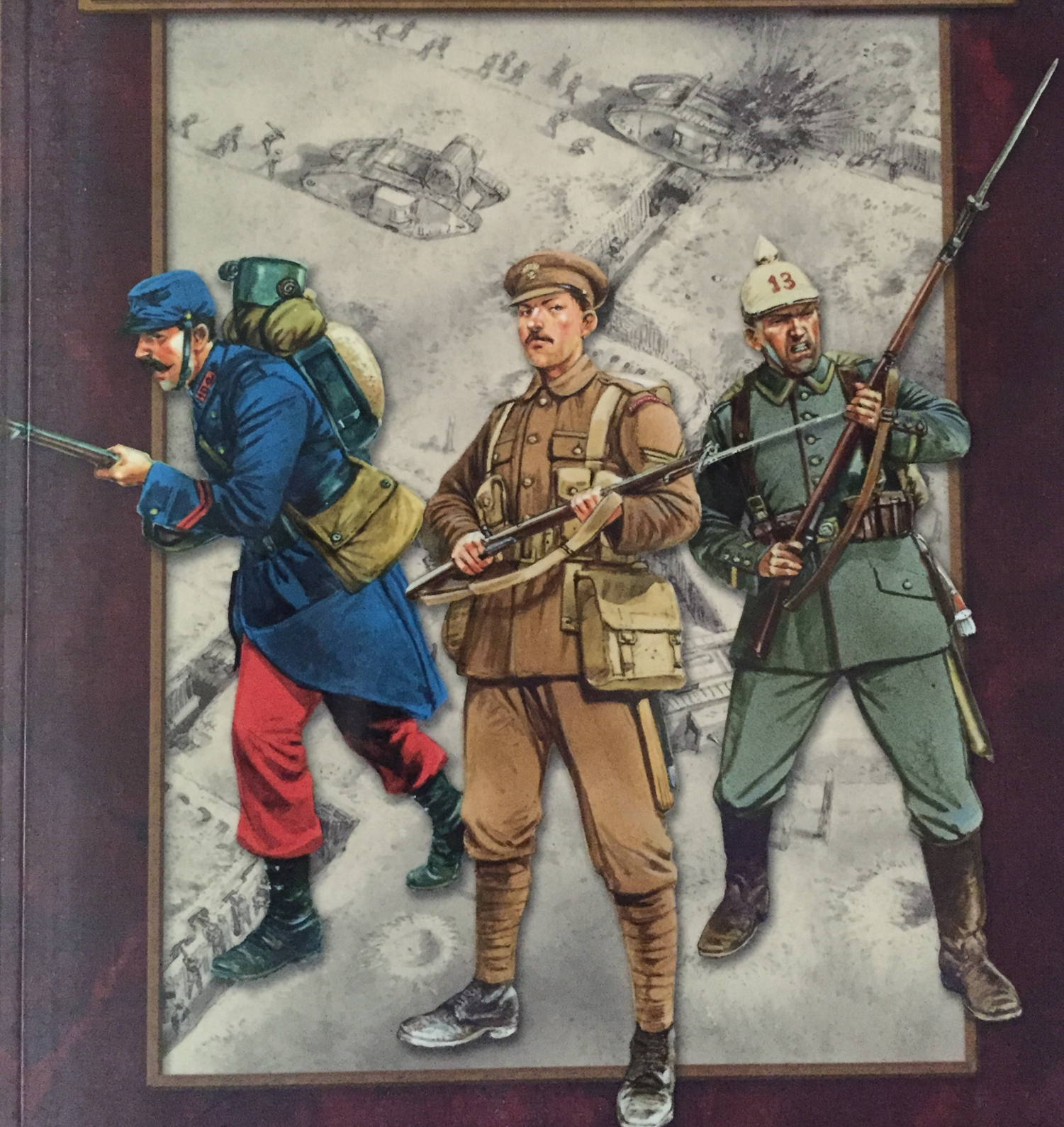
THE GREAT WAR



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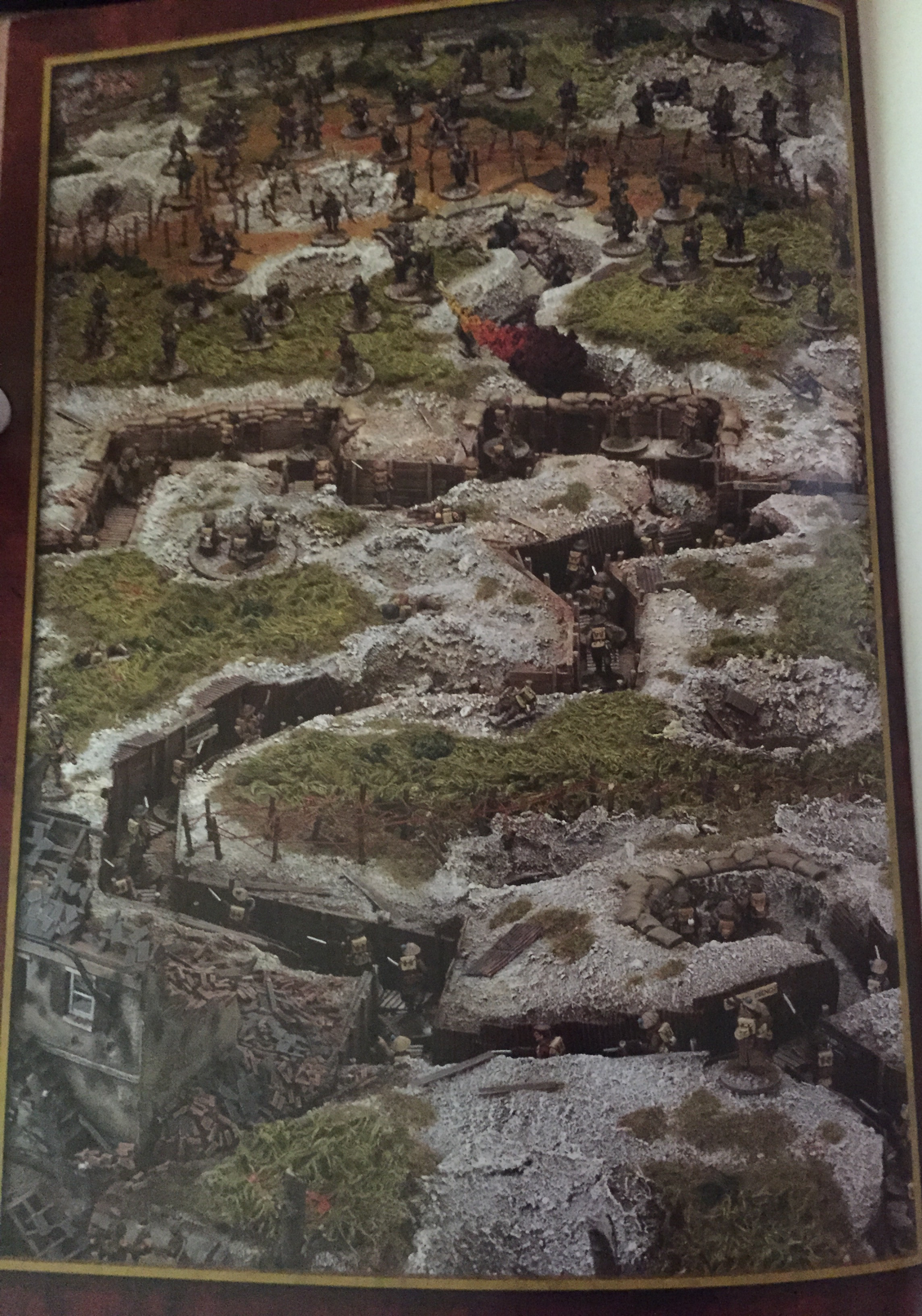

THE GREAT WAR

Core rulebook for playing Wargames set in World War One,
using armies of model soldiers, terrain and dice.

THE GREAT WAR

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The models featured in this book come from collections owned by the following people:
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Details of manufacturers can be found in the Resources section of the book.

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FOREWORD

Across the British Isles and most of Europe, almost every village and town has a memorial to the fallen of World War One. Yet, with the exception of November 11 at 11am each year, this conflict seems to be just a distant memory and a 'forgotten war'. Strange, when the war is also known as 'The Great War', or the 'War to End all Wars' and so many brave men from so many different countries lost their lives.

Thus, when this project was first proposed to me, it seemed like a fantastic opportunity to redress that image, especially among wargamers, where due to a stereotyped view of the conflict, The Great War is largely ignored. This is particularly odd considering the amount of technological advances made during the conflict and the detailed material available that can provide some remarkable inspiration for scenarios and games. Fortunately, a number of miniature soldier manufacturers have created some marvelous models for us to use in our games and it seemed to be about time to take the opportunity, and produce a set of rules to bring The Great War to life on the wargaming table-top.

The Great War rulebook is aimed at providing an entertaining table-top game with model soldiers, and in this first volume you will find the main armies and missions to recreate the early and late parts of the war on the Western Front, the so-called 'war of movement'.

Even if you have never played a table-top wargame before, in this book you will find all the core rules for playing a game and choosing a force, plus a range of standard and operational missions to give your battles purpose. At the back of the book you will also find a resource section listing useful reading and viewing, as well as sources for those all important model soldiers needed to play your games.

It was never going to be possible to cram every aspect of The Great War into one book, and so we decided to not even attempt it. So while you will find there are no rules for aircraft (beyond some very simple rules), snipers, gas and small trench raids, have no fear, they will be included in future supplements.

We also plan exciting rules to undertake battleground operations to launch massive offensives which, in conjunction with your gaming group will enable you to refight some of the most important battles of the war and even attempt the Big Push itself!

Likewise, it is important to cover all theatres of the war, and within future supplements you will also find army lists for the Americans, Belgians, Italians and many of the other countries involved in this global conflict across a range of battlegrounds including the Eastern Front, Middle East and Gallipoli.

But before we get too far ahead of ourselves, let's learn the rules, play the game and enjoy this book.

At this point it is worth thanking the people whose dedication and enthusiasm have made this book possible.

Mike Reardon, Alex Buchel, Mark Raynor, Dave Andrews, Aly Morrison, Darren Harding, Andy Sherwell, Nick Eyre, Pete Borlace, Rick Priestley, Kev Rountree, Carol Sanderson, Mal Green, Vince Rospond, Dave Musson, Ian Strickland, Madeleine Tighe, Sean Cutler and all our other colleagues from Games Workshop who helped make it happen.

'Lest We Forget'

Rob Broom

Warhammer Historical Manager April 2008

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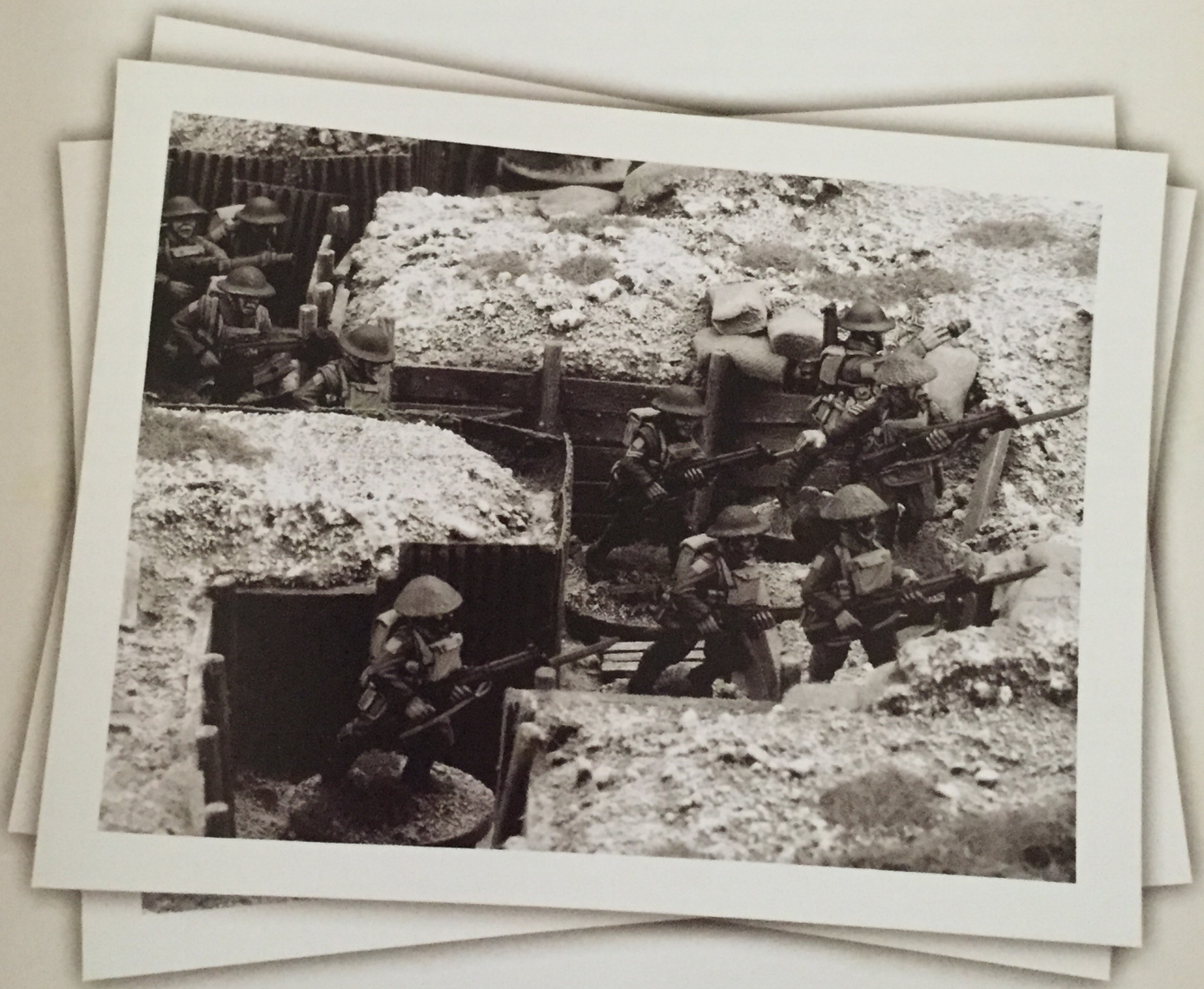


Author Introduction

This all started because I was in my local hobby shop and spotted some World War One Germans on the shelf. They were very nicely made models and I was excited to find that they were wearing pickelhaubs (in my opinion the best military headgear ever) from the early part of the war. After buying and painting a few squads worth of miniatures I was able to convince my fellow local gamers to also get some French and British, so we could have a few battles.

At this point I knew very little about World War One, so I started reading any books about the war that I could get my hands on and asking anyone that I knew if they knew anything about the war. Remarkably, very few people here in the United States knew much about it and information was more difficult to find than I had envisioned. But I was hooked on the subject and wanted to use Germans wearing pickelhaubs and brightly uniformed French soldiers on a wargaming table top.

