduce a certain degree of randomness into game events and may even increase a feeling of narrative for a game as players come under external influences.

A normal pack of cards is used and when certain cards are drawn a random event takes place. At the start of each turn a player must draw at least one card from the pack, but may draw two. A player may only hold up to three cards at any point of the game and must play the number of cards he holds in excess of three.

For the purposes of generating random events the pack may be considered to contain three sorts of cards.

Cards which are dummies, these are all suits and numbers two to nine.

Cards which are beneficial to a player, these are red cards ten to ace, these cards MAY be played whenever a player wishes.

Cards which are detrimental to a player, these are black cards ten to ace, these cards MUST be played when they are drawn.

Players may discuss their cards but may not swap or trade cards amongst themselves.

Hearts – Ace	“Big Bangs!” – Player gains control of Super Heavy Artillery for 3 turns. Attach to Highest level of command present on table, normal Order sequence applies.
Hearts – King	“Sniper!” – Player may remove 1 opposing Command stand or support weapon which is not in a fortified position.
Hearts – Queen	“Rally” – One Battalion which has lost two or more platoons will RALLY survivors. D3 rifle platoons are replaced.
Hearts – Jack	“Good day to be a hero” – gain +1 on heroic action roll – must be played BEFORE rolling for the Heroic Action.
Hearts – Ten	“Good discipline” – Gain +1 on any order or morale roll – must be played BEFORE rolling for morale.
Clubs – Ace	“Death from above” – Random shell kills 2 platoons or support weapons which must be within 5cm of each other. Enemy player chooses.
Clubs – King	“Lines are Down” – No contact with any supporting artillery this turn
Clubs – Queen	“Stubborn Defenders” – Enemy gain +1 on next morale roll, hand over card to enemy who may keep it until needed however the card will count towards the maximum of 3 which may be held.
Clubs – Jack	“Death from the flank” – Burst of machine gun fire removes most extreme right hand rifle platoon.
Clubs – Ten	“Command Error” – -1 on one Regimental or Battalion order this round – must be played BEFORE rolling for the order is rolled for.
Diamonds – Ace	“Superb Shooting” +2 on one company's or machine gun shooting rolls this turn.
Diamonds – King	“Wiring Party” – Defenders may add an extra 2cm depth of wire to one Company's front, Attackers may remove 2cm depth of wire to one company's front when they reach it.
Diamonds – Queen	“Good Shooting” – +1 on one company's or machine gun shooting rolls this turn.
Diamonds – Jack	“Inspirational Leader” All orders from one Regiment or Battalion commander issued at +1 for one turn.
Diamonds – Ten	“Concise Order” – +1 on one order roll, may be played AFTER die is rolled.
Spades – Ace	“Counter Battery Fire” – 1 Support battery destroyed by enemy counter battery fire.
Spades – King	“Gas Boys, Gas” – Extra, offensive, enemy gas attack arrives where enemy player wishes, subject to normal wind rules.
Spades – Queen	“Random Shell” – Heavy artillery shell lands where enemy wishes, enemy decides position and rolls for effect.
Spades – Jack	“Wind Change” – Wind changes direction and blows gas directly towards attackers trenches at 10 + 2D6cm speed. If gas not yet deployed the gas fireplan MUST still be adhered to but this card will determine the wind speed and direction. If no gas attack planned treat as if card was 10 of Spades
Spades – Ten	“Hard Day” – -1 on morale roll, hand card to opponent who may play it when desired.

## SPECIMEN GAMES

The following games cover the main types of engagements which characterised the battles of the Great War and will provide good introductory games to "Flanders Fields". Although the games are self contained they generally represent a small part of a much larger battle or operation.

## GERMAN ATTACK ON THE BEF SOMEWHERE NEAR MONS, AUTUMN 1914

### Situation

The British and Germans are racing to secure the bridges over a small river, the river should be set up about one third of the way across the table

from the British deployment zone with two bridges equally spaced along it. There should also be a few small hills, woods and a village or two.

Both sides deploy 15cm onto the table, although one battalion from each of the German regiments and one British battalion are off table as reinforcements. Reinforcements arrive on the table at the start of turn two if a 6 is rolled on a die, on the next turn the roll is reduced to a 5, then a 4 etc. until they arrive.

All artillery is limbered and all machineguns start on pack animals.

