

To The Green Fields Beyond!

With a yim, yam and a zippitie bong!
Rules for World War 1 trench warfare on the corps and army scale. May the best loonie win!

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To The Green Fields Beyond!

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Scales

*1 stand of figures = 1 regiment (1 strength point = 100 men)

* 15cm square of table = 1000 meters x 1000 meters

* 1 turn = 1 week, or 4 hours in "assault turn" scale.

* These rules are designed for use with 1/300th scale models and 6mm figurines

Introduction

This is a game of "the big picture", where players deploy entire corps across battlefields that match in scale such as the Somme or Verdun. "To The Green Fields Beyond" is designed to allow the actual simulation of the great battles of the First World War, making players take the parts of corps and army commanders. Specialist troops, machine guns and weapons are all factored into the performance of their parent units on a regimental scale.

These rules can be used to simulate the fluid warfare of the 1914 and Middle Eastern campaigns; they are also perfectly tuned to allow entertaining trench warfare games to be played. With trench raids and mining, savage attacks and cunning defence, trench games offer a great deal of gaming entertainment!

The playing surface:

The game table must be divided into a square grid of boxes 6 six inches square. Each box represents an area 1000 yards square. Label the battlefield with numbers and letters so that zones can be referred to by map reference (G-6! You sunk my battleship!). We suggest a playing area of at least 6 feet wide by 6 feet deep.

It is quite easy to recreate real battlefields from maps and source books: The Somme battlefield fits nicely into an 8 ft long ping-pong table.

Formal trench lines:

A typical trench battle will have each side designing a two zone-depth "trench zone" consisting of a front line of heavy trenches followed by a second line filled with light trenches. Behind this there is a 2 or 3 sector deep "battle zone". Behind this (often off board) are "the Green Fields Beyond (tm)". Breaking through and exiting units off an opponent's board edge is a major goal of the game.

Unit size:

This is a game of "the big picture". A unit on the table top is either:

* 1 regiment of infantry/cavalry (up to 12 strength points)

or

* 1 Artillery regiment.

or

* 1 tank squadron

Units are rated for a morale value, and also an experience value. These values must be rated between 1 (the worst) and 5 (the highest possible rating).

When a unit reaches zero strength points, it is destroyed and must be removed from play.

Section 1: Basic game mechanics

The dice roll system

All dice used in this game are standard 6 sided dice.

When a player is required to make a dice roll, roll the number of dice indicated, and count every dice that scores a "5" as one "hit", and every dice that scores a "6" as two "hits".

Casualties and dice effects:

When "hit" dice are rolled, total the number of "hits" caused (5's are 1 "hit", and 6's are two "hits"). Most units roll 1 dice per strength point when opening fire - although artillery roll only 1 dice for every 3 full points of strength rating.

It takes 2 hits to knock out a strength point of armoured vehicles, and 1 hit to knock out a strength point of other troops.

HOWEVER - when units take hits, they then roll dice equal to their experience level, and subtract their subsequent "hit score" from the incoming damage.

All hit dice due to artillery fire are rolled in turn against EVERY unit occupying the target zone. All hit dice from other fire effects the closest unit in the target zone first, with damage in excess of the target's strength "sloping over" onto the next unit in the target zone (eg. if you machinegun a regiment to death, excess casualties go onto their freinds following close behind)

Fire modifiers:

A unit's situation can temporarily modify the number of experience dice rolled when it makes a saving throw. These modifications can take temporarily the unit above 5 dice and below 1 dice (minimum rating of 0).

Experience dice modifier chart

Positive modifiers <i>non-cumulative: count only the single best modifier</i>	
Unit is in Light Trench	+ 1*
Unit is in Heavy Trench	+ 2*
Unit is in rough going or morass	+ 1
Unit is in built up area or ruins	+ 2
<i>*Does not count vs heavy artillery</i>	
Negative modifiers <i>cumulative</i>	
Unit is moving	- 1
Unit is mounted (on animals or motor transport)	- 1
Unit is attacked from flank	- 1
<i>Dice modifiers are not counted vs gas attack or mines.</i>	

Elevation and line of sight.

Normal range of vision is but a single zone in every direction (including diagonals) about the observing unit.

This is modified by elevation above the basic "ground level" terrain. Armies are presumed to have observers present in every map zone that they control.

Observation ranges

During day	3 sectors
During night	0 sectors
Target is vehicles or mounted	+1 sector
Target is moving	+1 sector
Target is suppressed	-1 sector
Per elevation level*	+2 sectors

**Towns add +1 to the base terrain's elevation level.*

**Balloons add +2 to the base terrain's elevation level.*

Units in trenches, woods and ruins cannot be seen unless they have been identified by air recce or a trench raid, and are not placed upon the board unless an assault begins and the unit moves.