After looking around for rules that made for a good game and finding none that I liked, I decided modify the Warhammer 40,000 from Games Workshop. After a few false starts and with much help from my fellow local gamers, we were able to get a good working set of rules. We added artillery, machine guns, mortars, and even tanks. The games were fast, fun and enjoyable. I took over our local games and had us playing World War One games constantly. At that point some of the guys I meet at Historicon every year had also collected some World War One models and I was able to convince them to try my rule modifications at the convention. The manager of Warhammer Historical, Rob Broom noticed the game and came to the decision that everyone should be able to play them, hence this rule book.

First and foremost this is a game; in these rules I have put game play above everything else. It is designed in the Warhammer style to be quick, simple, and fun for you and your opponent. I always hate the games where you dread the game and are happier when it is over then you were playing it, so I've done everything possible to avoid that outcome.

As I didn't do this alone there are a number of people for me to thank for all their help and support. First, I'd like to thank Ken Lambing and The Hobby Shop for letting us game there every Monday for years before a car smashed right through the front of the store. Tony Edwards, Bob Colie and Bob Hultz, our local gaming group, deserve a lot of credit for allowing me to take over our games to test all this. Then there's Alex Buchel and all of his help with the French army and his extensive playtesting (also thanks for your help with all the research), Dave Andrews for his help with the German and British armies as well as some good websites, Mike "Old Man" McKinley for reading and rereading the rules, Mike Bruck, Jeff Jonas, Vince Salvato, and Don Effinger for ideas, playtesting, and general support, and Lieutenant Colonel Jim Carroll U.S. Army Reserves, my resident expert. Also cheers to Mattinglys and Schlafly for lunch and happy hour, where most of this was rehashed and reworked between burgers and beers. Most importantly though I need to thank my lovely wife for letting us play here every Monday and for proof reading my work

Mike Reardon

THE GREAT WAR - A BRIEF OVERVIEW

The Great War, The War to End all Wars, or World War One are all names used to describe one of the largest and most brutal conflicts in human history. The Great War was expected and planned for by all the major participants. Germany was allied with Austria-Hungary, while France allied with Russia who was allied to Serbia. England was allied to Belgium and had an agreement with France. In this highly charged atmosphere all it took to start the war was one man with a pistol.

The majority of military commanders felt that the war would be a short brutal affair, no one planned for the trenches that eventually reached from Switzerland to the Channel coast. Both the German Schlieffen plan and the French plan XVII called for large mobile forces to take the fight to the enemy. The Germans planned a sweep through neutral Belgium and around the main French defences, attacking them in the rear. The French planned to take the fight to the Germans by attacking into the lost Alsace-Lorraine region and to disrupt German plans so the Russians could be mobilised to attack the Germans on the eastern front. In fact, for the first 6 weeks of the war armies manoeuvred but after the Battle of the Marne and the race to the sea, there was nowhere to outflank the enemy. Soldiers had to dig in to survive the murderous new weapons of war. The new reality of war was the machine gun, mortar and heavy artillery.

The technological and material changes that took place in the four years of the conflict are staggering. In 1914, the entire BEF had only a little over 150 machine guns in total but by 1918 they had two Lewis guns in each platoon. The stockpiles of munitions were completely inadequate for the task; all the major powers put all their industry into making the equipment of war. The guns got bigger, fired faster and more accurately. Barrages from artillery could last days or even a week. But even with the biggest guns, mustard gas and mines under enemy positions, the soldiers still had to fight their way into the enemy defences.

When the war moved into the trenches it became essentially a giant war of attrition; no one could seem to break out of the trench stalemate. As the war progressed and the number of machine guns and mortars available to both sides increased, the feasibility of attacking was beginning to come into doubt. Sticking your head up out of the trench meant risking a snipers bullet. The soldiers lived with the constant chatter of machine guns, the fear of your gas mask not working, the cries of the wounded coming from no mans land and the mud, which was everywhere and on everything. Rats outnumbered the living. As the trench line moved very little over the course of the war, debris would pile-up and the stench of the unburied dead would assault your nostrils. The soldiers could only take so much. The French army had a mutiny in 1917, the German army surrendered in huge numbers in 1918.

Five hundred miles of Germans
Five hundred miles of French
And English, Scotch, and Irish men
All fighting for a trench
And when the Trench is taken
And many thousands slain,
The losers, with more slaughter,
Retake the trench again.

– Unnamed poet

The armies struggled to find ways to break this trench stalemate. The German army developed tactical innovations, while the French and British army used technology to come up with a solution. The German army came up with infiltration or stormtrooper tactics, in which the artillery would fire a quick barrage to cover the small numbers of soldiers that would try to get alongside or behind enemy positions before attacking. These soldiers would often pull sleds with extra ammunition, machine guns or mortars with them, to help them destroy enemy positions. The British army came up with the tank, a large armed and armoured vehicle that could cross and break the enemy's wire to allow the soldiers following to get in among the trenches. As usual in warfare, no one side held an advantage for long, as the other side would copy their enemies idea as soon as possible.

In the last year of the war the armies were able to restore a measure of mobility to the battlefield. The German and Allied offensives traded huge tracks of French territory, but in the end the lines were not all that different from the way they were almost 4 years earlier. Eventually with additional resources from America, the allied pressure gained momentum and the war entered its final 100 days.

In the end, the huge battles of The Great War still boiled down to the individual man and his bravery under fire. Even within huge battles and offensives such as the Somme or Verdun, battalion based actions took place, where men grimly fought over shattered woods, ruined villages or ridge lines to gain some small territorial advantage for the greater good. These are the type of actions that can be recreated using The Great War rules.

THE THEATRES OF WORLD WAR ONE

N
W
E
S
Stockholm
Moscow
EASTERN (RUSSIAN) FRONT
RUSSIA
Tannenberg
Warsaw
POLAND
AUSTRIA-HUNGARY
Vienna
Budapest
ROMANIA
Bucharest
Belgrade
SERBIA
BULGARIA
Sofia
MONTENEGRO
Tirana
Constantinople
Gallipoli
ALBANIA
GREECE
TURKEY
Athens
CRETE
ALLIES
CENTRAL POWERS

JOIN TODAY YOUR COUNTRY NEEDS YOU

NEWS FROM THE FRONT

Christmas Soccer Report! Final Score Inside!

June 1914 to December 1914

Early Edition

1914 - WAR

June 28: The Archduke Franz Ferdinand is assassinated in Sarajevo.

July 28: Austria - Hungary declares war on Serbia.

July-August 6: The European Powers align: Germany with Austria-Hungary (the Central Powers) against Great Britain, France and Russia (the Allies).

July 29-December 8: Austria-Hungary repeatedly invades Serbia, but is defeated

---

December 8: Battle of the Falkland Islands.

August: Germany invades Belgium and France. Executing the Schlieffen plan (fighting the battles of the Frontiers, Lorraine, Ardennes, Sambre, Mons, and Guise), the German Army comes within 30 miles of Paris

---

August: Russia invades East Prussia. Austria-Hungary invades Russian Poland

---

August 26-31: Russia suffers a major defeat at Tannenburg

September 6-10: The Germans suddenly turn at the Marne, and the French counterattack in the First Battle of the Marne. The German advance toward Paris is halted

---

September 15-November 25: The "race to the sea" as the opposing armies try to outflank each other in a push toward the English Channel (in the battles of Aisne, St.-Mihiel, the first battle of Ypres, and the first battle of Champagne).

The Western Front hardens into a static line of trenches from Switzerland to the English Channel.

September 17-28: The Austro-Hungarians and the Germans go on the offensive in Poland.

October 29: Turkey enters the war on the side of the Central Powers.

December 25: Unofficial Christmas truce by soldiers on the Western Front.

German Aircraft armed with interruptor gear

NEWS FROM THE FRONT

Gallipoli Christmas Evacuation Successful!

Mid-War Edition

January 1915 to December 1915

1915 - ZEPPELIN BOMB RAIDS OVER ENGLAND

January 1-March 30: Allies go on the offensive at Artois and Champagne, suffering heavy losses for minimal gains.

January 20: German Zeppelins bomb English cities.

January 24: Battle of Dogger Bank

February 4: Germany initiates U-boat attacks on allied shipping.

February 7-21: Russia suffers another major defeat at the Second Battle of the Masurian Lakes.

March 11: Britain begins blockade of German ports.

March 22: Przemsyl surrenders to the Russians.

April: The Austro-Hungarian offensive in Russian Poland fails. The Russians counter attack.

February-August: An allied amphibious assault on the Dardanelles and Gallipoli ends in disaster.

April-June: The Germans attack on the Eastern Front, breaking through the Russian lines and forcing them out of much of Poland.

April 22-May 25: The German use poison gas at the Second Battle of Ypres.

May 7: German U-Boats sink the *Lusitania*, causing a U.S.-German diplomatic crisis.

May 23: Italy declares war on Austria-Hungary.

June 23-December 2: Italians launch costly offensives against Austria-Hungary at the First through Forth Battles of the Isonzo.

August 4: Germany captures Warsaw.

December 3: Joffre named French Commander in Chief

September 25-November 6: Allies launch offensives at Artois and Chamapagne, suffering huge losses for minimal gain.

October-November: Austro-Hungarian, German, and Bulgarian forces invade Serbia and defeat the Serbian army.

Are YOU Doing YOUR Duty Today?

NEWS FROM THE FRONT

PALS Battalions Decimated on the Somme!

Mid War Edition

January 1916 to December 1916

1916 - THE BATTLE OF VERDUN RESULTS IN HUGE CASUALTIES

February-December: The French repel German offensives against Verdun, with enormous losses to both sides.

March-November: The Italians continue their costly offensives at the Fifth through Ninth Battles of Isonzo.

April 23: Easter uprising against British in Ireland.

May 31-June 1: The Battle of Jutland, the largest naval battle in history is a tactical victory for the German High Seas Fleet and a strategic victory for the Royal Navy.

June-September: The Russian Brusilov Offensive nearly knocks Austria-Hungary out of the war.

August-December: Romania enters the war on the Allied side and is quickly defeated and overrun by German forces.

June 24-November 13: British and French forces attack at the Somme, gaining little ground at enormous cost but relieving the pressure on the French at Verdun.

September 15: Tanks are employed for the first time pn the Somme.

December: One of the coldest winters for some time

Tanks! Our new wonder weapon?

NEWS FROM THE FRONT

Rommel seizes Monte Matajur from Italians!

Mid War Edition

January 1917 to December 1917

1917 - AMERICA JOINS THE WAR

January 31: Germany declares unrestricted submarine warfare.

February 3: U.S. severs diplomatic relations with Germany

February 23-April 5: German troops begin withdrawing to the heavily fortified Hindenburg line.

March 1: The Zimmerman Telegram, a proposed alliance between Germany and Mexico against the United States, is published.

March 12: The Russian Revolution overthrows Czar Nicholas II.

April 6: The United States declares war on Germany.

April 16-May 9: The Nivelle Offensive ends in failure after huge French losses.

April 29-May 20: Mutiny breaks out in the French army.

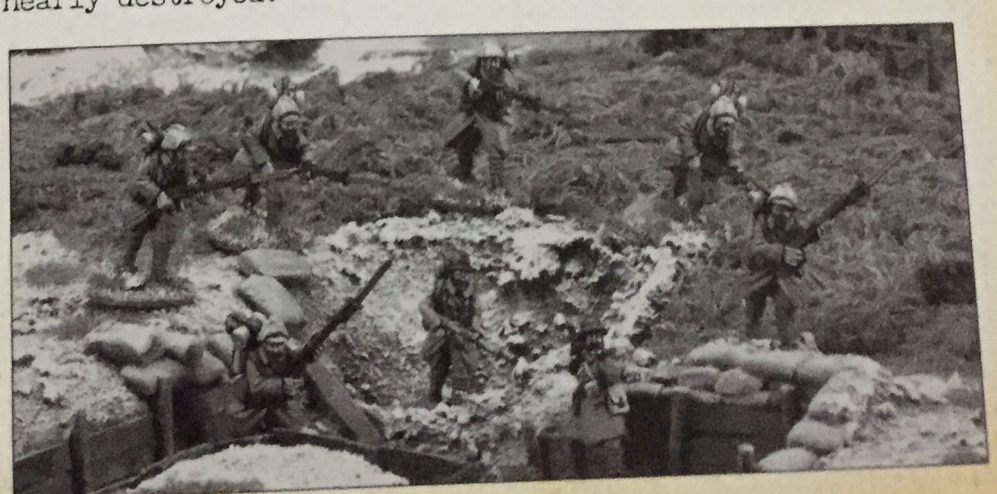
May 12-October 24: The Tenth, Eleventh, and Twelfth battles of Isonzo are fought and the Italian army is nearly destroyed.

June 26: First American troops arrive in France.

June 27: Greece enters the war on the side of the Allies.

June-July: The British launch an offensive in Flanders, which includes the costly battle of Passchendaele.

December 15: The Bolsheviks conclude a "separate peace" with Germany as Russia withdraws from the war.



Devil Dogs in Bellau Wood!

NEWS FROM THE FRONT

The Red Baron shot down and killed!

Late War Edition

January 1918 to December 1918

1918 - PEACE

March 21-June 3: The Germans launch their Spring offensives against the Allies. The German Army inflicts huge losses on the Allies but also suffers large casualties. The offensives eventually fail.

May 28: American troops are successful in their first major action at the Battle of Cantigny.

May 30-June 26: American troops are victorious at the Battles of Chateau-Thierry and Belleau Woods.

July 15-17: French forces take the offensive at the Second Battle of the Marne.

July 18-August 3: French and American forces push back the Germans during the Aisne-Marne offensive.

August 8-September 4: British forces launch the Amiens Offensive and successfully push the Germans back to the Hindenburg line.

September 26-November 11: The French and American armies launch their last offensive of the war, the Meuse - Argonne Offensive.

September 27-October 17: British forces breakthrough the Hindenburg line.

October 29-November 10: The German High Seas fleet mutinies, the Kaiser abdicates and flees to Holland.

November 11: Armistice Day; the fighting stops at 11am.

November 23: German General Paul Von Lettow-Vorbeck surrenders his undefeated army in East Africa.

RULES OF THE GAME

THE GAME

The Great War is essentially quite simple and you will find that the basic mechanics of the game are rather easy to grasp. Many of the more advanced or difficult rules will only apply in specific circumstances, so don't try to memorise the book before you start playing a game.

Many of the soldiers that fought in World War I were given little training. They were often led by either incompetent, poorly trained or young and inexperienced officers. So, like they all did, you can learn as you go along. Once you've played a few games, you'll have advanced through the ranks and will be ready to storm the Ant Hill (see Film and Documentary on page 159)

In The Great War you'll command a battalion of troops, we've used the scale of one model equivalent to 3 or 4 soldiers, so you should have around 100–120 models in your force. Most vehicles and heavy weapons models would represent 2 of the real thing. This way you can field a large force without buying huge amounts of soldiers. However, for the first few games, we would recommend that you start with a small force of a couple of platoons of men a side. As you become familiar with the rules you can start adding more units to your forces- cavalry, artillery, machine guns, even tanks or armoured cars.