### **GERMAN FORCES**

Two Infantry Regiments each with three infantry battalions. Each infantry battalion has 4 infantry companies of three platoons in addition each battalion has two Maxim machinegun models.

In support there is one Field Artillery Regiment with two Field Artillery Groups, each supporting one Infantry Regiment. The first Group has three batteries each of one 77mm field gun model while the second group has 2 batteries of field guns and one battery of 105mm howitzers giving two 77mm field guns and one 105mm howitzer model.

The artillery is attached at Regimental level and may only be commanded by the Regimental commander.

The German forces enjoy the "Prussian Discipline" special rule which allows each

Regimental Commander and each Battalion commander to add +2 to any action or morale roll three times in a game. The intention to invoke "Prussian Discipline" must be stated BEFORE an order die is rolled.

As stated above one battalion from each Regiment starts the game off table.

### **BRITISH FORCES**

The British have one Infantry Brigade of four battalions. Each battalion has four companies each with four rifle platoons, in addition each Battalion has one Vickers machinegun model. Two battalions of infantry are classed as veteran.

In support there is a field artillery brigade with three field artillery batteries each of 1 18ld model and one field howitzer battery with one 4.2" howitzer model. Only the Brigade commander may issue orders to the artillery batteries.

The British enjoy two special rules, "Long Range Marksmanship" and "Mad Minute". Long Range Marksmanship extends maximum rifle range to 60cm, while the "Mad Minute" enables each rifle company to fire twice at a target instead of once for any single battalion order. Each battalion may only use the "Mad Minute" rule once in a game.

As stated above one battalion from the Brigade starts the game off table and may be diced for as reinforcements.

### **SUGGESTIONS FOR MODELLING THE WESTERN FRONT**

One of the main problems when trying to play war games set on the Western Front is how to represent the many and varied terrain types which played such a big part in the course of the war. Most war-gamers will have a supply of terrain pieces to represent hill, woods, streams etc. but the Western Front was dominated by man-made obstacles most notably trenches and barbed wire.

While it is possible to scratch build Western Front trench lines using MDF, polystyrene, glue, sand and paint and for the results to look spectacular they are not very flexible in terms of playing different games or when different styles of trench system may be required. It is also hard for such models to conform to terrain features like hills. A more useful approach is to use something which represents trench works.

After several experiments the best solution so far seems to be to use strips of coloured felt cut to the appropriate size to represent trench lines. Brown felt lines about 1.5-2cm wide and 15-30cm long offers plenty of flexibility when laying out trench lines and when using 10mm figures the look is surprisingly convincing.

Coloured felt also provides the ideal medium for creating the various templates required in the game. The author uses rectangles of felt 30cm long and 20cm wide to represent the progress of a rolling barrage. Other templates are used to represent gas attacks, machine gun beaten zones and the various artillery and mortar blast area templates.

While it is possible to use felt to represent barbed wire lines and deeper entanglements the overall visual effect of the game is enhanced if some time is taken to model barbed wire and some emplacements.

