

## WESTERN FRONT 1914 TO MID 1915 - PLAYSHEET

ORDER SEQUENCE	NOTES
<p><b>1</b>     <b>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 style="margin-left: 40px;">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 style="margin-left: 40px;">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 style="margin-left: 40px;">ARTILLERY WITH LINE OF SIGHT</p> <p style="margin-left: 40px;">1-2 = No Action    3-5 = 1 Action    6+ = 2 Actions</p> <p style="margin-left: 40px;">ARTILLERY FIRING FROM OFF TABLE</p> <p style="margin-left: 40px;">1-2 = No Action    3-5 = 1 Action    6+ = 2 Actions</p> <p style="margin-left: 40px;"><i>N.B. 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.</i></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</b>     <b>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 style="margin-left: 40px;">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 style="margin-left: 40px;">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</b>     <b>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.