What You Need

To start playing you'll need two players and a place to play. Any firm level surface will do, such as a tabletop or an area of floor– most kitchen tables will do fine. It's a good idea to protect them with a blanket or cloth so you don't scratch them. Most players use a 6'x4' gaming board on top of the table to increase their gaming area.

To complete your battlefield you should try to obtain some terrain, such as hills, craters, walls, ruined buildings, woods, and emplacements. Terrain, whether you make it or buy it, adds realism to your battles and gives your forces something to fight over or use as cover from enemy fire.

As well as players, armies, a battlefield and terrain, there are a few other things you will need when playing. For troop movement, etc, you will need at least one measuring device marked in inches. A retractable tape measure or a yard stick will be fine. All distances in The Great War are marked in Imperial measurements.

Some players may be more familiar with the use of centimetres than Imperial inches. If you decide to use the metric system, then simply double all the numbers given in this book. So, for example, 6 inches (6") would become 12cm. This may cause a few discrepancies, but is a simple rule of thumb.

You will also need lots of six-sided dice marked from 1 to 6. You will probably need at least 10, 20 would be great. These are referred to as D6's in this book. When the rules say roll 2D6, you roll two dice and add the scores.

You will also need some Scatter Dice if you want to include any mortars in your army. They are available through Games Workshop retail outlets or Games Workshop Mail Order.

...MEMO FROM HIGH COMMAND...

Have Fun!

+++ The most important thing about playing games is having fun. Now while having mercilessly crushed your opponent may be fun remember that your opponent has to have fun too or else you'll soon be playing by yourself. NEVER forget that the object of the game is for you and your opponent to have a good time, not argue, bicker, etc. So play nice and treat your opponent with the respect you would wish to get back from them so that you both have an enjoyable and exciting game. If you can do that and mercilessly crush your opponent then you really are a winner. +++

MODELS

The miniatures used to play The Great War are generally referred to as models in the rules that follow. Each model is an individual playing piece with its own capabilities.

There are a several general types of models:

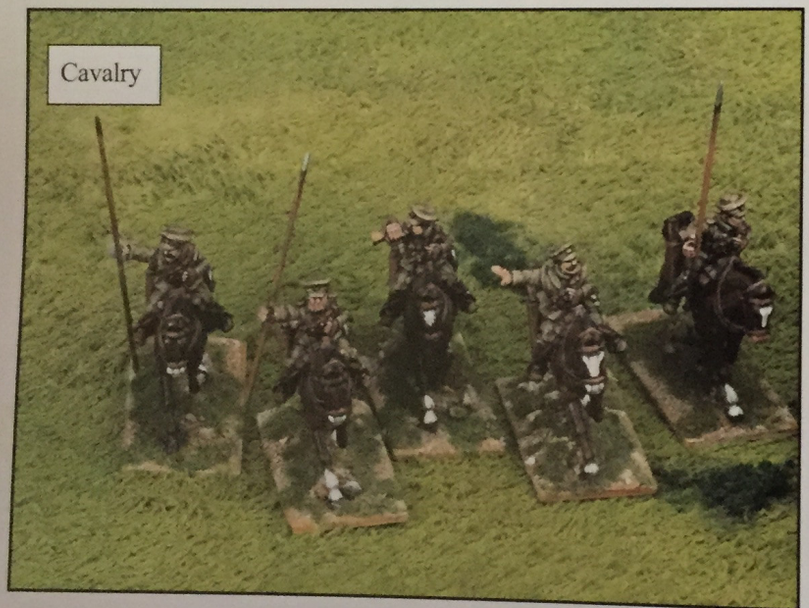
Infantry
This represents the bulk of any World War One army; they are the most common models on the table. We recommend that you mount them on 25mm or 1" wide bases; its not essential that you and your opponent base your models the same but it does make for an easier game if they are.

Cavalry
World War One armies had entire divisions of cavalry to be used to exploit any breakthrough in the lines. Cavalry models are usually mounted on bases 25mm wide and 50mm long, once again size isn't essential but a cavalry base is big enough for you to show your skill at basing by making a neat display under the horse.

Artillery, Mortars, HMGs
These are usually larger models with multiple crew. Just make sure the base is big enough to accommodate them all or leave the gun separate and base the crew like normal infantry and place them around the gun. Keeping them loose allows for the easier removal of casualties.

Vehicles
This covers any tanks or armoured cars that you have on the battlefield. All vehicles have a profile described later in the book.

All infantry and cavalry have 360° fields of vision while specialist models such as artillery, mortar, and HMG's have a more restricted view. You should always view what the model sees on the battlefield by looking as close as you can for a model's eye view of the area.


Cavalry

Mark IV Tank

Infantry

Heavy Machine Gun

Battalion Command

Characteristics

In World War One the training and motivation of the soldiers varied greatly, as did the competence of their officers. The development of rapid firing artillery, machine guns and aircraft made the battlefield an increasingly deadly place for the foot soldier.

To represent the soldiers and officers of your army we have 8 characteristics that describe their various physical and mental attributes.

Weapon Skill (WS)
This represents the soldier's skill with his weapons in Close Quarters Combat or simply how determined they are. The lower the score the more likely the soldier is to hit in Close Quarters Combat and the more likely they are to take an objective.

Ballistic Skill (BS)
Shows how good a soldier is with ranged weapons, such as rifles, machine guns and pistols. The lower the BS, the more likely the soldier will be able to hit with ranged attacks.

Strength (S)
Shows how physically strong a solider is. Most soldiers will have a similar physique and will have a Strength of 3.

Toughness (T)
This measures a soldiers ability to withstand physical injury and pain. Again, as most soldiers will have a similar physique they will have a Toughness of 3.

Wounds (W)
For the majority of soldiers one serious wound is enough to put them out of action for the remainder of the battle, if not kill them outright. This is reflected in the game by an average Wound score of one. However certain exceptional individuals may have more than one Wound representing incredible luck, a greater will to live, or a never say die attitude. These are very rare.

Initiative (I)
Soldiers with a low Initiative are usually poorly motivated conscripts and usually somewhat of a liability in battle. Soldiers with a higher Initiative are self motivated, better trained or experienced. In Close Quarters Combat, Initiative determines who strikes first.

Attacks (A)
Indicates the number of Attacks a soldier gets in Close Quarters Combat. Most soldiers will get only one attack in Close Quarters Combat, a few exceptional soldiers may get two Attacks in a turn.

Leadership (Ld)
Probably the most important characteristic, a soldier with a high Leadership is motivated, courageous, and reliable. Soldiers with a low Leadership are unreliable and likely to run once they are under fire. Good officers were at a premium in World War One, the ability to keep cool under fire was usually more important than being able to decimate your opponent. The maximum Leadership value under any circumstances is 10.

Leadership Tests

Sometimes units will be called on to make Leadership tests, usually to avoid being Pinned, or to hold their ground. To make a Leadership test, roll 2D6 and compare the combined score to the unit's Leadership value. If the combined score is equal to or under the units Leadership value the test is passed. If the combined score is over the characteristic the test is failed. Modifiers may apply to the Leadership test in some circumstances.

Profiles

These characteristics are gathered together into a profile for all the models used in The Great War. Here is the profile for a British infantryman in 1914 and a French Reserve infantryman in 1918, plenty of others can be found in the Army Lists in the back of the book and subsequent rule expansions and supplements.

	WS	BS	S	T	W	I	A	Ld
British	4+	3+	3	3	1	3	1	8
French	5+	5+	3	3	1	2	1	5

Basic Training

As you can see the different soldiers have similar statistics. They each have one Attack, 1 Wound, and Strength and Toughness values of 3. With a WS of 4+ the British soldier would need to roll a 4 or better to hit in close quarters combat, while the slightly less enthusiastic French soldier would need a 5 or better. To hit a target with rifle fire the French soldier, with a BS of 5+, would need to roll a 5 or better to hit while the highly trained British soldier would only need to roll a 3 or better. The British soldier also has a much better Leadership, an 8 compared to the Frenchmans 5. This means that the British soldier will need to roll an 8 or less to pass any Leadership test while the French soldier will only pass on a 5. You can tell from these differences that a single French soldier is not the equal of a British trooper of 1914. However when you look at point costs you'll see how much more expensive the British soldier is compared to the French soldier.

THE TURN

In a real World War One battle many things were happening simultaneously; artillery fires on enemy positions, machine guns sweeping the field with fire, troops advancing or falling back as they came into contact with enemy forces. To make some sort of order out of this we represent the actions in turns. Each player takes one complete turn, then his opponent has his turn. This then repeats with each player taking a turn after the other until the battle is over.

During his turn, the player can move and fight with all of their units if they wish. For convenience the actions of moving, shooting and fighting are dealt with one after the other. This means you move any infantry and vehicles you want first, and then you shoot with anyone you can and so on.

The Game Turn

In a complete turn each player gets a turn and performs their actions in the appropriate phases – the Movement, Shooting and Close Quarters Combat phases to be exact. Exactly what happens in each Phase is described in the turn sequence. Hence one game turn will comprise of two player turns.

Exceptions

There are times when a player performs actions when it is not their turn, such as fighting in Close-Quarters Combat for example. It may be convenient to interrupt a players turn because of some event occurring. The thing to remember is that after the interruption, the turn sequence continues as normal.

...MEMO FROM HIGH COMMAND...

Improvising and Sportsmanship

+++ There will be times where situations occur and rules seem unclear or are not covered at all. Don't panic! This is inevitable and is all part of the fun of wargaming. Players should feel free to improvise, modifying the rules as they see fit to keep the game moving in an enjoyable direction. ++

++ When you come across a situation not fully covered in the rules, talk it over with your opponent and see if you can come to some sort of compromise. If you can't agree, roll a D6 on a 1, 2, or 3 you get the result you want and on a 4, 5, or 6 your opponent gets the result they want. Then get on with the battle and don't sulk about it because what comes around goes around and the next result will probably go your way. Playing the Great War is about having fun, not arguing. +++

TURN SUMMARY

1) The Movement Phase

During the Movement Phase you can move all, some or none of your units as defined in the rules for movement.

2) The Shooting Phase

The player can shoot with any of his units that are within range of the enemy. See the shooting rules for more details on how to resolve shooting.

3) Close Quarters Combat Phase

The player can move any of his units to assault the enemy if they are close enough. Assaults are desperate, bloody affairs where units are fighting at very close range.

This means that both forces can fight in the Close Quarters Combat phase, but only on your turn can you move into an assault. The rules for Close Quarters Combat will tell you more about this phase.

The Movement Phase

In his turn, a player may move all, some, or none of his units up to their maximum movement distance. Once a unit has completed all of this movement the player selects another unit and moves that one, and so on, until the player has moved all of the units he wishes to move.

Movement Phase Summary

1) Choose a unit to move.

2) Move any or all of the models in the unit up to their maximum movement distance.

3) Repeat the above until movement is complete.

Movement Distance

Infantry on foot move up to six inches (6") in the Movement Phase. This represents most soldiers moving at a run but stopping several times to observe the surrounding landscape for enemies, snap off a few quick shots with their rifles, etc.

A model may not move into or through the space occupied by a friendly model or through the gap between friendly models smaller than its own base size. A model cannot be placed so that it touches an enemy model during the Movement Phase – this is only possible in the Assault part of the Close Quarters Combat phase. To keep this distinction clear, a model may not move within 1" of an enemy model in the Movement Phase.

Maintaining Unit Coherency

Units are normally groups of models operating together on the tabletop. They fight in a loose formation with gaps between each model. This gives the individual soldiers freedom to move quickly over difficult terrain and enables them to disperse somewhat to take advantage of cover.

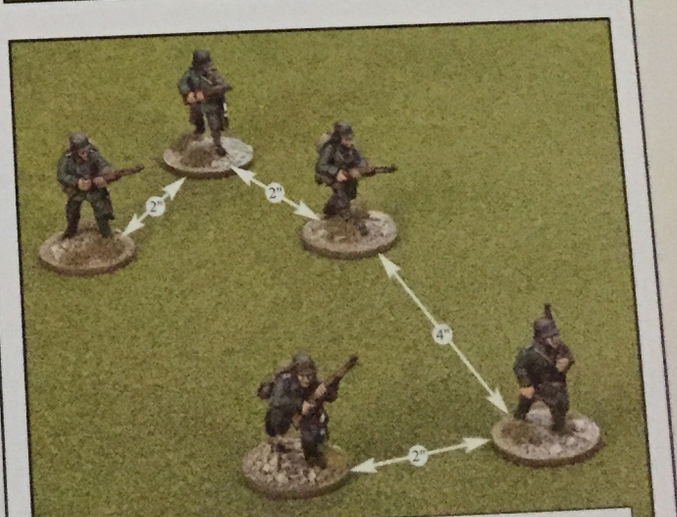
When you are moving a unit, the individual models in it can move up to their maximum movement distance – remember that units have to stick together, otherwise individual models become scattered as the unit loses its cohesion as a fighting force. Once a unit has finished moving, the models in it must form an imaginary chain where the distance between models is no more than 1". We call this Unit Coherency.

Soldiers considered lights in your army use 2" for Unit Coherency as they are trained to operate semi-independently.

By 1918 armies had adapted to the modern battlefield and as such all units in 1918 use 2" for Unit Coherency.

All the models in this 1914 German Infantry platoon are within 1" of each other and are in coherency.

All the models in this 1918 British Infantry platoon are within 2" of each other and are in coherency. The same applies for light troops in any army.



Here two models from the 1918 German Assault platoon are 4" away from the rest of the unit and the unit is no longer in coherency. It **MUST** move back into coherency in the next turn if able to do so.

During the course of the game, it is possible a unit will get broken up and lose Unit Coherency, usually because of casualties. When this happens the following rule applies:

- If a unit is broken up for any reason, the models in it must be moved to restore Unit Coherency in the next Movement Phase. If they cannot do so, the unit may not launch an assault or shoot until the unit is in a coherent formation again. If the unit cannot move for some reason in its next turn (because they are Pinned, for example), then they must move to restore Unit Coherency as soon as they have the opportunity.

Turning and Facing

As you move models in a unit they can turn by any amount, without any penalty, to the distance they are able to cover. Infantry models can be turned to face their targets in the Shooting Phase, so don't worry about which way they are pointing at the end of their Movement Phase.

Some weapons, as heavy machines guns have a limited arc of fire. Refer to the Weapons Chapter for further explanations.

Random and Compulsory Movement

Sometimes a unit will be specified as being subject to random movement or be forced to move in a certain way. Most commonly this will be D6" or 2D6" of additional movement, moving directly towards or away from the closest enemy. Unless covered otherwise in the specific rules for the unit, such movement is subject to all the normal penalties for moving through Difficult Terrain. A unit using random movement slowed by Difficult Terrain halves the distance rolled (rounding up), unless otherwise specified.