During assaults, zones placed under gas attack block all line of sight both through the gassed zone and into/out of the gas.

Terrain types:

"The Green Fields Beyond" classifies terrain into 3 basic types. In descending order of home-builder desirability, these terrain types are as follows:

Open terrain: Agricultural fields, flat plains - good solid footing, but offering little cover to troop formations.

Rough terrain: Scrub, brush and forest. Villages and ruins. Ground filled with boulders or tightly crisscrossed with hedges. Any area which includes trenchworks counts as "rough" terrain.

Morass: Shattered terrain, shell scape and yummy squelchy mud. Morass occurs beside rivers (such as the Somme) and near broken canals. Most importantly of all, areas become morass through constant shelling. Morass zones are impassable to artillery, cavalry and vehicles

Additional terrain classifications:

* *Roads*: Roads count as open terrain even when they cross through rough zones and morass- UNLESS the road zone is shelled until it degrades, in which case the benefits of road movement are lost (but pioneers can rebuild broken roads - see below)

* *Hills*: Hills count as one or two levels of elevation above the surrounding terrain. This allows an army controlling such an area to draw lines of sight past enemy troop units in zones with lower elevation. Hills also block line of sight, making "blind zones" behind themselves which may be safe from enemy fire...

* *Rivers and Canals*: Deep rivers and canals may not be crossed except via bridges.

* *Streams*: Streams may be crossed by cavalry or infantry at any point, but are impassable to artillery and vehicles unless provided with a ford or bridge.

* *Woods*: Woods block all line of sight through their own zone until they are converted to "morass".

* *Intact towns*: Before they are reduced to "morass" by shelling, towns count as 1 level of elevation higher than the surrounding terrain, and can act as spotters for artillery units (we presume that FO officers will occupy the first available steeple or tall building).

* *Railway embankments*: Railway embankments can count as light trenches vs small arms fire only. Vehicles and artillery crossing a railway embankment count the zone as rough terrain.

* *Trenches*: There are two different types of trench represented in this game - heavy trench systems and light

trench systems. Each of these adds defensive benefits to units sheltering within the trenches.

Terrain degradation:

When an area is shelled during a weekly turn, it degrades. Place a shell hole counter on the terrain every time the zone comes under artillery bombardment. When two such shell holes are accumulated, the area is classified as one grade worse than its current level (eg rough terrain becomes morass, or open terrain becomes rough.)

When an area crossed by a road receives one or more hits from artillery or bombers, the road is cut. The road can no longer be used for road movement and supply until it is repaired by pioneers.

Whenever a zone containing a trench system takes three hits in a single turn due to artillery bombardment, the trench degrades by one level (eg Heavy trenches become light trenches, and light trenches disappear entirely)

Movement rates

Infantry, Mdm artillery, heavy tanks	2 zones per assault turn.
Cavalry, field artillery, wheeled vehicles and light tanks	3 zones per assault turn.
Heavy artillery	1 zone per assault turn.

Vehicles moving cross country must roll for break downs. The vehicles undergo attack dice equal to (2+ the defensive modifier of the roughest terrain being crossed). This damage can be saved against by using the unit's experience dice. These "break down" rolls are made during movement, before the vehicle unit is allowed to open fire.

Terrain effects

Morass, ruins, etc	May only be entered by infantry & heavy tanks. Entering morass ends the units movement turn.
Rough ground.	Impassable to wheeled vehicles. Cavalry and vehicles entering rough terrain immediately end their movement turn.
Open ground	No special effects.
Roads	All units moving along a road for at least half of their normal movement allowance gain an extra +1 movement. Wheeled vehicles and Infantry equipped with bicycles move an extra +1 zone per turn if part of their move is along a road. Roads always count as open ground.

Units may change facing and wheel however desired. Diagonal movement is allowed.

Mounted units may elect to abandon their mounts before they begin their movement, and operate as infantry. Mark the location of their animals or vehicles (motorised transport can be sent off to collect other units for transport, but horses and bicycles must remain in place until their owners collect them once again).

Trench crossing

Areas lined with trenches count as rough terrain for the purposes of movement. Remember that vehicles crossing trenches must roll vs the defensive value of the terrain as soon as they enter the zone.

Trenches may be made passable to cavalry, etc, by pioneer units, who can construct a "road" in the trench zone.

Stacking:

Stacking multiple units within a single map zone is perfectly allowable. A maximum of three units may be stacked into a single map zone.