## PLAYSHEETS

### WESTERN FRONT 1914 TO MID 1915

ORDER SEQUENCE	NOTES
<p><b>1 SUPPORT ORDERS – DIVISION/REGIMENT/BRIGADE –</b> Roll D6 for each unit, sequence is :~</p> <p>I. Allocate Staff Re-Roll Markers*</p> <p>II. Individual Regimental/Brigade MGs, D6 determines number of “Actions” each MG may make. “Actions” are; REMOVE A SUPPRESSION LEVEL, MOVE or FIRE.</p> <p>1 = No Action                      2 = 1 Action 3-5 = 2 Actions                      6 = 3 Actions</p> <p>III. Individual Regimental/Brigade Artillery; D6 determines number of “Actions” each may make. “Actions” are: REMOVE A SUPPRESSION LEVEL, REDIRECT A BATTERY AIMING POINT, FIRE A BATTERY OR MOVE.</p> <p>The number of “Actions” will depend whether the Artillery have line of sight (must be on table) or are firing as off table support.</p> <p>ARTILLERY WITH LINE OF SIGHT</p> <p>1-2 = No Action    3-5 = 1 Action    6+ = 2 Actions</p> <p>ARTILLERY FIRING FROM OFF TABLE</p> <p>1-2 = No Action    3-5 = 1 Action    6+ = 2 Actions</p> <p>* EACH REGIMENT/BRIGADE MAY GIVE SUPPORT TO ANY OF ITS SUBORDINATE BATTALION COMMANDER BY ALLOWING 1 BATTALION COMMANDER +1 ON 1 DIE ROLL ONCE PER TURN, BUT A NATURAL 1 IS STILL A FAIL.</p>	<p><b>Modifiers to Order Rolls</b></p> <p>-1 If Commander or commanded are in a GAS cloud</p> <p>-1 Any platoon is more than 25cm from its Battalion Commander.</p> <p>-1 If Commanding Stand is a “Field Promotion” following Death of original Command stand</p> <p>-1 For each Suppression marker on a Unit's Command Stand</p> <p>+1 Veteran or Storm troops (but a 1 is a FAIL)</p> <p>Raw Troops = +1 Until they receive any fire then -1 (but a 1 is always a FAIL)</p> <p>Failure to issue an order only affects the unit being ordered and ends the turn for that unit but commander may continue to issue orders to other units.</p> <p>If some of a battalion's companies are trying to pass through wire apply extra -2 to die result for them, therefore some companies can fire or move while others may end up “Hanging on the Old Barbed Wire” if the -2 results in a failure.</p>
<p><b>2 BATTALION ORDERS – Order each Battalion using the sequence:~</b></p> <p>i. Individual Battalion MGs; D6 determines number of “Actions” each MG may make. “Actions” are: REMOVE A SUPPRESSION LEVEL, FIRE or MOVE.</p> <p>1 = No Action                      2 = 1 Action 3-5 = 2 Actions                      6 = 3 Actions</p> <p>ii. Battalion Rifle Companies; D6 to determines number of “Actions” each Company may make. “Action” are; REMOVE A SUPPRESSION LEVEL, FIRE or MOVE.</p> <p>1 = No Action                      2-4 = 1 Action 5-6 = 2 Actions                      7 = 3 Actions</p> <p>iii. Remove suppression from Battalion commanders</p>	<p><b>SOS Targets</b></p> <p>After the front had stagnated into trench warfare the guns were moved back behind the lines, however all front line trenches and defended positions would be covered by pre-registered field artillery for quick response in an emergency. Such “SOS” fire could be called down by desperate defenders using anything from signal rockets to telephones.</p> <p>SOS fire covers an area of effect 10cm wide by 5cm deep, the centre point of which must be within 5cm of a defended position, trench block house etc.</p> <p>When an SOS artillery request is ordered roll a die and adjust for any Deep Suppression in effect. If the result is one or less nothing happens, if the result is two or more the artillery aiming point is moved AND one turn of fire arrives. Each defending battery of field artillery may only respond to one SOS call per turn.</p> <p>In subsequent turns artillery fire may be ordered onto the same or another SOS fire point as described above or the battery aiming point may be moved as normal. If a battery's aiming point has been moved it may be returned to an SOS point as detailed above.</p> <p>This allows defending artillery to quickly respond to attacks but only within a limited area while the effect of deep suppression may adversely affect the ability of the gunners to respond to the infantry's plight.</p> <p>Note that SOS fire generally falls just in front of a defender's position but it is possible to position the SOS template so as to both hit the attackers and any defenders, this is not recommended but may be used by defenders in extremis.</p>
<p><b>3 MOVE COMMAND STANDS.</b></p>	<p><i>All command stands including any artillery liaison officers may move twice, at speed of their type i.e. infantry or Cavalry</i></p>

## MOVEMENT DISTANCES

TERRAIN	INFANTRY*	CAVALRY	FIELD ARTILLERY	TANKS*	MOTORS
Cross Country	20cm	30cm	20cm	15cm	5
Road (Troops must be in marching columns)	25cm	35cm	35cm	20cm	40
Close Terrain (Woods, BuA, Marsh etc unless on road)	10cm	15cm	10cm	10cm	No
Moving along trench line	10cm	No	No	10cm	No

\* Light Tanks and Veteran infantry add 5cm

Manhandling deployed Field Artillery 3cm

Machine Guns and Light Mortars move at Infantry pace if on mule/horse packs, half infantry speed if man handled.