TERRAIN

The terrain of World War One battlefields varied greatly; from the fields of France, to the Alps in Italy, and the deserts of Palestine. One factor is common to all of them – they have many areas seemingly designed to make it difficult to wage war.

Terrain Types

Terrain provides useful cover from enemy fire, but can also impede the movement of your units. Soldiers can be disoriented or physically slowed by the need to push through or climb over entanglements and obstructions.

There are three general classes of terrain: clear, difficult and impassable.

Clear terrain can be moved across without penalty and generally covers most of the battlefield. This includes open areas, such as fields, moorland, grass, deserts and gentle hills.

Difficult terrain slows down models wishing to move through it. Difficult terrain includes areas of woods, forest, ruins, marshes, brush and scrub, low walls, craters, barbed wire, hedges, steep hills, buildings, trenches and shallow water, such as streams.

Impassable terrain prevents models moving through it. Impassible terrain includes deep water, towering cliffs and fully enclosed buildings.

On page 25 you will find a table that covers most of the common terrain features and their effect on the game. The best way is to agree with your opponent before the game begins on how each terrain feature of your gaming board is classified according to this table. If using a terrain feature not covered by this table, please use common sense to determine its effects on Line of Sight and the cover it may provide.

Area Terrain

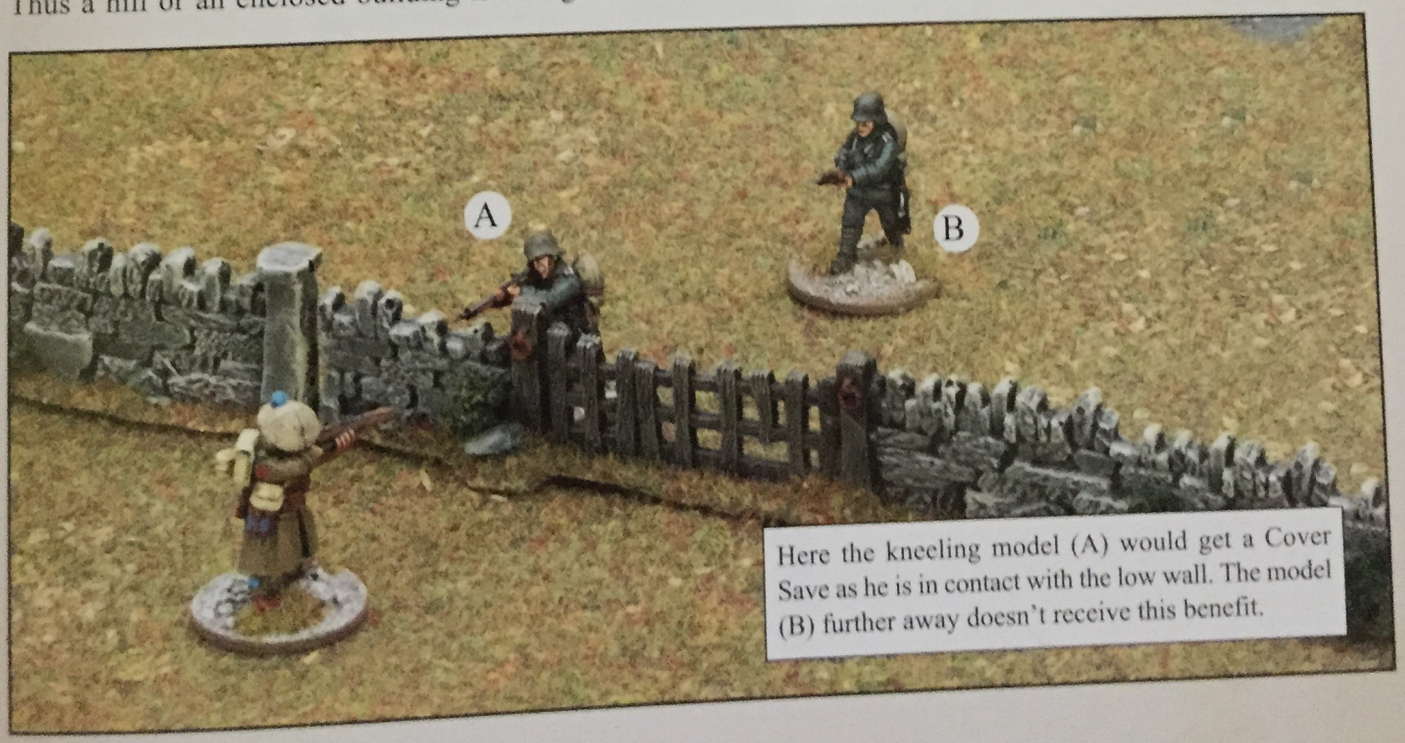
For most terrain features, what you see is what you get. Thus a hill or an enclosed building is as high as the model used to depict it. Sometimes however, it is necessary to take liberties and make assumptions about terrain. This is where Area Terrain comes in. Area Terrain can take a variety of formats, and can represent low lying terrain such as craters, dips and hollows, to very high terrain such as woodland or buildings that can obscure tanks from enemies on hills.

The types of terrain where this approach works best are marshes, woods, ruins, and rough areas. Realistically a wood might be a tangled, overgrown mass of foliage. If it is represented like this then it will be very difficult to position models on it with any degree of precision (or safety). What is important is where the boundary of the terrain feature is. You can show the boundary by using a flat baseboard, an outline of lichen or by painting a slightly different color on your gaming board. Within this boundary loosely place trees or sections of ruins as appropriate for the terrain it represents. The exact placement and size of the terrain items used are not important and you can freely move them to allow models to be accurately positioned. Each area feature should be given a height (or depth) and it is this that will decide who can see over it. This is explained in more detail under Line of Sight and Area Terrain.

Linear Obstacles

This terrain class includes features such as walls, hedges and fences. As a rule of thumb assume that any model behind the feature benefits from its cover as long as the feature is between the shooting model and his target.

If the Linear Obstacle lies in the path of shooting, but the target is not directly behind it, cover will only be granted if the obstacle is high enough. Very low hedges may not grant it, whereas some fences or walls may. You must agree with your opponent before the game begins.



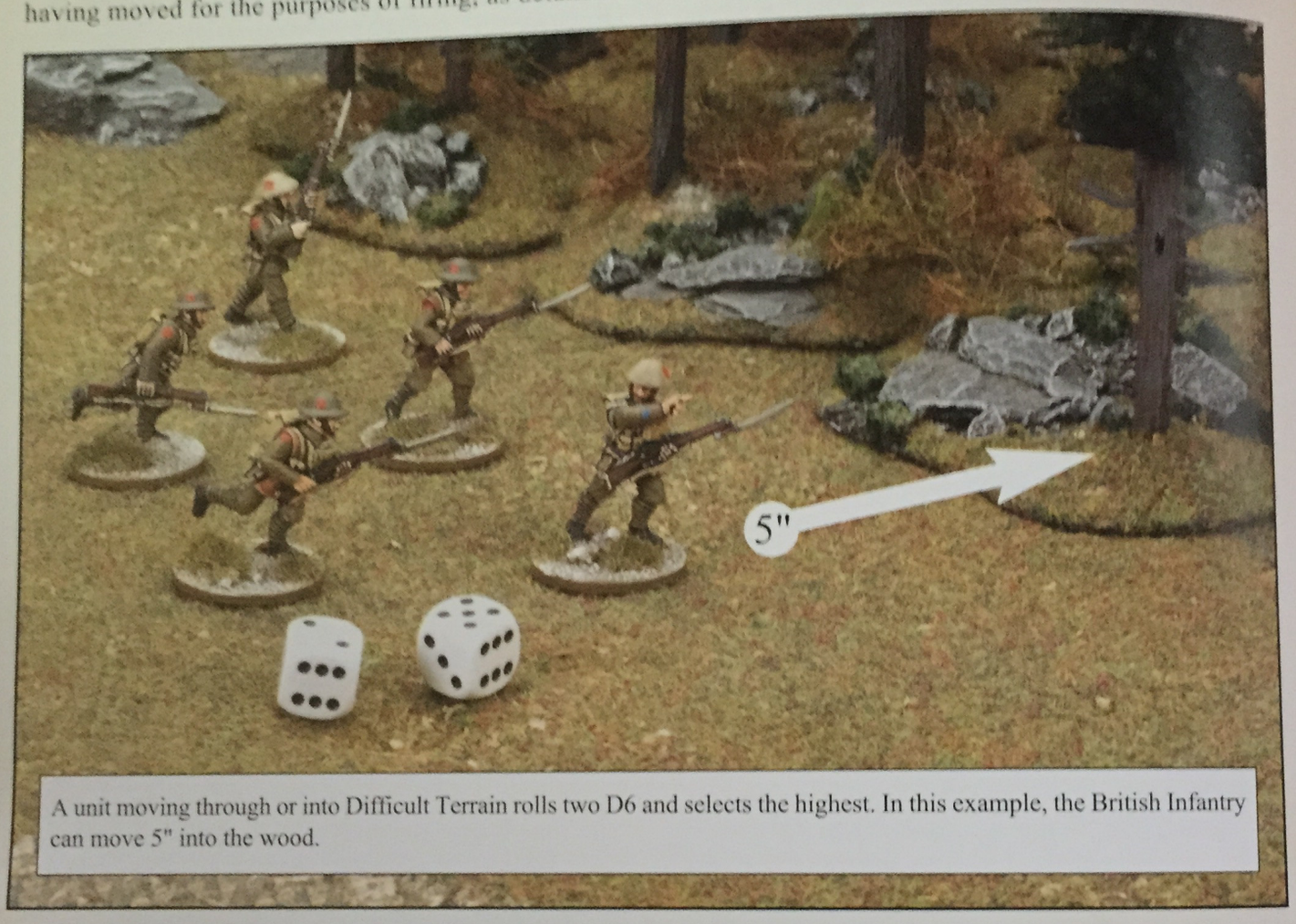
Here the kneeling model (A) would get a Cover Save as he is in contact with the low wall. The model (B) further away doesn't receive this benefit.

Moving In Difficult Terrain

If an infantry unit moves into, through or out of Difficult Terrain, it will generally be slowed down. Units that are slowed must take a Difficult Terrain test, rolling 2D6 and selecting the highest. This is the distance in inches they may move.

If a unit that starts its move outside Difficult Terrain does not roll high enough to enter the terrain, it is still only moved the distance rolled. This represents them approaching the terrain in a cautious fashion.

If you take a Difficult Terrain test, you are never compelled to move the models, as you may not have rolled enough movement to make it worth moving at all. However, if you roll the dice, the unit is still considered as having moved for the purposes of firing, as detailed in the Shooting Phase.



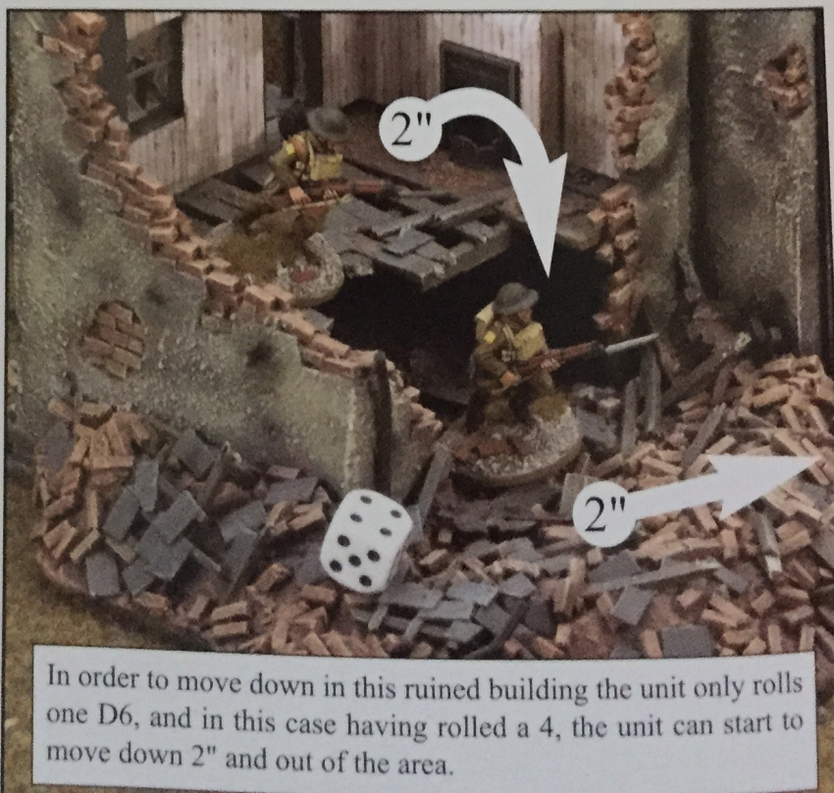
A unit moving through or into Difficult Terrain rolls two D6 and selects the highest. In this example, the British Infantry can move 5" into the wood.

Moving Up and Down

When a unit is moved up and/or down within a building or similar terrain feature, it must allow for the distance traversed in the same way as when it moves along the ground. Buildings are subject to the Difficult Terrain rules. For example, if a unit moves 6" into a building, then it could be move 3" into the building and then move 3" above ground level inside that building as well.

As a rule of thumb 2" between floor levels if using 25mm sized models should be fine.

If operating within ruined buildings, players should roll 1D6 for the Difficult Terrain test and use that, in order to represent the instability of the building.



In order to move down in this ruined building the unit only rolls one D6, and in this case having rolled a 4, the unit can start to move down 2" and out of the area.

Terrain Chart

Terrain	Type	Line of Sight Effects	Difficult Terrain	Cover Save
Hill	Area Terrain	Blocks	No	–
Rough Hill	Area Terrain	Blocks	Yes	–
Hill Crest	Linear Obstacle	Blocks	Depends on Hill type	5+
Craters	Area Terrain	None	Yes	5+
Barbed Wire	Linear Obstacle	None	Yes, only roll 1D6 for the Difficult Terrain test	None
Low Wall	Linear Obstacle	None	Yes	5+
Wall	Linear Obstacle	None	Yes	4+
High Wall	Linear Obstacle	Blocks	–	–
Bushes	Area Terrain	None	Yes	6+
Light Wood/Orchard	Area Terrain	4" Blocks	Yes	6+
Dense Wood	Area Terrain	4" Blocks	Yes	5+
Trenches	Area Terrain	None	No	4+
Buildings	Area Terrain	Blocks	Yes	4+
Ruins	Area Terrain	4" Blocks	Yes, only roll 1D6 for the Difficult Terrain test	4+
Crops	Area Terrain	4" Blocks	Yes	6+
Fences	Linear Obstacle	None	Yes	6+
Pillbox	Area Terrain	Blocks	No	3+
Mud	Area Terrain	None	Yes	–
Crates/Barrels/etc.	Linear Obstacle	None	Yes	5+
Wreck	Area Terrain	Blocks	Yes	5+
Road/Bridge	Area Terrain	None	No	-
Swallow River	Area Terrain	None	Yes	6+
Deep River	Area Terrain	None	Impassable	–

NOTES:

Line of Sight Effects:

Blocks: the Line of Sight cannot cross the terrain feature.