Players must designate which units within a zone form the leading wave, middle wave and end wave. Players who stack multiple regiments in a single zone may elect to swap "waves" after movement, or after each round of fire combat.

There may be situations where units are attacked from the side, front and rear all at once; a max of 1 additional unit can "pile into the melee" per flank or facing. Defenders may elect to split their fire between incoming targets.

Morale and experience

Morale checks

Whenever a unit takes casualties due to enemy fire, it must IMMEDIATELY roll hit dice equal to its morale.

* If the unit scores hits equal to or more than the number of casualties suffered, the unit reduces its morale rating by *one* and may continue play.

* If the unit scores *some* hits, but not enough to equal or exceed the number of casualties received, then the unit "wavers". The unit becomes suppressed. Drop the units morale by one, and retreat the unit one zone back towards its home base line.

* If the unit scores *no* hits with its morale dice at all, drop its morale and experience by one. The unit becomes suppressed, and immediately flees its current position heading for its own base line and continuing to flee until it successfully makes two hits with a morale roll. If the unit fires, it does so at half its normal dice value (rounding down)

Note that attacking units who suffer casualties from defending fire may have their morale break *before* they have the opportunity to return fire!

Morale changes

Whenever a unit suffers two casualties from enemy fire, it *immediately* lowers its morale by one. This takes place before the unit rolls its morale checks.

If a unit makes a morale check with its full dice and scores hits with every single dice, then the unit permanently raises its morale by 1 above its usual maximum level.

Experience changes:

Units which have successfully rolled experience throws and have scored hits with every single dice immediately go up one experience level (to a maximum of 5).

Units that have replacements equal to or exceeding 50% of their current strength added to them in a single turn go down one experience level.

"Suppression"

Suppressed units may not move towards the enemy, nor may they fire at any units outside of their own map zone. On the plus side - they are also harder to spot!

Section 2: Game play

Turn sequence:

Turns are made on a week by week basis.

Both players dice, and the loser declares their actions first during each stage of the turn - eg, player "A" announces trench raids, followed by player "B", etc. Actions are declared and adjudicated in the following sequence.

- | | |
|-----|-------------------------------------|
| 1) | Troop deployment |
| 2) | Seasonal attrition |
| 3) | Pioneer activities and construction |
| 4) | Raids |
| 5) | Air operations |
| 6) | Bombardment |
| 7) | Gas attacks |
| 8) | Mines |
| 9) | Replacements |
| 10) | Assault |

Troop deployment:

Players deploy ground troops and balloons (secretly and simultaneously) into their positions, writing down their positions and unit ID's. Units may be placed anywhere in the owning player's map zones, regardless of movement rate. Units may also be posted off board (indeed, heavy artillery should almost always be placed off board!). Off board units cannot come under observed fire unless spotted by recce aircraft. The army's depot is always presumed to be off board.

Remember that moving into and out of areas that were under box barrage will cause the moving unit to take casualties.

Troops that are in zones that can be seen from the enemy terrain must be placed in their positions upon the table top. Unit strength and morale/experience are still kept secret.

*Units deployed off board who have lost points of morale may now have their morale restored by expending 1 point of "luxuries". Units placed off board may receive reinforcements as their lost strength points are replenished.

Roll seasonal attrition:

Casualties due to disease, shock, fatigue, sniping... Each unit deployed within 2 zones of the enemy lines rolls 1 "hit" dice" and takes the result as casualties. There is no experience saving roll against this attrition.

Pioneer operations and construction:

Pioneer units may create/repair bridges, roads and trenches in any zone in which they are placed by rolling 2 "hits" with their strength dice.

Ground units may now elect to entrench. A unit who performs no raids and does not assault or bombard may improve the trenches in its area by 1 grade (empty terrain becomes light trench, light trench becomes heavy trench). Performing entrenching work is exhausting, and lowers the morale of a unit by 1.

Trenches made by artillery units are termed "emplacements", and provide cover ONLY for artillery units.

Raids:

Players may elect to make trench raids and large scale infiltration attacks. Raids are essential for "spotting" enemy units in trenches - and also for planning assaults!

The raiding player risks between 1 to 3 strength points from any unit in the trench zones, and sends them on a raid into any adjacent enemy zone (including diagonally adjacent zones). Multiple raids can be sent against a single target zone, impacting one after another.

If a defending unit is in a raided sector, then it may roll "hit" dice for defensive fire, choosing to roll up to the full dice available for the defending regiment. Due to cover and surprise, trench raiders add a temporary +2 to their experience dice. The raiders may then roll their own "hit" dice to cause damage to the defenders.