## Firing Table

	Open		Soft Cover		Medium Cover		Hard Cover	
	Suppress	Kill	Suppress	Kill	Suppress	Kill	Suppress	Kill
MG – Max 70cm	3	4	4	5	5	7	6	7
Infantry (Max 45)	3	4	5	6	6	7	7	Ass
Field Artillery – Guns	3	4	4	5	5	6	6	7
Field Artillery, Howitzers Light Mortars	3	4	3	4	4	6	6	7
Heavy Artillery Medium Mortars	2	3	3	4	4	5	5	6
Gas	3	5	3	5	3	5	3	5

Machine Gun Beaten Zone = 15cm beyond first target

Ass = Assault only

Auto = Automatic Suppression

No = Not Possible

Direct = Shooting unit must have a direct line of sight to the target.

## DIRECT FIRE FACTORS THE FOLLOWING MODIFIERS SHOULD BE APPLIED WHEN ROLLING FOR FIRE EFFECT.

+2	Short Range MGs – Under 10cm and first target only
+1	Short Range Infantry – Under 5cm
-2	Field Artillery over open sights 150-200cm
-1	Field Artillery over open sights 100-150cm Firing at Command Stands Raw Troops Firers in GAS cloud

## THREE SUPPRESSIONS ON ANY UNIT EQUALS A KILL

## MORALE – Test by rolling a D6

If a battalion's RIFLE PLATOONS are reduced to 50% it must roll morale.

Roll again at -2 when rifle company casualties reach 75%.

Roll D6:~

0 or Less	Rout, Surrender etc. – Remove from play.
1	Retreat 40cm, become Suppressed, abandon crewed weapons.
2-3	Retreat 20cm, become Suppressed, abandon crewed weapons.
4+	Morale OK

Veteran Troops +1

Raw Troops -1  
75% Casualties -2

Troops which have suffered from a poor morale result carry out the result as soon as it is determined. Any troops who are suppressed may be recovered in the normal manner.

Non battalion crewed weapons roll separately when their supporting rifle battalion routs or is destroyed.