4" Blocks: The Line of Sight cannot cross the terrain feature, even if it is less than 4", but can extend up to 4" into it.

Buildings and Pillbox

These terrain features block Line of Sight, but any models in them and facing an opening (window, door or shooting platform) can be seen from outside and can see freely out.

Barbed Wire

Barbed Wire cannot be crossed by Cavalry or non-tank vehicles. The wire section is removed if crossed by a tank. In order for infantry to cross *Barbed Wire* in a given phase (Movement Phase or Assault Phase for troops with the Assault Training ability), you may only roll 1D6 and use that result rather than the usual 2D6.

Trenches

Models in trenches do not block Line of Sight of those outside trenches where the trench is be dug into the ground. Trenches are considered as Difficult Terrain if you want to move into them, but not if moving outside them (ladders are helpful for troops manning trenches).

Roads and Bridges

If intact, they cancel all effects of any terrain they cross, such as the Cover Save or the Difficult Terrain effects. The same could also apply to duck boards providing the players agree beforehand and the mission warrants it.

...MEMO FROM HIGH COMMAND...

+++ In all cases you should discuss any terrain features with your opponent before the game. Agree exactly what everything counts as and where the boundaries of the terrain feature lie. When the game is underway, it will be harder to discuss it quite so dispassionately... +++

The Shooting Phase

During the Shooting Phase, each of your units may fire. You can choose any of your units to shoot with, but you must complete all the firing by one unit before you can move to the next unit. This is also the time you fire your artillery.

The whole unit has to fire all of its weapons at a single opposing unit of your choice – you may not split fire between two or more target units. Individual models in a unit can choose not to shoot.

Shooting Phase Summary

1) Choose a unit to shoot with, in the following order:

   All Support Weapons such as HMGs, mortars and artillery shoot first.

   Infantry by company (you must finish all shooting by a given company before proceeding to any other unit)

   All other units (including units not allocated to a company).

2) You must finish a step before proceeding to the next.

3) Resolve the shooting process (see below) for the chosen unit.

4) Repeat the above until shooting is complete.

The Shooting Process

Choose a target: Select an enemy unit for one of your units to fire at. It must be in Line of Sight and must be the nearest valid enemy target (although some exceptions are noted later).

Check Line of Sight, Line of Fire and Range: See if the target is within Line of Sight so that you can draw a clear Line of Fire to it and it is within range of the weapons of your firing unit.

Roll to Hit: Roll a D6 for each shot fired by the firing unit. The models BS determines what score they must roll equal to or greater than, to hit their target.

Roll to Wound: For each shot that hits, roll again to see if it wounds the target. The Score needed is determined by comparing the Strength of the firing weapons with the Toughness of the target.

Make Cover Saves: Each wounding hit may be deflected by making a Cover Saving throw which derives from cover. Models that fail a Cover Save become casualties.

Remove Casualties: The owner of the target unit removes any casualties inflicted.

Choose a Target

As mentioned previously, a firing unit can choose a single enemy unit as its target. There are several considerations when choosing a target, namely can your unit see it and will their weapons have enough range to reach it?

Target Priority

Your units will have a tendency to shoot at the nearest enemy in Line of Sight and within Line of Fire, as in the midst of battle these will be the easiest to spot and often the most threatening. Therefore, a unit must shoot at the nearest valid enemy target. Where there is a choice, choose the enemy unit which is closest for the majority of your unit.

However, a well-trained and led unit will overcome this and follow your orders to the letter. In order to target any enemy unit other than the closest the following conditions must be met:

- To represent the correct orders getting through from HQ, your units Command Group must be within Command Range. (see Command Group page 56).
- Your unit must then pass a Leadership test.
- If the test is failed, resolve the units firing at the nearest enemy unit instead.

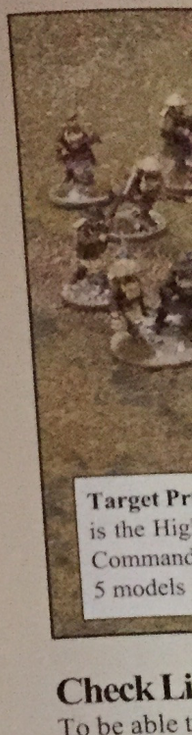
If there is any real contention over which unit is closest, take a Leadership test anyway and then find out what's closest. You may not measure the range to a target before choosing.

Exceptions

Units are always able to ignore targets which cannot be fired on (units with all models engaged in Close Quarters Combat for example), and may choose not to fire upon units with less than 5 models or that are Falling Back.

If you have decided to target a vehicle, you may ignore all non-vehicle units for the purpose of Target Priority (this does not mean that they will not block your Line of Fire though). The Target Priority rule still applies if you want to target a vehicle other than the nearest one.

If you have decided to target a non-vehicle unit, you may ignore all vehicles for the purpose of Target Priority (this does not mean that they will not block your Line of Fire though). The Target Priority rule still applies if you want to target a non-vehicle unit other than the nearest one.



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Target Priority: The German Assault platoon's (A) closest target is the British Infantry (B) however the greater threat is the Highlander platoon (C). To fire at the Highlanders, the Assault platoon needs a Command Group (D) within Command Range and it can then take a Leadership test to see if it can fire at them. If the British Infantry were less than 5 models or Falling Back, they could be ignored (see the Morale section for more on this).

Check Line of Sight, Line of Fire & Range

To be able to shoot at an enemy unit, you must be able to draw a Line of Sight and a Line of Fire to your target. Some weapons only require a Line of Sight, because they shoot indirectly to their target (see Weapons Traits on page 44).

Line of Sight

You can only select an enemy unit as a target if your unit can see it, or at least part of it. Obviously, a model can't draw a bead on their target if there is a hill, building, or some other large and solid object in the way that stops them. A models Line of Sight will be considerably improved by being on an elevated position, such as a hill or building. In some cases, it will be difficult to tell if Line of Sight is blocked or not, so players might have to stoop over the table for a models eye view. This is the best way to determine whether or not a Line of Sight exists.

Models do not normally block Line of Sight (but may block Line of Fire, see page 29). However, the following models do block Line of Sight if they are in the way.

- All vehicles and vehicle wrecks, friend or foe block Line of Sight. A Line of Sight can still be drawn over or past such models, but not through them. Use a models eye view to determine if you can see past them.

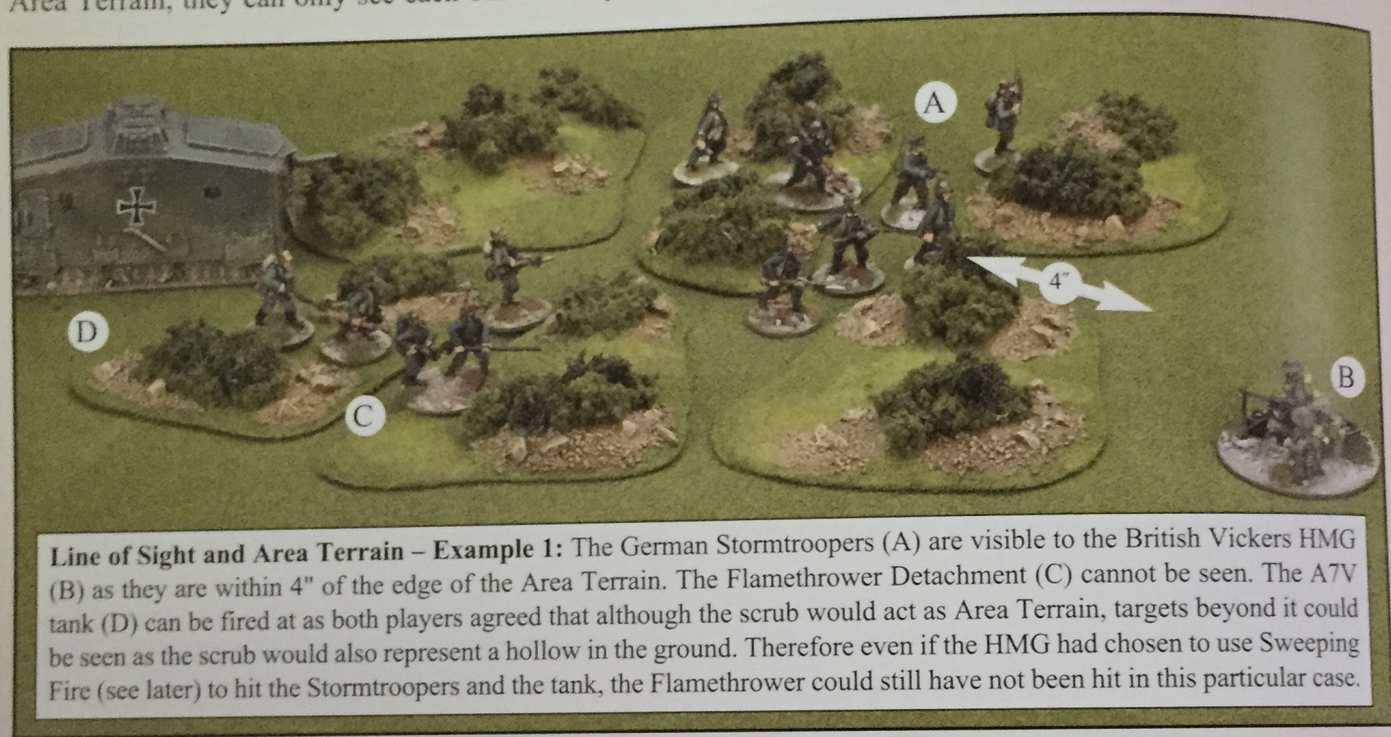
- Models engaged or locked in Close Quarters Combat block Line of Sight through them, unless the models doing the spotting or being spotted are at a higher elevation.

Targeting vehicles and non vehicles: The German 77mm Field Gun (A) may chose to target the British Infantry (B) or the Mark IV male tank (C) and even though the Mark IV is nearer than the infantry, they do not need to take a Leadership test to do so. To shoot at the Mark IV female tank (D) they would need to take a Leadership test but with no Battalion Command Group nearby they are unable to do so.

Line of Sight and Area Terrain

Area Terrain does not block Line of Sight completely. Instead there will be a gray area where the enemy fades out of sight the further away they are, but a large model such as a tank may still be visible across an area of low-lying terrain. This means that in regards to terrain defined as Area Terrain, the usual rules for spotting targets using the models eye view is not used. In these cases, it is possible to see up to 4" into Area Terrain. Models further than 4" within Area Terrain cannot be seen at all, nor can they see out. If both firer and target are within the same Area Terrain, they can only see each other if they are within 4". Note that although it is possible to see into Area Terrain, you cannot see through or fire across it even if it is less than 4" deep.

You may decide before the beginning of the game that some Area Terrain does not block Line of Sight. Generally it can be assumed that craters, patches of bushes and low rocky grounds do not affect Line of Sight, but still give some kind of cover to models within it. The most important thing to keep in mind is that you should agree before the game with your opponent on how each terrain feature will be treated. Guidelines are provided by the Terrain Chart.



Line of Sight and Area Terrain – Example 1: The German Stormtroopers (A) are visible to the British Vickers HMG (B) as they are within 4" of the edge of the Area Terrain. The Flamethrower Detachment (C) cannot be seen. The A7V tank (D) can be fired at as both players agreed that although the scrub would act as Area Terrain, targets beyond it could be seen as the scrub would also represent a hollow in the ground. Therefore even if the HMG had chosen to use Sweeping Fire (see later) to hit the Stormtroopers and the tank, the Flamethrower could still have not been hit in this particular case.

Line of Sight and Area Terrain – Example 2: The British Infantry (A) can see the German Infantry (B) but not the German Jaegers (C) as even though the wood is less than 4" across, as Area Terrain it still blocks Line of Sight. The British Vickers HMG (D) can fire on the Jaegers, and as a Command Group (E) is within range, can take a Leadership test to fire at the German Infantry instead. In this case, the German Infantry will get a Cover Save as more of them are within the wood than not. Had both players agreed that the line of trees would not block Line of Sight, the British Infantry would have been able to fire at the Jaegers.

Line of Fire

Seeing an enemy is usually not enough to be able to shoot at him. Friendly soldiers in the way or enemies unwilling to step aside to let your bullets pass through them are some of the things that may stop a unit targeting another one.

A Line of Fire is a Line of Sight with the following additional restrictions:

- Line of Fire cannot pass through any enemy unit of 5 models or more.
- Line of Fire cannot pass through any friendly unit of 5 models or more unless the majority of models in your unit are within 3" of models of the aforementioned unit.

It is important to note that models in the same unit never block each others Line of Fire.

Check Range

All weapons have a maximum effective range that tells you the furthest distance that they can shoot. If your target is beyond this maximum range, your shot misses automatically. This is why you have to choose your targets wisely before measuring the range. Here are some examples of weapon ranges:

Weapon	Maximum Range
Pistol	8"
Rifle	24"
HMG	36"

When you're checking range, simply measure from the firer to the nearest model in the target unit. Any models in the target unit which are actually out of range can't be hit by the shooting. Likewise you can only hit and potentially kill models that are in the Line of Fire not ones that cannot be seen (although these can be removed as casualties which will be explained later).

Moving and Shooting

Whether a unit has moved or not can make a big difference to its firing. If the soldiers hold a position, take up firing stances and aim at their targets properly, they can hit targets further away than if they are firing on the move. In fact, some weapons are so heavy that they can only be fired if the firer halts to brace themselves. The most important thing to understand is that the whole unit counts as moving if **ANY** of its models moved in the Movement Phase.

Roll to Hit

To determine if the firing unit has hit its target, roll a D6 for each shot. Normally soldiers will only get to fire one shot each. However some weapons are capable of firing more than once, as we'll explain in more detail later. The dice score needed to hit will depend on how accurate the firers are, as shown on their Ballistic Skill (BS). The firer will require his BS number or greater to hit when firing any ranged weapons.

Basic Training

If the shooters are a unit of 9 German Jaegers with a BS of 4+, you would roll 9 dice and each roll of a four or more would score a hit. If you rolled two ones, three twos, a three, two fours and a six, you would have scored three hits (the two fours and the six). If the unit had a BS of 3+ they would have scored 4 hits because the three would also be a hit.

Check Range: The German carbines are range 18". Measuring shows that the target British Infantry is just in range for most of the Germans, but models 1, 2 and 3 are out of range and may not shoot. Only British Infantry A, B and C can become casualties as the remainder are out of range. So despite having 7 models potentially being able to hit and Wound, the most casualties that the Germans can cause is 3.