If any trench raiders survive the enemy fire, then they return to base with a full report of the enemy's ID, strength, experience and morale, and the enemy unit is placed in its position on the tabletop. The raiders will also report any mine heads in the zone.

As an alternative to raiding for information, raiders can be sent out as wire cutting and engineer parties. The hits the attackers roll are used to degrade the enemy trenches (3 cumulative hits degrade the trench, and the defenders do not roll vs experience to save vs the damage)

Air operations:

Those players who have aircraft may now elect to put some, all or none of their crates up into the skies.

There are four periods of air war play - "Dawn", "Day", "Dusk" and "Night". Aircraft may only fly in one period in any weekly turn. Player secretly write down which of their aircraft are flying in which periods. Only bombers may elect to fly during the "night" period.

Each period is adjudicated in turn, according to the following hierarchy of activities.:

* Firstly - each side's fighters roll "hit" dice vs the enemy fighters. Aircraft can roll vs their experience as a saving throw vs casualties.

* Fighters may now roll hit dice for damage caused vs enemy balloons or any other aircraft, splitting their fire into specific attacks against each aircraft type. Targets roll exp. dice to save as usual. Balloons may roll 2 dice of "flak" against incoming aircraft; flak effects take place before the balloons come under fire from the aircraft.

* Surviving reconnaissance aircraft may now overfly any 2 adjoining zones each, positively identifying the units and unit strengths within the zones. Artillery fire into these zones now counts as being "observed fire". Recce aircraft may also fly off board and observe any one "thing" (the depot or any 1 unit being held off board), allowing such areas to come under artillery fire by heavy guns. Depots are protected by two dice of flak.

* Ground attack aircraft may now roll dice against ground units. The aircraft roll hit dice vs any unit that has been identified by trench raid or observation. The target units may save vs experience in the usual way. Artillery units are always protected by 2 dice of flak (which fires before the aircraft). Other units may fire back only after the air attacks are done, rolling 1 hit dice per 3 full strength points.

* Finally - bombers make their raids! Bombers may attack ground units, may attack enemy aircraft that are on the ground this period, or may attack enemy depots. Depots receive 2 dice of flak cover, as do artillery units. If enemy fighters are bombed on the ground during daytime, the defending player may roll 1 hit dice per strength point to see how many fighters he can "scramble" as an emergency measure to meet the threat to his aerodrome!

Bombardment:

Artillery fire can be called down on any zone upon the game map that is within range of the player's guns. Heavy guns have a range of 12 zones. Medium guns have a range of 6 zones, and field guns have a range of 3 zones (and yes, Virginia, heavy artillery CAN bombard the enemy depot). All fire is announced by players in turn, but is adjudicated simultaneously.

Bombardment is most effective when the target can be seen and evaluated. If fire is made against a zone that cannot be seen from any of the firing player's own zones, then halve the firer's "hit" dice (rounding down). Areas that have been trench raided or spotted by observation planes count as being "observed" (for example - a heavy artillery piece firing at the enemy depot rolls half dice unless a spotting aircraft braved the flak and performed a recce flight over the depot this turn.)

Artillery fire can be of 2 different types:

Bombardment

The artillery regiment rolls its normal attack dice (1 dice per 3 full strength points). Multiple artillery regiments may elect to fire upon a single target zone.

Box barrage

This causes casualties to any reinforcements being sent to units in the target zone, and to units that move in or out of the target zone (eg. because of morale check, or because of redeployment next turn). These targets count as MOVING, and so roll 1 less experience dice than usual! Box barrages consume 1 ammunition point per artillery battalion.

Artillery units may elect to fire up to two mission per weekly turn.

Whenever an artillery unit fires, it consumes 1 point of SHELLS from the army ammunition dump.

Gas attack:

Attack vs enemy lines using gas canisters (NOT artillery delivered gas)

One sector adjacent to any "friendly" sector may be attacked by expending gas canisters.

Roll 1D6 - on a roll of 1 or 2, weather conditions chance and the gas is wasted. Otherwise - The gas rolls 3 "attack" dice, with damage being taken from the target's EXPERIENCE rating rather than their strength.

Mines!

A mine tunnel may be advanced by one zone every 2 turns. Only sappers may dig a mine.

When a mine is to be detonated, the attacker rolls 1 dice. On a 1 or a 2, the mine is discovered and both sides must fight for control of the mine shaft using the regiments closest to the two end points of the mine. Both players must feed 1 to 3 strength points from their units at either end of the mine. These units fight, with the defender rolling hit dice first, followed by the attacker. The side with the largest surviving force in the mine way now either collapse the mine, detonate the mine, or continue the mine combat by electing to feed in one or 2 more strength points of infantry.