## WESTERN FRONT MID 1915 TO MID 1917

ORDER SEQUENCE	NOTES
<p><b>1 ROLL D6 FOR DEEP SUPPRESSION (DS) FACTOR</b></p> <p><b>2 ROLLING BARRAGES – ADVANCE AND ROLL EFFECTS</b></p> <p><b>3 GAS – DEPLOY AND ROLL FOR WIND STRENGTH</b></p> <p><b>4 BARRAGES AND BOMBARDMENTS</b></p> <p><b>5 SUPPORT ORDERS – DIVISION/REGIMENT/BRIGADE –</b> Roll D6 for each unit, sequence is :~</p> <p>I. Allocate Staff Re-Roll markers*</p> <p>II. Individual Regimental/Brigade MGs, including Block Houses; D6 determines number of “Actions” each MG may make. “Actions” are; REMOVE A SUPPRESSION LEVEL, MOVE or FIRE.</p> <p>1 = No Action                      2 = 1 Action 3-5 = 2 Actions                      6 = 3 Actions</p> <p>III. Individual Regimental/Brigade Artillery and Mortars; D6 determines number of “Actions” each may make. Deep Suppression modifiers are applied if testing for off table artillery support. “Actions” are: REMOVE A SUPPRESSION LEVEL, REDIRECT A BATTERY AIMING POINT, FIRE A BATTERY OR MOVE</p> <p>1-3 = No Action    4-5 = 1 Action    6 = 2 Actions</p> <p><small>* EACH REGIMENT/BRIGADE MAY GIVE SUPPORT TO ANY OF ITS SUBORDINATE BATTALION COMMANDER BY ALLOWING 1 BATTALION COMMANDER +1 ON 1 DIE ROLL ONCE PER TURN, BUT A NATURAL 1 IS STILL A FAIL.</small></p>	<p>1-2 = No DS ~3-4 = -1 DS ~ 5 = -2 DS ~ 6 = -1 &amp; 1 battery lost</p> <p>1-2 No Effect ~ 3-5 Suppressed ~ 6 = Killed</p> <p><i>EACH TURN AFTER GAS IS DEPLOYED ROLL FOR WIND CHANGE PAGE 28</i></p> <p><i>DEPLOY PRE-PLANNED BARRAGES AND BOMBARDMENTS - ROLL EFFECTS</i></p> <p><b>Modifiers to Order Rolls</b></p> <p>-1 If Commander or commanded are in a gas cloud.</p> <p>-1 If any platoon is more than 25cm from its Battalion Commander.</p> <p>-1 If Commanding Stand is a “Field Promotion” following Death of original Command stand</p> <p>-1 For each Suppression marker on a Unit’s Command Stand</p> <p>-1 If commanding a tank model which failed its action roll last turn.</p> <p>-1 Spotting for Mortar which does not have line of sight.</p> <p>+1 Field Artillery with their own line of sight.</p> <p>+1 Veteran or Storm troops (but a 1 is a FAIL)</p> <p>Raw Troops = +1 Until they receive any fire then -1 (but a 1 is always a FAIL)</p> <p>Failure to issue an order only affects the unit being ordered and ends the turn for that unit but commander may continue to issue orders to other units.</p> <p>Crossing barbed wire requires a separate “Action” and a successful die roll (roll by platoons) which from mid 1915 to mid 1917 is 5+</p>
<p><b>6 BATTALION ORDERS – Order each Battalion using the sequence:~</b></p> <p>I. Tanks etc. attached to the battalions; D6 determines number of “Actions” each may make. “Actions” are; REMOVE A SUPPRESSION LEVEL, FIRE or MOVE.</p> <p>1-2 = No Action    3-5 + 1 Action    6 = 2 Actions</p> <p>II. Individual Battalion MGs; D6 determines number of “Actions” each MG may make. “Actions” are: REMOVE A SUPPRESSION LEVEL, FIRE or MOVE.</p> <p>1 = No Action                      2 = 1 Action 3-5 = 2 Actions                      6+ = 3 Actions</p> <p>III. Individual Battalion Mortars; D6 determines number of “Actions” each mortar may make. “Actions” are; REMOVE A SUPPRESSION LEVEL, REDIRECT A BATTERY AIMING POINT, FIRE or MOVE</p> <p>1-2 = No Action    3-4 = 1 Action    5-6 = 2 Actions</p> <p>IV. Battalion Rifle Companies; D6 to determines number of “Actions” each Company may make. “Action” are; REMOVE A SUPPRESSION LEVEL, FIRE or MOVE.</p> <p>1 = No Action                      2-4 = 1 Action 5-6 = 2 Actions                      7 = 3 Actions</p> <p>V. Remove suppression from Battalion commanders</p>	<p><b>SOS Targets</b></p> <p>After the front had stagnated into trench warfare the guns were moved back behind the lines, however all front line trenches and defended positions would be covered by pre-registered field artillery for quick response in an emergency. Such “SOS” fire could be called down by desperate defenders using anything from signal rockets to telephones.</p> <p>SOS fire covers an area of effect 10cm wide by 5cm deep, the centre point of which must be within 5cm of a defended position, trench block house etc.</p> <p>When an SOS artillery request is ordered roll a die and adjust for any Deep Suppression in effect. If the result is one or less nothing happens, if the result is two or more the artillery aiming point is moved AND one turn of fire arrives. Each defending battery of field artillery may only respond to one SOS call per turn.</p> <p>In subsequent turns artillery fire may be ordered onto the same or another SOS fire point as described above or the battery aiming point may be moved as normal. If a battery’s aiming point has been moved it may be returned to an SOS point as detailed above.</p> <p>This allows defending artillery to quickly respond to attacks but only within a limited area while the effect of deep suppression may adversely affect the ability of the gunners to respond to the infantry’s plight.</p> <p>Note that SOS fire generally falls just in front of a defender’s position but it is possible to position the SOS template so as to both hit the attackers and any defenders, this is not recommended but may be used by defenders in extremis.</p>
<p><b>7 MOVE COMMAND STANDS.</b></p>	<p><i>All command stands including any artillery liaison officers may move twice, at speed of their type i.e. Infantry or Cavalry.</i></p>

## MOVEMENT DISTANCES

TERRAIN	INFANTRY®	CAVALRY	FIELD ARTILLERY	TANKS®	MOTORS
Cross Country	20cm	30cm	20cm	15	5
Road (Troops must be in columns)	25cm	35cm	35cm	20	40
Close Terrain (Woods, BuA, Marsh etc unless on road)	10cm	15cm	10cm	10	No
Moving along a trench line	10cm	No	No	10cm	No

✱ Light Tanks and Veteran Infantry add 5cm.