Damage Chart

S \ T	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	N	N	N	N	N	N
2	3+	4+	5+	6+	6+	N	N	N	N	N
3	2+	3+	4+	5+	6+	6+	N	N	N	N
4	2+	2+	3+	4+	5+	6+	6+	N	N	N
5	2+	2+	2+	3+	4+	5+	6+	6+	N	N
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	N
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Note: an N on the chart means that the hit has no effect.

Roll to Wound

Hitting your target is not always enough to put it out of action. A hit might result in nothing more than a superficial graze or a flesh wound. To decide if a hit causes damage, compare the weapons Strength characteristic with the targets Toughness characteristic. Each weapon has its own Strength characteristic, given in the description of the weapon. Here are some examples of different weapons and their Strength characteristics.

Weapon	Strength
Pistol	3
Rifle	3
HMG	4

Consult the Damage Chart above. Cross reference the weapons Strength (S) with the targets Toughness (T). The number indicated is the minimum score needed on D6 to convert the hit into damage.

Dispersed Formation

As the war progressed and the lessons of the modern warfare were learnt at their expense, the soldiers of The Great War discovered the benefits of adopting loose and dispersed formations. By occupying more terrain they became a bit less vulnerable to the enemy shooting and by 1918 most armies practiced these techniques.

Any unit whose majority of models are more than 1" away from the closest other model of their unit gains a 6+ Cover Save (this means that the bulk of the armies of 1914 will not be able to claim this benefit). It can be combined with Going to Ground, but not other cover.

Here we can see the majority of this French Infantry unit are more than 1" apart and so the whole unit gains the Dispersed Formation Cover Save. This rule is worth enforcing as soldiers can bunch up easily and need officers to keep telling them to spread out.

Make Cover Saves

Before he removes any models as casualties, the owning player can test to see whether his soldiers survive being hit because they are in cover.

When the air is full of bullets and shrapnel, some good solid cover to hide behind is always welcome. A position in cover shields troops against flying debris, shots, blasts and shrapnel, enabling them to get their heads down or crawl amongst rocks and (hopefully) avoid harm. Because of this, models in cover get a Cover Saving throw.

What Counts as Cover?

Cover is basically anything you can hide in or behind.

When Do Models Count as in Cover?

When a model is within Area Terrain or the firers Line of Sight crosses over cover so that the target model(s) are partially obscured, the model receives the Cover Save shown below.

Making a Cover Save

To see if cover successfully stops damage to the model, roll a D6 and compare the results to the Cover Save value. If the player gets equal to or greater than the save characteristic the Wound is stopped. The following table shows the minimum D6 score needed to save for cover.

Cover Examples

(see Terrain Chart on page 25 for more details)

Cover Types	Cover Saves
Bushes/high grass/crops Fences/railings	6+
Crates/barrels/etc. Logs/woods/craters Partially behind hill crests	5+
Wrecks, rubble Ruins/walls/buildings Trenches/gun pits/emplacements	4+
Pillboxes Fortified buildings	3+

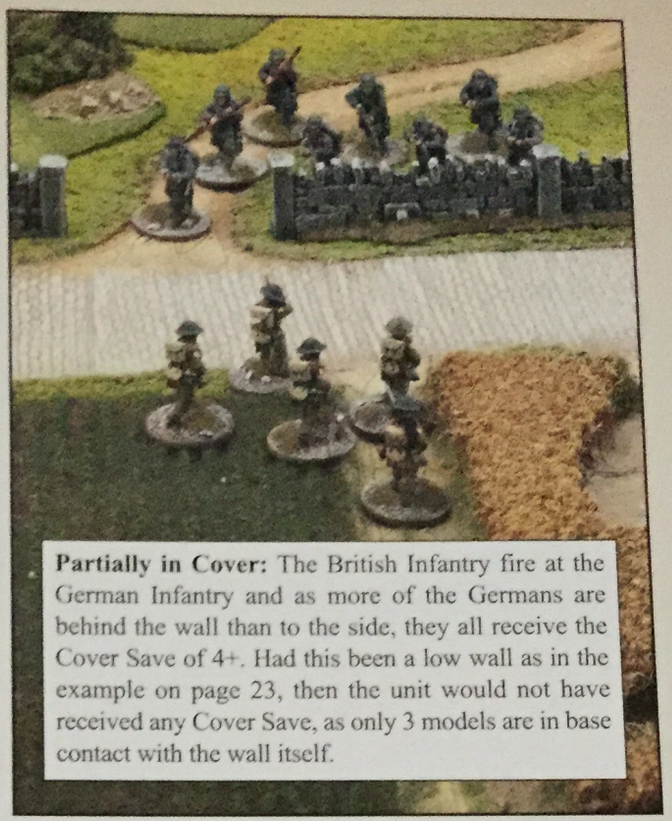
Maximum Cover Save

Some models gain additional benefits from cover and may increase their Cover Save by +1.

However, Cover Saves may never be improved above 2+. A roll of one always fails.

Units Partially in Cover

Sometimes a unit will only be partially in cover (some of the models are in or behind cover and some of them are in the open). If there are more models that can be hit in cover than there are outside it, then the unit may take Cover Saves for the entire unit. If this is not the case, then none of the unit may make Cover Saves.



Partially in Cover: The British Infantry fire at the German Infantry and as more of the Germans are behind the wall than to the side, they all receive the Cover Save of 4+. Had this been a low wall as in the example on page 23, then the unit would not have received any Cover Save, as only 3 models are in base contact with the wall itself.

More than One Cover Save

A model can only ever benefit from one Cover Save at a time and takes the best available.

Basic Training

The unit is in a wood (Cover Save 5+) and stands behind a stonewall (Cover Save 4+) in Dispersed Formation (Cover Save 6+). It takes only the best Cover Save available: 4+ for the stonewall.

Going to Ground

Sometimes a unit will come under heavy fire and decide to keep their heads down to try and stay alive a little longer. We call this Going to Ground.

After the enemy has rolled to hit and Wound against any of your units, but before you take any saves or remove any models, you can declare that the unit is Going to Ground.

Models in a unit that has Gone to Ground immediately receive +1 to their Cover Saving throws. Units that are not currently in a position that would give them a cover save can still Go to Ground by diving to the floor (or some other evasion technique) and receive a 6+ Cover Save. Going to Ground can also be combined with units in a Dispersed Formation. Once a unit has decided to Go to Ground, it receives the +1 bonus for the remainder of that Shooting Phase.

The drawback of Going to Ground is that the unit is treated as Pinned. See page 44 for the implications of being Pinned.

Remove Casualties

Once the number of hits and Wounds has been determined, the player that controls the target unit must remove any casualties. This means that the owning player gets to choose who is removed by the enemy's firing. Assuming that all the models in the unit have one Wound each, one model is removed for each Wound inflicted. Casualties are not necessarily dead, they may be merely knocked unconscious or incapacitated in some way. In any case they are no longer fit to participate in the battle.

When a unit suffers wounding hits, each will affect a different model – you cannot claim that all the hits strike a single model.

The owning player can choose to remove any models from the unit, even models that are out of sight or out of range of all the firers. This may seem slightly strange but it represents that these soldiers were slain as they advanced and the rest of the unit continued moving forward. The real action on the battlefield is not as static as our models. When removing casualties they must be removed without breaking the Unit Coherency. You may not remove a model if the removal breaks the Unit Coherency (see page 21 for a full explanation of Unit Coherency) if it is possible to remove another figure that would not affect the Unit Coherency.

By doing this, players will occasionally find themselves with a real dilemma when removing casualties, as they will need to decide to remove an important specialist (such as a Lewis gunner) so that the unit maintains momentum, or keep the specialist but lose position.

Basic Training

In some cases, because of the Unit Coherency rule players will find themselves having to rem important models, so take care where you positi your commanding officer in a Command Group.

Morale Checks – Casualties from Enemy Fire

Enemy fire can make even the hardiest soldiers waiver if their companions start to fall in large numbers. Outright flight is unlikely and unwise in the face of intense opposition, but even the most seasoned veterans may fall back to regroup, tend to their injured, reload their weapons and reconsider their tactics if they suffer too many casualties.

In The Great War, such events are represented by units taking Morale Checks when they suffer casualties in the Shooting Phase. Any unit that suffers 25% or more casualties in a single Shooting Phase must take a Leadership test to hold their ground. (see Morale Chapter page 53).

Remove Casualties – Example One: The German Maxim HMG fires at the British Infantry and causes 2 casualties. The maximum it could have caused would have been 5 due to Line of Sight. The British only get their Dispersed Formation Cover Save as more of the models are in the open than behind cover but this can be combined with Go to Ground. The casualties can be removed from any of the models within the unit, even those not in the Line of Sight of the HMG so long as Unit Coherency is maintained. As the British player wishes to keep momentum he chooses to remove models from behind the building.

Remove Casualties – Example Two: Once again the German Maxim HMG fires at the British Infantry and causes 2 casualties. The maximum casualties it could have caused was 3 due to Line of Sight and the British do get a Cover Save from the buildings, as more of the models are behind the buildings than in the open.

As before the casualties can be removed from any of the models within the unit so long as Unit Coherency is maintained and again the British player chooses to remove models from behind the building on the left.

Shooting At Models On the Crest of a Hill

Models positioned on or behind the crest of a hill that are being fired at by a unit lower down than them receive a Cover Save of 5+.

As our table-top terrain often cannot accurately represent the actual crest itself and our models cannot crouch down to take advantage of cover it can be difficult to ascertain if a Cover Save is appropriate. A simple way to determine this is if the majority of the unit is at the back half of the hill top from the Line of Fire, then a Cover Save is received.

This will often depend on the terrain being used and the direction of fire, so common sense should always apply.

Models on a crest of a hill that are being fired at from another unit above or around the same level as them do not normally receive this Cover Save. If the terrain and angle of fire warrants it, there is no reason why you cannot give the save, so long as you agree with your opponent beforehand if it looks likely that this will occur.

Sometimes you will fire field guns and mortars against units in buildings and if the building is intact, there is a chance the building may be damaged or destroyed.

If you successfully hit the unit, resolve hits, Wounds and Cover Saves on the unit as normal. As the building will undoubtedly have also taken some damage from the hit, you can then roll on the buildings Armour Value to see if it is reduced to rubble.

...MEMO FROM HIGH COMMAND...

+++ For complex building models you may wish to classify part of a building as ruined and another part intact.

You should both agree beforehand what the limits for this are though +++

To resolve damage, use the same method as if resolving damage on a vehicle from page 60. Only field guns, mortars and vehicle guns can damage buildings and they roll their armour penetration as if they were firing at a vehicle.

If the penetration roll is greater than the Armour Value then the building collapses and if this is the case replace the building with an area of rubble or a crater. Surviving models in a collapsing building will be automatically wounded on a 4+ with no saves allowed (as their cover is falling down around their ears!) and any survivors are automatically Pinned in the rubble.

You should always agree buildings Armour Values before the game begins and some example Armour Values are given below.

Pill Box	12
Brick house	11
Log cabin	10
Corrugated iron or wooden shed	9

For particularly large buildings you may wish to divide it up so only one part may be destroyed from one hit at a time, and it's a great excuse to use a partially ruined building model on the table.

Weapons

In The Great War weapons ranged in size from standard handguns firing a 9mm bullet to 42cm mortars firing a 1800lb projectile over 10,000 yards. In many cases the weaponry became more important than the soldiers serving them.

Weapons Categories

Many powerful weapons existed at the outbreak of the First World War and more were designed during the conflict. All weapons in The Great War are divided in categories with all of them being subject to some Special Rules. Within a weapon category, the different weapons can have different statistics, as outlined in the Weapons Chart on page 44.

Some weapons have one or more Trait, that gives additional Special Rules, which are also explained on page 44.

Rifles

The rifle was the standard weapon of the First World War, issued to almost every single soldier.

All Bolt Action Rifles and Carbines can be used either when stationary or when having moved in the Movement Phase.

The number of shots depends on the distance and if the shooter moved during the Movement Phase:

1) If the soldier moves in the Movement Phase they can only fire one shot with a maximum range of 12".

2) If a soldier armed with a rifle or carbine doesn't move they can take two shots at a target up to 12" away or one shot at targets over 12" away, up to its maximum range.

3) If a soldier shoots with a rifle during the Shooting Phase they cannot Assault into Close Quarters Combat.

Bolt Action Rifles

The bolt-action magazine-fed rifle encompasses the Enfield .303 SMLE, Springfield 1903, Mauser G98 and 1893 Lebel. These weapons also mount bayonets of varying length.

The Bolt Action Rifle has a Range of 24" and a Strength of 3.

Carbines

Carbines were basically cut down versions of Bolt Action Rifles whose reduced length made them more practical to use within trenches or on horseback.

The Carbine has a Range of 18" and a Strength of 3.

Close Range Weapons

Close Range Weapons are designed to be used at short range or as soldiers prepare to launch an assault on enemy positions. Some, such as the SMG, deliver an impressive hail of shots while others, such as the flamethrower, are deadly and fearful weapons.

A model armed with a Close Range Weapon may move in the Movement Phase and still fire their weapon.

Close Range Weapons always shoot a number of times indicated in their description (and appearing as Close Range/X – with X being the number of shots the weapon has on the Weapons Chart).

A model that used a Close Range Weapon during the Shooting Phase may assault into Close Quarters Combat during the Assault Phase.

Pistols

This covers all handguns in WW1 the Luger, Colt M1911, Webley Mark IV, 1892 pattern revolver, etc. Pistols are light enough to be carried and fired with one hand, so they often have a less powerful cartridge and limited range.

Pistols always shoot once, have a Range of 8" and a Strength of 3.

Machine Pistols (SMG)

The Bergman Sub Machine Gun was the most famous machine pistol designed during the First World War, although it was inspired by the Italian design of the Villar Perosa.

SMGs always shoot three times, have a Range of 12" and a Strength of 3.

Shotguns

Shotguns were favoured weapons of the Allied trench raiders, and were mainly used by the Americans and to a lesser extent, the British.

Shotguns always shoot twice, have a Range of 10" and a Strength of 3.

Flamethrowers

Flamethrowers were developed by the Germans as the ultimate weapon against fortified positions such as bunkers and pillboxes. Their presence caused fear in the Allied soldier's hearts, and they were used extensively after 1915.

Flamethrowers use the Flamethrower template when shooting. Place the tear-shaped template with the small end touching the model.

All models even partially under the template suffer an automatic Strength 4 hit (do not roll to see if you hit). Models do not benefit from any kind of Cover Save, as the flames wrap around any cover but they still may use Go to Ground to avoid the effects, as soldiers learnt to throw themselves to the ground to avoid the burning flames.

Any unit that suffers at least one casualty from a flamethrower will have to pass a Morale test at the end of the Shooting Phase, even if it has not suffered 25% casualties.

The Flamethrower adds +2D6 when trying to penetrate a vehicle's armour, instead of +1D6 (see Vehicles, page 57).

Light Machine Guns (LMG)

One of the most important technical progressions made during the Great War was the design of the light machine gun. These portable machine guns changed the face of modern warfare and created a military revolution of limitless consequences.

