

WESTERN FRONT MID 1917 TO END of WAR - PLAYSHEET

ORDER SEQUENCE	NOTES
1 ATTACKERS ROLL D6 FOR DEEP SUPPRESSION (DS) FACTOR	1-2 = No DS ~3-4 = -1 DS ~ 5 = -2 DS ~ 6 = -1 & 1 battery lost
2 ATTACKERS ROLLING BARRAGES – ADVANCE AND ROLL EFFECTS	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
3 GAS – DEPLOY AND/OR ROLL FOR WIND STRENGTH	<i>EACH TURN AFTER GAS IS DEPLOYED ROLL FOR WIND CHANGE PAGE 28</i>
4 BARRAGES AND BOMBARDMENTS	<i>DEPLOY PRE-PLANNED BARRAGES AND BOMBARDMENTS - ROLL EFFECTS</i>
5 DIVISIONAL/REGIMENTAL/BRIGADE ORDERS – Roll D6 for each unit, sequence is :~ 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>	Modifiers to Order Rolls -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+
6 BATTALION ORDERS – Order each Battalion using the sequence:~ 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	SOS Targets 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.
7 MOVE COMMAND STANDS.	<i>All command stands including any artillery liaison officers may move twice, at speed of their type i.e. Infantry or Cavalry</i>

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 21

	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	6	4	6	4	6
Flame Thrower	5	6	4	5	3	4	3	5	3	5

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 as an 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 Short Range Infantry and LMGs – Under 5cm
+1	Short Range 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%.

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.