Manhandling deployed Field Artillery 3cm

Machine Guns and Light Mortars move at Infantry pace if on mule/horse packs, half infantry speed if man handled.

## Firing table – Mid 1917 to End of War – Any Target Except Armour– Roll D6 ~ For armour see page 20

	Open		Soft Cover		Medium Cover		Hard Cover		Fortifications	
	Suppress	Kill	Suppress	Kill	Suppress	Kill	Suppress	Kill	Suppress	Kill
MG – Max 70cm	3	4	4	5	5	7	6	7	6 (Direct)	No
Infantry & LMG (Max 45)	3	4	5	6	6	7	7	Ass	8	Ass
Field Artillery – Guns	3	4	4	5	5	6	6	7	6 (Direct)	No
Field Artillery, Howitzers Light Mortars	3	4	3	4	4	6	6	7	No	No
Heavy Artillery Medium Mortars	2	3	3	4	4	5	5	6	6	No
Super Heavy Art. Heavy Mortars	Auto	2	2	3	3	4	4	5	5	No
Tanks – Max 30cm	4	5	4	5	5	6	5	6	6	No
Gas	4	6	4	6	4	5	4	6	5	6
Flame Thrower	5	6	4	5	3	4	3	5	3	6

Machine Gun Beaten Zone = 15cm beyond First target

Block House Beaten Zone = 10cm beyond First target

Ass = Assault only

Auto = Automatic Suppression

No = Not Possible

Direct = Shooting unit must have a direct line of sight to the target.

Light Tanks (Renaults, Whippets etc.) and British “Female” fire as LMGs range 30, they may move and fire at -1 for a single action.

## DIRECT FIRE FACTORS THE FOLLOWING MODIFIERS SHOULD BE APPLIED WHEN ROLLING FOR FIRE EFFECT.

+2	Short Range MGs – Under 10cm and first target only
+1	Short Range Infantry and Tanks – Under 5cm
-2	Shooting into or through a barrage (does NOT include indirect fire MGs) Field Artillery over open sights 150-200cm
-1	Shooting into or through a barrage if uphill (does NOT include indirect fire MGs) Field Artillery over open sights 100-150cm Firing at Command Stands Raw Troops Firers in GAS cloud

## SHOOTING WHEN TARGET IS ARMOUR – SEE PAGE 21

### THREE SUPPRESSIONS ON ANY UNIT EQUALS A KILL

### MORALE – Test by rolling a D6

If a battalion's RIFLE PLATOONS are reduced to 50% it must roll morale.

Roll again at -2 when rifle company casualties reach 75%.

Roll D6:~

0 or Less

Rout, Surrender etc. – Remove from play.

1

Retreat 40cm, become Suppressed, abandon crewed weapons.

2-3

Retreat 20cm, become Suppressed, abandon crewed weapons.

4+

Morale OK

Veteran Troops

+1

Raw Troops

-1

75% Casualties

-2

Troops which have suffered from a poor morale result carry out the result as soon as it is determined. Any troops who are suppressed may be recovered in the normal manner.

Non battalion crewed weapons and block houses roll separately when their supporting rifle battalion routs or is destroyed.