* If the mine is collapsed, the tunnel is removed from play.

* If the combat continues and one player has zero strength points left in the mine, the mine collapses.

* If the mine detonates, casualties are rolled for all units stationed in the mine's target zone.

If the mine is undiscovered or detonates after a mine combat, the attacker rolls 3 hit dice per strength point of explosives packed into the mine. Units hit by a mine do NOT roll vs experience to save vs casualties.

Replacements:

Depots now roll dice for replacement equipment and men (see "depots" below).

Men may be allocated to fill gaps in existing regiments, may be kept pooled in a "replacement battalion", or may be formed into a new regiment and deployed on the table. Troops purchased by the expenditure of victory points may also now be deployed anywhere on the tabletop. Remember that moving into and out of areas that were under box barrage will cause the moving unit to take casualties.

Assault:

Players may now elect to open an attack! If an assault is made, the game instantly switches to the "assault turn" sequence listed below.

The assault turn:

When an assault begins, the time scale of the game changes. Several assault turns represent a single day of action. There are 4 turns in a spring, summer or autumn day, and 3 turns in a winter day. Daytime is followed by a single turn of night.

The player first announcing assault moves first on the first turn, and alternating with his opponent thereafter. Units are placed on the board as they move or fire.

Assault turn sequence:

- 1) Artillery bombardment
- 2) Movement and opportunity fire
- 3) Close assault
- 4) Air operations
- 5) Pioneers and construction
- 6) Bringing up reserves

Artillery bombardment.

Artillery fire takes place, with both players adjudicating their fire simultaneously. Artillery ranges are 3 zones for field artillery, 6 zones for medium artillery, and unlimited tabletop range for heavy artillery. Each artillery regiment rolls its usual dice for hits vs its target (halved if the target zone cannot be seen by any unit in the firing player's army). Multiple artillery units may stack their fire upon target zones.

In addition to HE fire, artillery fired during an assault turn may also fire gas rounds. Hits caused by gas are taken directly from the target's experience level (although targets may roll vs their undamaged experience level to save vs casualties.) Gas may be designated to be "persistent" (mustard gas), meaning that once a zone is gassed, it retains a 1 hit dice gas attack against any unit remaining in the effected zone for the remainder of the assault. Note that persistent gasses can make life difficult for both attacker and defender!

Artillery units use 1 point of SHELL supplies per turn of fire. Shell fire can only be performed if the artillery unit can trace a line of roadway or clear terrain to their own rear lines.

Movement and opportunity fire:

Players move their armies in turn, with one player completing all their army's movement before their opponent moves their own men.

When a player begins their movement turn, they may move all of their units up to their maximum movement allowance (with proper allowances being made for terrain restrictions).

As a player moves, their opponents may elect to perform opportunity fire. If a moving unit comes within 1 zone of an unsuppressed defender, then the defender may open fire on the moving unit using HALF its normal attack dice (rounding up). Artillery units do not use SHELL points to fire in this way.

If moving units are not broken by enemy fire, they may continue movement up to their full allowance and enter the same zone as enemy units.

Units may only use opportunity fire once per turn.

Close assault

Units which find themselves in the same zones as enemies must now fight. Defenders fire first (eg - if one unit held a position and their opponents charged, then the stationary unit deals damage before the attackers can open fire). Combat continues until one or the other side is destroyed, or breaks their morale and retreats away. Note that in the case of combats involving multiple waves, the combat continues until only one side occupies the contested zone! (This can get messy....)

After each round of dice rolls, players may reorganise their unit stacking within each zone and leapfrog new units into the fore.

Air operations

Each player secretly determines the number of aircraft they will hazard in the air.

* All fighters now fire at enemy fighters (rolling hit and then saving rolls). Survivors may then fire *again* - this time at enemy observation and ground attack craft.

* Alternatively, fighter aircraft may attack balloons, needing a single hit to ground the balloon for the rest of the day (the balloon unit can be grounded, even if it is not wiped out). The balloon's flak protection batteries fire at the attacking aircraft BEFORE the attacking aircraft roll their dice, rolling 1 hit dice vs the incoming air attack.

* Ground attack craft can now fire upon a single zone each, rolling 2 hit dice per strength point of ground attack aircraft. Fighters may also now strafe ground units, rolling 1 hit dice per strength point. Aircraft that attack ground units may then be fired upon by the ground units, who roll 1 "hit" dice per 3 strength points once the air to ground fire has been made.

* Bombers may attack ground targets (1 dice per strength point).

* Aircraft may make only 1 sortie per day.