Light Machine Guns can always shoot at up to their maximum range.

The number of shots depends if the shooter has moved or not during the Movement Phase, as indicated in the weapons description. In the Weapon Chart, the number of Shot is indicated as LMG X/Y, with X being the number of shots when stationary and Y being the number of shots when having moved.

A unit or model that shoots with a LMG during the Shooting Phase cannot Assault into Close Quarter Combat during the Assault Phase.

Lewis Gun

The British design was solid, efficient and reliable. It was favoured by the Germans who went to great efforts make use of any captured Lewis guns that came their way.

The Lewis Gun has a range of 24" and a Strength of 4.

When the shooter has been stationary in the Movement Phase, it shoots 4 times.

When the shooter has moved in the Movement Phase, it shoots 2 times.

Machine Gewehr 08/15 (MG 08/15)

The German design was heavier than the Lewis and could achieve a higher rate of fire.

The MG08/15 has a range of 24" and a Strength of 4.

When the shooter has been stationary in the Movement Phase, it shoots 5 times.

When the shooter has moved in the Movement Phase, it shoots once.

...MEMO FROM HIGH COMMAND...

+++ In the late part of the war light machine guns were grouped into distinct sections within the platoon. Members of the section could take over duties of loading and firing the gun. Light Machine guns models are generally supplied with a crew of 2, a gunner and an ammunition carrier.

For purposes of the game, as we are using a model to man scale, all you really need is the model with the gun, although the ammunition carrier can still be used as a soldier in the platoon and the models can still be based together if you wish. However, take care as you deploy and remove models from your platoon, as once the light machine gun model is gone, its gone!

It's a similar situation for flamethrower teams as well, you really only need the one model, but they do look good when based as a team of two. +++

Chauchat

The French LMG was a good assault weapon but really unreliable and jammed very often.

The Chauchat has a range of 24" and a Strength of 4.

When the shooter has been stationary in the Movement Phase, it shoots 4 times.

When the shooter has moved in the Movement Phase, it shoots 3 times.

If 2 or more 1s are rolled for the 'to hit' roll, the weapon jams.

A jammed Chauchat will still resolve all hits obtained in the turn it jams, but cannot shoot the turn after, as the crew is working to clear the jam although the unit may move as normal.

Basic Training

A French player's Chauchat is going to shoot at some advancing German infantry. The unit has not moved and rolls 4 dice. They get a 1, 1, 3, and 5. The 5 scores a hit, the 3 misses and the two ones cause the gun to jam. You would roll to wound for the one hit and note the gun is jammed and will not fire next turn.

Heavy Weapons

Heavy weapons are used to give some support to the troops. This category represents weapons such as rifle grenade launchers and Anti tank rifles that require reloading after each shot, careful set-up or bracing against their considerable recoil.

Due to their weight or the way they are used, heavy weapons can only be fired when the unit has not moved.

Heavy Weapons can always shoot at up to their maximum range.

The number of shots is indicated in the weapons description and indicated on the Weapons Chart as Heavy/X, with X being the number of shots.

A unit or model that shoots with a Heavy weapon during the Shooting Phase cannot Assault into Close Quarter Combat during the Assault Phase

Rifle Grenade Launcher

All armies used some kind of rifle grenade launcher that was basically a very light mortar that shoots grenades over the head of advancing troops.

The rifle grenade launcher has a range of 18" and a Strength of 3. It shoots once in the Shooting Phase and uses the Blast Marker. It must shoot at the same target as the rest of the unit.

If the roll to hit is successful place the template centred on the target model. If missed the shot has no effect.

When not shooting grenades, the rifle grenade launcher can be used as a bolt action rifle in the normal manner.

Grenade Launcher

The Germans used the Granatwerfer, a very small portable mortar that was used during assaults and that shoots oversized grenades.

The Grenade Launcher has a range of 24" and a Strength of 4. It shoots once in the Shooting Phase and uses the Blast Marker. If the roll to hit is successful place the template centred on the target model. If missed the shot has no effect.

Anti Tank Rifle

Anti-Tank rifles cover the German 13mm T-Gewehr, essentially an overgrown single shot bolt action Mauser.

The Anti-Tank Rifle has a range of 24" and a Strength of 3. It shoots once in the Shooting Phase.

If shooting at a Vehicle at 12" or less, the Anti-Tank Rifle adds +2D6 when trying to penetrate a vehicle's armour, instead of +1D6 as usual (see Vehicles section page 57). If no vehicles present themselves as targets the Anti-Tank rifle may fire as normal rifle (with only 1 shot) at infantry and cavalry models.

Support Weapons

Artillery came into the forefront in World War One with large quantities of guns and mortars able to turn the tide of a battle and deliver deadly supporting fire to the advancing infantry. Large field pieces turned any open ground into a killing field and the creeping barrage was developed. Alongside these developments the Heavy Machine Gun dominated the open battlefield.

These unit types behave differently on the battlefield to a normal infantry unit. The exact changes are detailed below, divided between the different phases of the turn sequence. Rules that apply to specific Support Weapons are noted in the relevant section for that weapon.

In The Great War we have not given any of the Support Weapons stat lines for Toughness or Wounds. You eliminate the weapon when the crew is removed, this is done to keep things flowing in the game and eliminating needless paperwork.

Movement Phase

The crew must always maintain a unit coherency of 1" with each other and their weapon.

Support Weapons may never shoot when they have moved during the Movement Phase.

Difficult To Carry

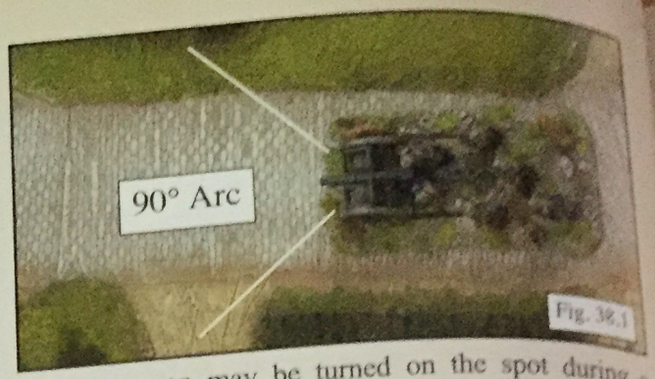
Some weapons although portable were awkward and difficult to move around the battlefield, these are subject to the Difficult to Carry special rule.

The Support weapon always counts as moving in Difficult Terrain. If moving in Difficult Terrain, they only roll 1D6 instead of 2D6 as usual.

Shooting Phase

Support Weapons can always shoot at up to their maximum range. In order to shoot, there must be at least one crewman within 1" of the gun firing. Crewmen may never fire any weapons other than their gun.

All Support Weapons have a limited Line of Fire that is restricted to a 90° arc of fire in the front of the weapon (see Fig 38.1). Ranges are measured from the gun model.



The weapon may be turned on the spot during a Shooting Phase to change its Line of Fire but cannot shoot during that Shooting Phase.

When weapons are fired at Support Weapons, only the crew are hit and in the case of templates, they are hit if they are under the template in the normal manner. The Support Weapon is unaffected as its effectiveness to fire is represented by the loss of crew rather than any damage to the weapon itself.

Loss of Crew

The loss of the crew can have some impact on the weapons ability to shoot.

These weapons function normally as long as at least 3 crewmen are still alive, if reduced to less than 3 crewmen the weapon only fires every other turn.

Close Quarters Combat Phase

Artillery units may not declare assaults. In a Close Quarters Combat, enemy models assault as normal against the crew and all engaged crew models fight back as it is assumed they grab nearby weapons to defend themselves with.

Morale

Artillery units follow the normal rules for Morale for infantry units with the following exceptions:

If the crew of a Support Weapon with less than 5 models fails a Morale test, the whole unit is immediately removed from the table. It is assumed that the weapon is left and the crew disperses or surrenders.

Batteries

All Support Weapons of the same type (HMGs, Mortars and Field Guns, etc) in your army can form a battery. All Support Weapons within a battery must be deployed within 4" of each other.

The battery counts as a single unit during the game, with a number of models equal to the number of surviving crew. Therefore the battery will not suffer the –1 Leadership for being under 5 models as long as the total number of men is not reduced to 4 models or less (see page 54).

All Support Weapons in the battery must target the same enemy unit, but Line of Sight and Line of Fire must be checked for each Support Weapon separately (as some might be out of range or out of Line of Sight).

Basic Training

A battery of 2 field guns has suffered some casualties. One of its guns has only 2 crewmen left (the other has all its crew remaining). This gun will be affected by a reduced rate of fire. In the battery, one of the guns will shoot every turn, while the other will only shoot every other turn.

Batteries of Heavy and Light Mortars use the Multiple Barrage rule when shooting (see page 43).

When suffering casualties, the owning player chooses from which Support Weapon the models are taken. Jamming or inability to shoot is still determined individually for each support weapon

Light Mortars

Light Mortars represents all mortars of 80mm or less, that could be easily carried on the battlefield. The German Army had the 76mm mortar, the French had the 58mm mortar and the BEF introduced the 3" Stokes mortar.

Light Mortars have a range of 30" a minimum range of 12", a Strength of 3 and shoot once using Indirect Fire during the Shooting Phase. They use the Large Blast Marker.

Light Mortars are Difficult to Carry and can only be fired when the unit has not moved.

Designate the target unit and place the Large Blast Marker over it, with the following restrictions:

- You may not place the marker so that any of your own models are underneath it.
- You must place the marker so that one enemy model is under the central hole – you cannot place the marker hole over an empty space.

You then see if it has landed on target. If the hole at the centre of the marker is inside the weapons minimum range, or beyond its maximum, the shot is an automatic miss and has no effect. If its range is good proceed to see where it hits, remembering. Roll a scatter dice and 1D6. If you roll a **HIT** on the scatter dice the shot lands on target. If an arrow is rolled, the marker is shifted in the direction indicated by the arrow a number of inches equal to the D6 roll. Note that it is possible for a scattering shot to land beyond the weapon's range, out of sight, or even on your own troops! Such are the vagaries of barrage weapons.

All models whose base is wholly under the template are automatically hit and suffer the Strength 3 hit. Those models with the base partially under the template only suffer the automatic hit on a 4+, roll the dice for each model whose base is partially under the template.

Heavy Mortars

Heavy Mortars represents both the medium mortars and heavy mine throwing mortars used during the war. The BEF had the 9.45" 'Flying Pig' mortar, the German Army had 170 and 210mm mortars and the French Army had the Fabry 150mm mortar.

Heavy Mortars have a range of 48" a minimum range of 12", a Strength of 4 and shoot once using Indirect Fire during the Shooting Phase. They use the Large Blast Marker.

Heavy Mortars are Difficult to Carry and once it has shot, it cannot be moved again.

Designate the target unit and place the Large Blast Marker over it, with the following restrictions:

- You may not place the marker so that any of your own models are underneath it.
- You must place the marker so that one enemy model is under the central hole – you cannot place the marker hole over empty space.

You then see if it has landed on target. If the hole at the centre of the marker is inside the weapons minimum range, or beyond its maximum, the shot is an automatic miss and has no effect. If its range is good proceed to see where it hits. Roll a Scatter Dice and 1D6. If you roll a **HIT** on the Scatter Dice the shot lands on target. If an arrow is rolled, the marker is shifted in the direction indicated by the arrow a number of inches equal to the D6 roll. Note that it is possible for a scattering shot to land beyond the weapon's range, out of sight, or even on your own troops! Such are the vagaries of barrage weapons.

All models whose base is wholly under the marker are automatically hit and suffer the Strength 4 hit. Those models with the base partially under the marker only suffer the automatic hit on a 4+, roll the dice for each model whose base is partially under the template.

Heavy Machine Guns (HMG)

The HMG was the king of the Great War battlefield, and the initiator of a radical change to the doctrine and tactics of all sides. This entry includes the Vickers, Hotchkiss, and MG08 heavy machine guns. These weapons all had large tripods or sleds, water to cool the guns and large amounts of ammunition to be carried into position before they could be fired. Heavy Machine Guns were capable of high rates of fire. Swathes of bullets could dominate sections of the battlefield and there are records of single machine guns causing murderous casualty rates on whole Companies.

While there were some differences between the different types of Heavy Machine Gun we have chosen to treat them all the same for convenience.

A HMG is Difficult to Carry and once it has shot during the game, it cannot be moved again.

A HMG may shoot in either Sustained Fire or Sweeping Fire mode

Sustained Fire

In this mode a HMG has a range of 36", a Strength of 4 and shoot 8 times in the Shooting Phase with the normal restrictions for shooting.

The HMG is a Pinning weapon and when used in the Sustained Fire mode any unit that has suffered casualties from the HMG will suffer a –1 Leadership modifier to its Pinning test for each casualty inflicted.

Sweeping Fire

When used in this mode place the flamer template within the HMG arc of fire pointing in your chosen direction. Using the edges as a guide extend the sides of template out to a maximum of 24" (see diagram 41.1)

All units within Line of Sight (rather than Line of Fire) receive three shots. The HMG is Strength 4, and a Pinning weapon. The Leadership modifier used in the Sustained Fire mode does not apply.

Resolve hits, Wounds, Cover Saves and Pinning or Morale as normal.

As bullets do not distinguish between friend, foe, or combat effectiveness, friendly units, units of less than 5 models and units Falling Back may all be hit if they are within the Sweeping Fire area

Units in Close Quarters Combat will also receive the shots, but ignore any Pinning or Morale checks.

Jamming

Should the Heavy Machine Gun crew start to take casualties during a game, rather than be affected by the normal Loss of Crew for Support Weaponsrules, there is a chance the HMG may jam instead.

With two crewmen, it will jam if 3 or more 1's are rolled on the 'to hit' die

With one crewman, it will jam if 2 or more 1's are rolled on the 'to hit' die.

A jammed HMG will still resolve all hits obtained in the turn it jams, but cannot shoot the turn after, as the crew is working to clear the jam.

For sweeping fire, any dice rolled count, so keep a note of any 1's as you roll for each unit within the arc of fire.

Note about jamming: World War One machine guns (with the possible exception of the Chauchat mentioned earlier) were very reliable and didn't jam very often. We have just used the term jamming to take into account anything that would momentarily stop the gun from shooting.

Such as overheating, water running out, ammo belt breaking, actually jamming, running out of ammunition momentarily, etc.

Basic Training

A unit with Leadership 7 is under heavy machine gun fire. It has suffered 3 casualties. The Pinning test will be taken with a -3 Leadership modifier so a 4 or less will be required on 2D6.

Basic Training

A German player's HMG has lost a crewman and is down to a two man crew. It is shooting directly at a French platoon in front of it. They are shooting in the sustained fire mode and roll 8 dice. They get a 1,1,1, 3,4,4,5, and a 6. The two fours the five and the six score hits, the 3 misses and the three ones cause the gun to jam. You would roll to wound for the 4 hits and note the gun has jammed and will not fire next turn.