## WESTERN FRONT MID 1917 TO END OF WAR

ORDER SEQUENCE	NOTES
<b>1</b> <b>ATTACKERS ROLL D6 FOR DEEP SUPPRESSION (DS) FACTOR</b>	1-2 = No DS ~3-4 = -1 DS ~ 5 = -2 DS ~ 6 = -1 & 1 battery lost
<b>2</b> <b>ATTACKERS ROLLING BARRAGES – ADVANCE AND ROLL EFFECTS</b>	Med Cover (Trenches) 1-2 No Effect ~ 3-5 Suppressed ~ 6 = Dead Hard Cover -1 on Die, Soft Cover +1 on die roll, Open +2 on die roll
<b>3</b> <b>GAS – DEPLOY AND/OR ROLL FOR WIND STRENGTH</b>	<i>EACH TURN AFTER GAS IS DEPLOYED ROLL FOR WIND CHANGE PAGE 28</i>
<b>4</b> <b>BARRAGES AND BOMBARDMENTS</b>	<i>DEPLOY PRE-PLANNED BARRAGES AND BOMBARDMENTS - ROLL EFFECTS</i>
<b>5</b> <b>DIVISIONAL/REGIMENTAL/BRIGADE ORDERS – Roll D6 for each unit, sequence is :-</b>  I.     Allocate Staff reroll markers  II.    Individual Regimental/Brigade MGs, including Block Houses; D6 determines number of “Actions” each MG may make. “Actions” are; REMOVE A SUPPRESSION LEVEL, MOVE or FIRE.  1 = No Action                      2 = 1 Action 3-5 = 2 Actions                    6 = 3 Actions  III.   Individual Regimental/Brigade Artillery and Mortars; D6 determines number of “Actions” each may make. Deep Suppression modifiers are applied if testing for off table artillery support. “Actions” are: REMOVE A SUPPRESSION LEVEL, REDIRECT A BATTERY AIMING POINT, FIRE A BATTERY OR MOVE  1-2 = No Action    3-5 = 1 Action    6 = 2 Actions  IV.   Direct Air Support mission Roll D6 1-4 no effect, 5 or 6 Biggles/Red Baron arrives where required.  <i>N.B. EACH REGIMENT/BRIGADE MAY GIVE SUPPORT TO ANY OF ITS SUBORDINATE BATTALION COMMANDER BY ALLOWING 1 BATTALION COMMANDER +2 ON 1 DIE ROLL ONCE PER TURN, BUT A NATURAL 1 IS STILL A FAIL.</i>	<b>Modifiers to Order Rolls</b>  -1 If Commander or commanded are in a GAS cloud.  -1 If any platoon is more than 25cm from its Battalion Commander.  -1 If Command Stand is a “Field Promotion” following Death of original Command stand .  -1 For each Suppression marker on a Unit’s Command Stand .  -1 If trying to command a tank model which failed its action roll last turn, DO NOT apply this after July 1918 (Battle of Amiens).  -1 Mortar which does not have its own line of sight.  +1 Artillery with their own line of sight.  +1 Veteran or Storm troops (but a 1 is a FAIL).  Raw Troops = +1 Until they receive any fire then -1 (but a 1 is always a FAIL)  Failure to issue an order only affects the unit being ordered and ends the turn for that unit but commander may continue to issue orders to other units.  Crossing barbed wire requires a separate “Action” and a successful die roll (roll by platoons) which from mid 1917 onwards = 3+
<b>6</b> <b>BATTALION ORDERS – Order each Battalion using the sequence:~</b>  I.     Tanks etc. attached to the battalions; D6 determines number of “Actions” each may make. “Actions” are; REMOVE A SUPPRESSION LEVEL, FIRE or MOVE.  1 = No Action    2-5 + 1 Action    6 = 2 Actions  II.    Individual Battalion MGs; D6 determines number of “Actions” each MG may make. “Actions” are: REMOVE A SUPPRESSION LEVEL, FIRE or MOVE.  1 = No Action                      2 = 1 Action 3-5 = 2 Actions                    6 = 3 Actions  III.   Individual Battalion Mortars; D6 determines number of “Actions” each mortar may make. “Actions” are; REMOVE A SUPPRESSION LEVEL, REDIRECT A BATTERY AIMING POINT, FIRE or MOVE  1-2 = No Action                    3-4 = 1 Action 5-6 = 2 Actions  IV.   Battalion Rifle Companies; D6 to determines number of “Actions” each Company may make. “Action” are; REMOVE A SUPPRESSION LEVEL, FIRE or MOVE.  1 = No Action                      2-4 = 1 Action 5-6 = 2 Actions                    7 = 3 Actions  V.    Remove suppression from Battalion commanders	<b>SOS Targets</b>  After the front had stagnated into trench warfare the guns were moved back behind the lines, however all front line trenches and defended positions would be covered by pre-registered field artillery for quick response in an emergency. Such “SOS” fire could be called down by desperate defenders using anything from signal rockets to telephones.  SOS fire covers an area of effect 10cm wide by 5cm deep, the centre point of which must be within 5cm of a defended position, trench block house etc.  When an SOS artillery request is ordered roll a die and adjust for any Deep Suppression in effect. If the result is one or less nothing happens, if the result is two or more the artillery aiming point is moved AND one turn of fire arrives. Each defending battery of field artillery may only respond to one SOS call per turn.  In subsequent turns artillery fire may be ordered onto the same or another SOS fire point as described above or the battery aiming point may be moved as normal. If a battery’s aiming point has been moved it may be returned to an SOS point as detailed above.  This allows defending artillery to quickly respond to attacks but only within a limited area while the effect of deep suppression may adversely affect the ability of the gunners to respond to the infantry’s plight.  Note that SOS fire generally falls just in front of a defender’s position but it is possible to position the SOS template so as to both hit the attackers and any defenders, this is not recommended but may be used by defenders in extremis.
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Flame Thrower	5	6	4	5	3	4	3	5	3	5

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Roll again at -2 when rifle company casualties reach 75%.