Weather: On any given day, conditions may not make aviation possible. On a roll of 6 in autumn, summer and spring, and a roll of 5 or 6 in winter, no flights are possible.

Pioneers and construction

Construction units that have NOT fired during combat may now attempt to create roads and bridges. Roll 1 dice per strength point of the unit. It will require 3 "hits" to bridge a stream, trench or bad terrain.

ANY infantry, cavalry or pioneer unit that has remained unmoving within a zone, and has not fired during the turn, may now create a light trench in their current area at the cost of 1 point of morale.

Bringing up reserves

Units held off board or purchased via victory point expenditure are now brought into play.

Ending the assault

An "assault" is declared at an end when both players agree to halt, or when 50% of the attacking player's troops have become suppressed.

Depots:

Depots are the army's supply train and pool of replacements. These units are just beyond the army's rear zone; if an enemy unit can exit off their enemy's rear board edge, then it utterly destroys the army's depot.

Depots have a strength representing their transport and the importance given them by HQ. Each point of depot strength gives a roll of 1D6 for supply points at the end of the weekly turn. Supply points are then converted to reinforcements (new units, or strength replenishment for already existent units), or spent on shells and luxuries as per the games "point system" (see below).

Depots also automatically gain 1 point of SHELLS per depot point per turn.

A destroyed depot automatically rebuilds itself at a rate of 1 depot point per weekly turn.

An army may have a max of 3 strength points of armoured vehicles and 3 strength points of aircraft per depot point. Units in excess of these levels may not be used in combat, but may be used to replace losses in combat formations.

Winning and losing:

Victory is determined by players accumulating "victory points" as they achieve significant military gains. If any player reaches -30 victory points, they lose the game (the general they represent is cashiered and replaced). If any player reaches +30 victory points, they automatically win the game. Otherwise, victory goes to the player who has the highest total of victory points after an agreed period of months have passed.

Victory point gains:

Exit a unit off enemy rear zone board edge: +10

Capture and hold 1 enemy zone:+2

Victory point losses:

Lose one zone to enemy: -2

Players may also spend victory points to gain advantages during play (effectively begging resources from elsewhere on the front to bolster their own efforts). Such purchases may put the player into negative points - but remember that reaching -30 points automatically loses the game! Units purchased in this way move on the board

from the player's rear table edge, but if brought on during an assault turn they must dice each turn they attempt to enter the board, needing a 5 or 6 to appear on table.

Military units can be acquired for a cost in victory points equal to HALF their points cost under the "Army Design section at the back of these rules. Depot points may be purchased for 2 points each to replace destroyed depot points, or for 10 points each if the depot is to be raised above its initial starting value. Depots may be raised to a maximum of 1 higher than the army's starting depot allowance. Shells may be purchased for 1 victory point per 4 factors of shells.

Section 3: Preparation for play

Army design:

For the basic "trench game", we suggest that all armies begin with the following resources:

- *1 depot point per 2 zones of defence line frontage.
- *1 20 point infantry unit per zone of trench line frontage.
- *1 29 point cavalry regiment (per army) .
- *1 19 point pioneer unit.
- *1 24 point field artillery battery per 2 zones of defence line frontage.
- *1 36 point medium artillery battery per 2 field artillery batteries.
- *1 60 point heavy artillery battery.
- *1 16 point balloon unit per 6 zones of defence line frontage.
- *1 observation aircraft per 6 zones of defence line frontage. Morale 3 experience 1.

All artillery units come with three points of SHELLS.

Points may be expended to improve any of these basic, stock standard units.

All other factors are bought using army points. We suggest each side receives 10 army points per zone in the army's front line. Costs for units are as follows

Points system

Infantry regiments:

1 point per strength point, 3 points per experience level and 2 points per morale level. Unit may have a max strength value of 12.

Cavalry, pioneers and sappers:

2 points per strength point, 3 points per experience level and 2 points per morale level. Unit may have a max strength value of 12.

Artillery batteries:

Cost 1 point per strength level, 2 points per morale level, 3 points per experience level, plus:

6 points (field artillery)

18 points (medium artillery)

42 points (heavy artillery)

All artillery units come with three points of SHELLS.

Tanks, Light tanks and armoured cars:

Armoured units cost 3 points per strength factor and cost 4 points per experience level and 2 point per morale level.

Transport

Motorised transport (busses, taxis and lorries) costs 2 points per strength point it is capable of transporting. Bicycles cost 1/2 a point per strength point of the cyclist unit.

Air power:

Air power units cost 1 point per strength factor for reconnaissance aircraft, 2 points per strength level for ground attack, 4 points per strength factor for fighters, and 6 points per strength factor for bombers. In addition, units must pay 3 points per experience level and 2 points per morale level.

Balloons

Balloons may be purchased for 2 points per strength point, plus 2 points per experience and morale level.

Gas

Gas canisters (not artillery shells) cost 3 points.

Shells

Shells cost 1 point for every 6 points of shells

Luxuries

Luxuries cost 1 point per unit of luxuries.

Variations on the basic game:

1914 - No trenches.

Use a board decorated with fields and pristine countryside - and no trenches! (Those will come later as play progresses!)

The game begins with an assault, players having no compulsory troops, but a basic 30 points per zone of frontage to buy any damned fool units they like! Gas, any aircraft except observation and tanks are not allowed. Armies such as the BEF will have highly experienced, teeny-tiny regiments. French should have no experience but extremely high morale. Germans will have low to mid range experience and high strength ratings.

So who needs experience? Hey - experience is more costly in points than strength anyway, right? And I mean, it's all going to be over by Christmas in any case...

Russia and Palestine

Use only half the "unit density" listed for the basic trench game above. (Makes you paranoid, doesn't it!)

Suggested troop values, 1914

<u>Unit type</u>	<u>Morale</u>	<u>Experience</u>	<u>Strength</u>
BEF, 1914	3	5	6
British cavalry, 1914	4	3	4
British field artillery	4	3	9
German regulars, 1914	3	3	12
German reserves, 1914	3	2	12
German cavalry, 1914	4	2	6
German field artillery	2	3	9
French infantry, 1914	5	1	12
French colonial, 1914	4	2	10
French cavalry, 1914	5	1	6
French field artillery	4	2	12

For simple 1914 campaigns, French troops are forbidden to have medium and heavy artillery. The Germans are the only nationality to field observation aircraft, and all other aircraft except balloons are forbidden.

Once trench warfare begins, troop characteristics radically change. All sides initially will tend to increase experience, often at the expense of morale (the French battle madness definitely evaporates). British manpower increases and quality decreases as replacements flood the battle damaged BEF. Continental armies reduce down to more modest unit sizes due to attrition. British dominion troops will have a very high morale.

As the war moves through 1917 and into 1918, armies regain their aggressive spirits, and high morale values appear again (often joined with high levels of experience). American troops will big on morale and low on experience (Experience 2, morale 5, strength 9 to 12?) until they learn the harsh lessons of 20th century warfare.

Special rules:

Gas: Gas does not become available until mid 1915.

Armoured vehicles: Tanks become available to the British and French in mid 1916. Their experience will remain at a maximum of 2 until 1917.

Germans may not build armoured fighting vehicles before 1918 - after this, they may create a maximum of 2 strength points of tanks. They may, however, create one unit of tanks from every 2 units of enemy tanks lost in terrain which is subsequently recaptured by German units; effectively, the Germans are repairing and crewing enemy vehicles.

Aircraft: The war begins with only observation aircraft available to both sides. The first fighter aircraft become available in May of 1915. All other types of aircraft become available only at the beginning of 1916.

Stosstruppe: In 1918, Germans may create one special raider unit of up to 6 strength points, placing this unit anywhere in their own trench zone and raiding any point of the enemy front line desired (as opposed to simply sending raiders from a frontline trench unit into the opposite trench).

Section 4: Terrain and models

Models and troops:

These rules are designed to be used in conjunction with 1/300th scale model soldiers. All units are made up as bases c.two inches wide by one inch deep - basing need not be too exact, since map sectors are 6 inches wide! Each base should be scattered with several infantry or cavalry figures, guns + gun teams, one or two tanks, or (in the case of the counter marking an army's depot) A staff car and a table laden with tea and crumpets. Provide 1 stand of troops per troop unit, and 1 stand per point of depot strength.

Bases must be labelled with a unit ID number for reference purposes. Models will be needed for heavy artillery (which can be rail guns and massive clunky howitzers), aircraft, balloons etc. Even so, a typical corps sized gaming army will only cost a few dollars, and can be painted in an evening or two.

Good models for "colour" include ambulances, London busses (used for troop rapid transport), HP sauce delivery vans etc. Dead bodies are also useful - just put a base scattered with dead on any zone where four or more troop strength points have been lost in an assault, and watch how unsteady the footing can become!

Players will also need shellhole counters - best made from putty and painted earth brown.

Game-board terrain construction:

We suggest the creation of terrain tiles - squares of dense Styrofoam or board 1 ft by 1 ft in dimension, which easily divide up into four map "zones". These boards can be sculpted and textured to represent terrain, making this a game of beautiful, peaceful countryside - which progressively degenerates into a shrieking, hellish moonscape.