0 or Less	Rout, Surrender etc. – Remove from play.
1	Retreat 40cm, become Suppressed, abandon crewed weapons.
2-3	Retreat 20cm, become Suppressed, abandon crewed weapons.
4+	Morale OK
Veteran Troops	+1
Raw Troops	-1
75% Casualties	-2

Troops which have suffered from a poor morale result carry out the result as soon as it is determined. Any troops who are suppressed may be recovered in the normal manner. Non battalion crewed weapons and block houses roll separately when their supporting rifle battalion routs or is destroyed.

## AIMING POINTS

The following aiming points may be used to help simplify the process of determining where a particular mortar or Artillery piece is currently zeroed in to (its current aiming point). Each gun or mortar model should have a reference letter or number assigned to it which corresponds to the references on the aiming points.

British 18ld Field Gun 11	British 18ld Field Gun 12	British 18ld Field Gun 13	British 18ld Field Gun 14	British 18ld Field Gun 15	British 18ld Field Gun 16			
British 18ld Field Gun 17	British 18ld Field Gun 18	British 18ld Field Gun 19		British 60ld Heavy Gun 3	British 60ld Heavy Gun 4			
British 4.5" Howitzer 8	British 4.5" Howitzer 9	British 4.5" Howitzer 10						
British 6" Howitzer 5	British 6" Howitzer 6	British 6" Howitzer 7	British 9.2" Howitzer 1	British 9.2" Howitzer 2	British 12" Howitzer 20			
3" Trench Mortar A	3" Trench Mortar B	3" Trench Mortar C	3" Trench Mortar D	3" Trench Mortar E	3" Trench Mortar F	3" Trench Mortar G	3" Trench Mortar H	3" Trench Mortar I
3" Trench Mortar J	3" Trench Mortar K	3" Trench Mortar L	3" Trench Mortar M	3" Trench Mortar N	3" Trench Mortar O	3" Trench Mortar P	3" Trench Mortar Q	3" Trench Mortar R
2" Trench Mortar S	2" Trench Mortar T	2" Trench Mortar U	2" Trench Mortar V	2" Trench Mortar W	2" Trench Mortar X		9.45" Trench Mortar Y	9.45" Trench Mortar Z
German 77mm Field Guns 1	German 77mm Field Guns 2	German 77mm Field Guns 3	German 77mm Field Guns 4	German 77mm Field Guns 5	German 77mm Field Guns 6	German 77mm Field Guns 7	German 77mm Field Guns 8	
German 77mm Field Guns 9	German 105mm Howitzer 10	German 105mm Howitzer 11	German 105mm Howitzer 12	German 105mm Howitzer 13				
German 155mm Gun 14	German 155mm Gun 15	German 155mm Gun 16		German 210mm Howitzer 17	German 210mm Howitzer 18	German 210mm Howitzer 19	German 210mm Howitzer 20	
75mm Trench Mortar B	75mm Trench Mortar C	75mm Trench Mortar D	75mm Trench Mortar E	75mm Trench Mortar F	75mm Trench Mortar G	75mm Trench Mortar H	75mm Trench Mortar I	
75mm Trench Mortar K	75mm Trench Mortar L	75mm Trench Mortar M	75mm Trench Mortar N	75mm Trench Mortar O	75mm Trench Mortar P	75mm Trench Mortar Q	75mm Trench Mortar R	

## BIBLIOGRAPHY

In the course of developing these rules I have consulted many books and other publications as well as possibly hundreds of sites on the Internet, the following are the ones I found most useful when writing the rules.

### BOOKS AND OTHER PUBLICATIONS

Mud, Blood and Poppycock  
British

### ILLUSTRATIONS

The illustrations in the rules are from two sources, personal photographs and copyright free images available from the internet and other sources.

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