You will need "Trench zone" squares - preferably with the frontline trenches about 1/3 of the way from the rear edge of the tile. Front the trenches with a belt of barbed wire, and then make the front edge of the tile into a no man's land of shell craters and mud. The trench floors can be a lovely mix of duck boards and mire - and working a few corpses into the wire and earth is always fun! Frontline trenches have substantial sandbagged parapets.

The zones directly behind the frontline trenches should be filled with communication trenches designed to allow units to move to the frontline while in cover.

The battle zones and rear zones will be more normal samples of French/Flemish countryside. Roads, streams and agricultural fields are used to fill out the map. Other ideas include canals, rivers, railway cuttings, hills and ridges. The adventurous might even try coal cuttings, quarries and some of the other colourful locations that served as focuses for battle during the Great War.

Another grand terrain type is "Morass" - a shelled zone now armpit deep in water, mud and debris.

Other tiles can include ruined towns and woods. Make the treetops as a single unit, removing the treetops when the area comes under heavy bombardment and leaving nothing but the blasted trunks. Towns can also be made in "badly damaged" and "lunar landscape" modes, changing form when placed under heavy bombardment.

Make a number of individual shell holes out of putty, paint them muddy colours and fill them with puddles of clear PVC glue (and perhaps a corpse or two). Also, smashed transport and dead horses make capital "shell damage" markers.

Strips of "corduroy" road and duck boards can represent the busy little activities of pioneers as they bridge damaged terrain. These can be laid through the shell fields during game play.

Players fond of using mines should also make a large mine crater, placing in on the board when a mine detonates.

Cheap version!

Remember - this game CAN be played on graph paper! Just draw in your trench lines and use cardboard counters to represent the troops.

The graveyard (just for “fun”):

To keep a track of casualties caused, each player should take a piece of paper and mark it with a cross whenever one strength point of one of their units dies. This will serve for a model for the graveyard that will occupy this ground once peace is finally declared.

How did you rate!?! Check your losses and see!

0 to 20 losses	Girl's blouse
21-50 losses	Rum show
51-100 losses	Definite history book material!
101 losses+	General Haig

Combat example:

A British BEF infantry regiment (Morale 3, Experience 5, Strength 6) is sitting in open terrain as a German infantry attack begins. The Germans have stacked three regiments in a single zone, and charge straight towards the British. German regiment “A” is in the lead wave, followed by regiment “B” and then Regiment “C”.

The British may attempt opportunity fire at the German attack from 1 zone away. The British therefore roll half of their normal attack dice. Rolling three dice they score a single “6” - 2 hits! The German lead regiment, regiment “A”, now rolls its experience dice to negate the damage (3 dice, -1 die for moving). The unit also rolls a “6” with one of its dice, and completely cancels the damage.

The Germans now step into the British occupied zone.

The British, being the defenders, fire first. The roll their full attack dice (1 per strength point). The roll of 6 dice scores a total of three hits upon the German lead regiment (“Regiment A”). The Germans rolls vs their experience dice (3 dice, -1 die for moving) and manage to score a single hit. This negates one point of damage, leaving the unit to suffer a loss of 2 strength points.

German regiment “A” has received casualties. It must now immediately check morale. The unit has suffered 2 casualties in a single round of fire, and so it reduces its morale by 1. This gives a current morale value for the regiment of 2. The unit rolls 2 dice and fails to gain more “hits” than it has just received casualties. Regiment “A” now fires back one zone without having the opportunity to return fire.

This ends the combat round - but the combat turn must continue until only one side still has units in the zone! German Regiment “B” is now leading the Hun’s attack wave.

German regiment “B” is up front in the second rounds of this bloody battle. The British defenders roll first again - scoring three hits, exactly as before. The Germans are moving, and roll two dice to negate the damage - scoring no hits with their experience dice. Failing their subsequent morale roll, they fall back without firing - leaving regiment “C” to face the Britishers on its own.

German Regiment “C” now storms forward into a withering fire. The British roll 6 dice, and this time score only a single hit. The Germans roll their experience dice (2 dice, -1 for moving) and also score one hit, negating the damage caused by the British fire! The Germans finally get to fire back! German regiment “C” now rolls 12 attack dice, and scores 6 whole hits!

The British unit now rolls its experience dice to negate the incoming damage. 5 dice are rolled, and 3 hits are negated. The British unit still suffers 3 hits! This lowers its morale by 1. The British roll morale dice, scoring two hits - not enough to equal or exceed the damage they have suffered. The British unit flees back one zone, leaving German Regiment “C” in possession of the field.