HMG Sustained and Sweeping Fire: Faced with a determined German assault, the British Vickers HMG (A) chooses to use Sweeping Fire to try and pin down as many enemy units as possible. The German Assault platoons (B, C and D) are all within 24" and so each receive three shots. Assault platoon C takes a casualty and despite the presence of the Assault Company Command Group (E), fails its Pinning test by rolling 10 on 2D6.

The second British Vickers HMG (G) should fire upon Assault platoon B as it is the closest target. However, the Battalion Command Group (H) perceives that the Flamethrower Detachment (F) may be more a threat and passes across an order for Vickers G to fire on them instead. The Vickers roll 6 and pass the Leadership test required. They choose to use Sweeping Fire as they can then hit the Flamethrower Detachment and the Assault Company Command Group behind. The Vickers causes a casualty on each unit and the Company Command Group passes its Pinning test. The Flamethrower Detachment could not use the Company Command Group Leadership (see Command Groups later for explanation), fails its test and is Pinned.

Heavy Guns

Heavy guns are the large field artillery pieces of all the armies, guns over 100mm. Bombardments could last for up to a week and be heard from many miles away. Infantry would often refer to the sound of these bombardments as 'drumfire'.

Heavy guns would seldom be seen in a game the size and scale of The Great War. Therefore they are represented for completeness by off-table preliminary bombardments.

3.7cm Anti Tank Gun

Late in the war the German Army introduced a 3.7cm Anti Tank Gun, it fires an armour piercing shell.

The 3.7cm Anti Tank Gun has a range of 48", a Strength of 6 and shoots once during the Shooting Phase. Unlike other field guns it does not use a Blast Marker, it is only effective against vehicles.

The 3.7cm Gun is Difficult to Carry and can only be fired when it has not moved.

When shooting at a vehicle at 24" or less, the 3.7cm Gun adds +2D6 for armour penetration instead of the normal +1D6 .

Light Field Guns

These field guns were the lighter pieces used in the war and were mainly mountain guns that could be carried with ease without any horse-tow. Other examples included the French 37mm trench gun and the British 6lb gun.

Light Field Guns have a range of 48", a Strength of 3 and shoot once during the Shooting Phase. They use the Large Blast Marker.

Light Field Guns are Difficult to Carry and can only be fired when the unit has not moved.

The Light Field Gun is subject to all usual shooting restrictions (Line of Fire and Target Priority, see Shooting page 26). When it shoots, roll to hit. If the shot misses, nothing happens. If hit, place the Blast Marker over the target unit with the following restrictions:

- You may not place the marker so that any of your own models are underneath it.

- You must place the blast marker so that one enemy model is under the central hole – you cannot place the marker hole over an empty space.

All models whose base is wholly under the marker are automatically hit and suffer the Strength 3 hit. Those models with the base partially under the marker only suffer the automatic hit on a 4+, roll the dice for each model whose base is partially under the marker.

If the target was a vehicle, do not use the template but instead resolve the shooting with the Gun Strength (see Vehicles page 60).

When shooting at models in a multi-level building to determine what models will be hit place the template as best you can on the level you are aiming at. Models on adjacent levels that could be affected by the blast should be treated as partial hits as noted above. For the damage to the building itself, refer to page 34.

When shooting at a vehicle or building at 24" or less, the Light Field Gun adds +2D6 for armour penetration instead of the normal +1D6.

Medium Field Guns

Medium Field Guns such as the French 75mm, the German 77mm, and the British 18lb gun were sometimes brought up to the front line and fired over open sights. Later in the war the Germans in particular adapted this tactic to take on the tank.

Medium Field Guns have a range of 72", a Strength of 4 and shoot once during the Shooting Phase. They use the Large Blast Marker.

Medium Field Guns are Difficult to Carry, may not move into Difficult Terrain and once it has shot, it cannot be moved again.

The Medium Field Gun is subject to all usual shooting restrictions (Line of Fire and Target Priority, see Shooting page 26). When it shoots, roll to hit. If the shot misses, nothing happens. If hit, place the Large Blast Marker over the target unit with the following restrictions:

- You may not place the marker so that any of your own models are underneath it.

- You must place the blast marker so that one enemy model is under the central hole: you cannot place the marker hole over empty space.

All models whose base is wholly under the marker are automatically hit and suffer the Strength 4 hit. Those models with the base partially under the marker only suffer the automatic hit on a 4+, roll the dice for each model whose base is partially under the marker.

If the target was a vehicle, do not use the template but instead resolve the shooting with the Gun Strength (see Vehicles page 60).

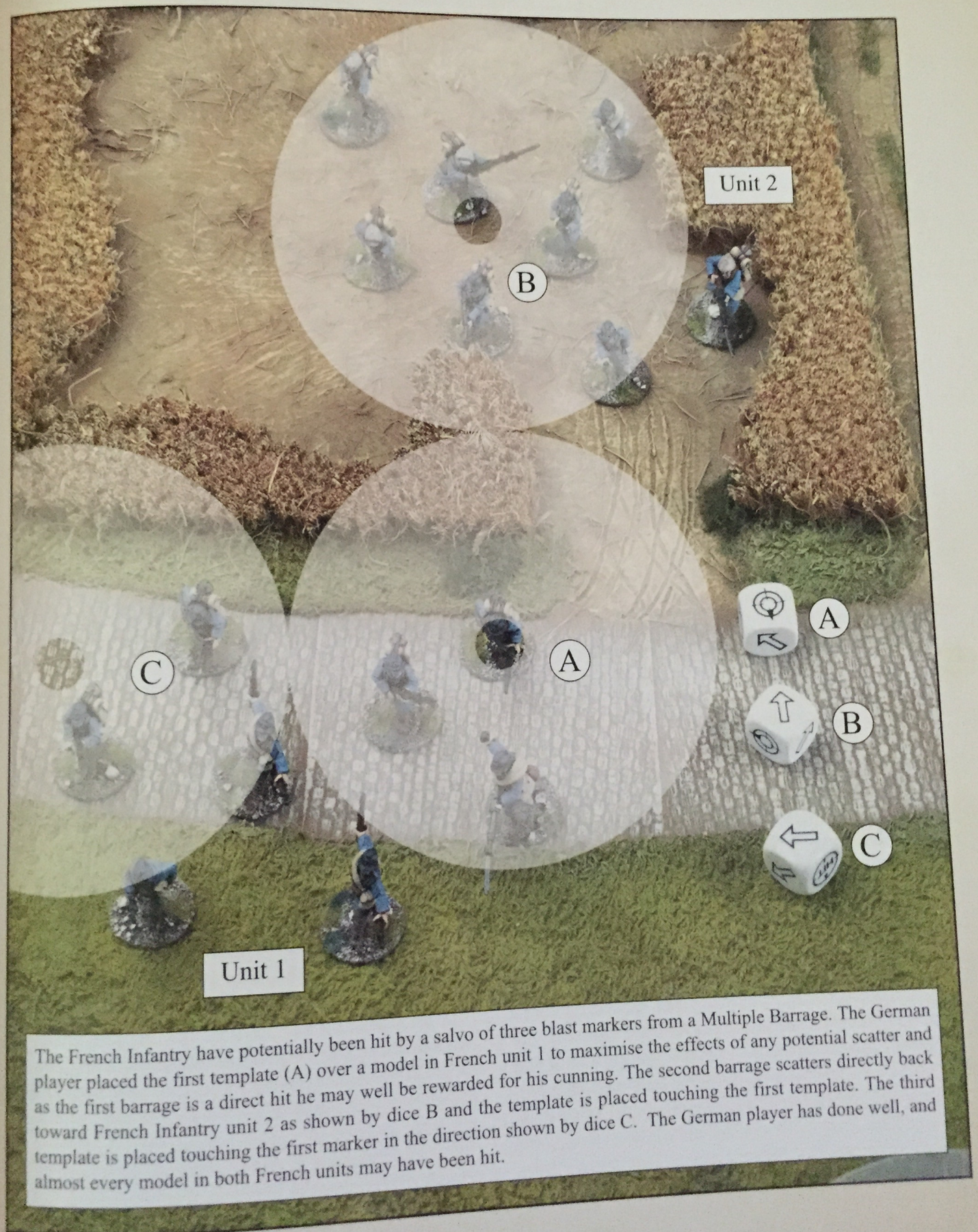
When shooting at models in a multi-level building to determine what models will be hit place the template as best you can on the level you are aiming at. Models on adjacent levels that could be affected by the blast should be treated as partial hits as noted above. For the damage to the building itself, refer to page 34.

When shooting at a vehicle or building at 36" or less, the Medium Field Gun adds +2D6 for armour penetration instead of the normal +1D6.

Multiple Barrages

If mortars are formed into a battery they'll all be fired together in a salvo, with one blast marker landing for each weapon that is within range. Place the Large Blast Marker and roll for any potential scatter with the first shot as before, this is called the 'ranging shot' for the salvo – all other shots will land nearby. Once the first marker is placed roll a Scatter Dice for each other blast marker in the salvo.

If an arrow is rolled, place the marker in the direction indicated so that its edge is touching the edge of the marker placed for the ranging shot. If a hit is rolled, the firing player may place the marker so that its edge is touching the edge of any of the Large Blast Markers in the salvo which has already landed.



The French Infantry have potentially been hit by a salvo of three blast markers from a Multiple Barrage. The German player placed the first template (A) over a model in French unit 1 to maximise the effects of any potential scatter and as the first barrage is a direct hit he may well be rewarded for his cunning. The second barrage scatters directly back toward French Infantry unit 2 as shown by dice B and the template is placed touching the first template. The third template is placed touching the first marker in the direction shown by dice C. The German player has done well, and almost every model in both French units may have been hit.

Weapons Chart

Weapon Name	Category	Range	Strength	Traits
Pistol	Close Range/1	8"	3	–
SMG	Close Range/3	12"	3	–
Shotgun	Close Range/2	10"	3	–
Carbine	Rifle	18"	3	–
Bolt Action Rifle	Rifle	24"	3	–
Anti Tank Rifle	Heavy/1	24"	3	–
Rifle Grenade Launcher	Heavy/1	18"	3	Indirect Fire, Blast Marker
Flamethrower	Close Range	Template	4	Flamethrower Template
Grenade Launcher	Heavy/1	24"	4	Indirect Fire, Blast Marker
Lewis Gun	LMG 4/2	24"	4	–
MG08/15	LMG 5/1	24"	4	–
Chauchat	LMG 4/3	24"	4	–
HMG	Support Weapon	36"	4	Pinning, Sustained Fire, Sweeping Fire
Light Mortar	Support Weapon	30"	3	Pinning, Indirect Fire, Large Blast Marker
Heavy Mortar	Support Weapon	48"	4	Pinning, Indirect Fire, Large Blast Marker
Light Field Gun	Support Weapon	48"	3	Large Blast Marker, Pinning
Medium Field Gun	Support Weapon	72"	4	Large Blast Marker, Pinning
3.7cm Gun	Support Weapon	48"	6	Only use against vehicles

Weapons Traits

Apart from their statistics and categories, some weapons have one or more Traits. These traits are additional rules and effects generated by those weapons. They are indicated in the Weapons Chart and described below.

Indirect Fire

Mortars and rifle grenade launchers are both weapons that use a parabolic trajectory to shoot their ammunition. They are especially useful as they can shoot over the heads of intervening troops.

Indirect Fire weapons can pick their target from any unit in Line of Sight and do not need to draw a Line of Fire to their target. All mortars do not need to roll to shoot at a target that is not the nearest, though they still cannot target Command Groups unless they are the nearest available valid target (see Command Group chapter page 57).

When Indirect Fire hits a target, when resolving Cover Saves consider the direction where the blast comes from in relation to the central hole of the template. This means that if a unit is behind a wall and the hole of the template falls behind that wall, that unit will not get any Cover Save from the wall. Same goes for trenches: if the hole of the template is within the trench, models occupying it cannot gain a Cover Save from the trench.

Pinning

Coming under attack from some weapons can be sudden and shocking, making soldiers throw themselves flat and hug cover rather than risk being hit. This is usually due to momentary confusion about where they're being attacked from. When the firing of a single enemy unit inflicts casualties with Pinning weapons, the target must take a Leadership test to avoid being Pinned down immediately after the shooting has been resolved (this means that you can have to take multiple Pinning tests in a single Shooting Phase). If the unit fails the test it may not move, shoot or assault into Close Quarters Combat, or take any other actions in its following turn. A Pinned unit does not need to take any other Morale tests as the fact it is Pinned overrides the Morale test.

If the Pinning Test is successfully passed, the unit might still have to check its Morale if it has suffered 25% of casualties or more.

If assaulted by the enemy, the Pinning effect is immediately cancelled except that the Pinned unit has their Initiative (I) reduced to 0 for the first round of Close Quarters Combat.

The Close Quarters Combat Phase

In World War One units had tremendous amounts of firepower at their disposal and while firepower might be enough to break up an attack or defenders position the only way you could be sure you controlled the ground was to have your soldiers standing on it. Once soldiers got 'up close and personal' with the enemy they used pistols, clubs, bayonets, shovels, grenades, rifle fire, bare hands or whatever was available to either take the position or to hold their ground.

This was usually very short ranged, quick and bloody. In The Great War we call this brutal combat Close Quarters Combat.

Close Quarters Combat Phase Summary

Resolve Assaults

1) Pick one of your units.
2) Declare an assault with it.
3) Move the assaulting unit.
4) Repeat the above until all assaulting units have moved.

Resolve Combats

1) **Pick a Combat**.
2) **Fight Close Quarters Combat.** Troops fight in Close Quarters Combat. Models roll to hit and Wound as required in Initiative order.
3) **Determine Assault results.** Total up Wounds inflicted. The side which inflicted the most Wounds overall in the combat is the winner.
4) **Loser checks Morale.** The loser has to pass a Morale check or Fall Back. If the loser passes the test go to step 6.
5) **Sweeping Advance and Consolidation.** Units that Fall Back from Close Quarters Combat must test to see if they successfully break off, if they fail they are destroyed by Sweeping Advance. The victorious unit may Consolidate.
6) **Pile In.** If units are still locked in Close Quarters Combat then any models not in base-to-base contact are moved 6" towards the enemy to continue the fight next turn.
7) **Repeat until all combats have been resolved.**

Declare Assaults

In his own Close Quarters Combat phase, a player can declare an assault with any of his units that he believes are within assault range of an enemy unit and not already in Close Quarters Combat. Assault range is 6". A unit can assault any enemy unit that can be reached by at least one of its models making an assault move.

Shooting and Assaulting

A unit that fired a Close Range Weapon in the Shooting Phase of the current turn may only declare an assault against the unit it shot at. Should the target unit be destroyed or forced to fall back the unit that fired the Close Range Weapon may declare an assault on another unit instead should it wish.

A unit that fired with other types of weapon may not assault at all in the Close Quarters Combat phase.

Units that are Pinned or Falling Back may not declare assaults.

Move Assaulting Units

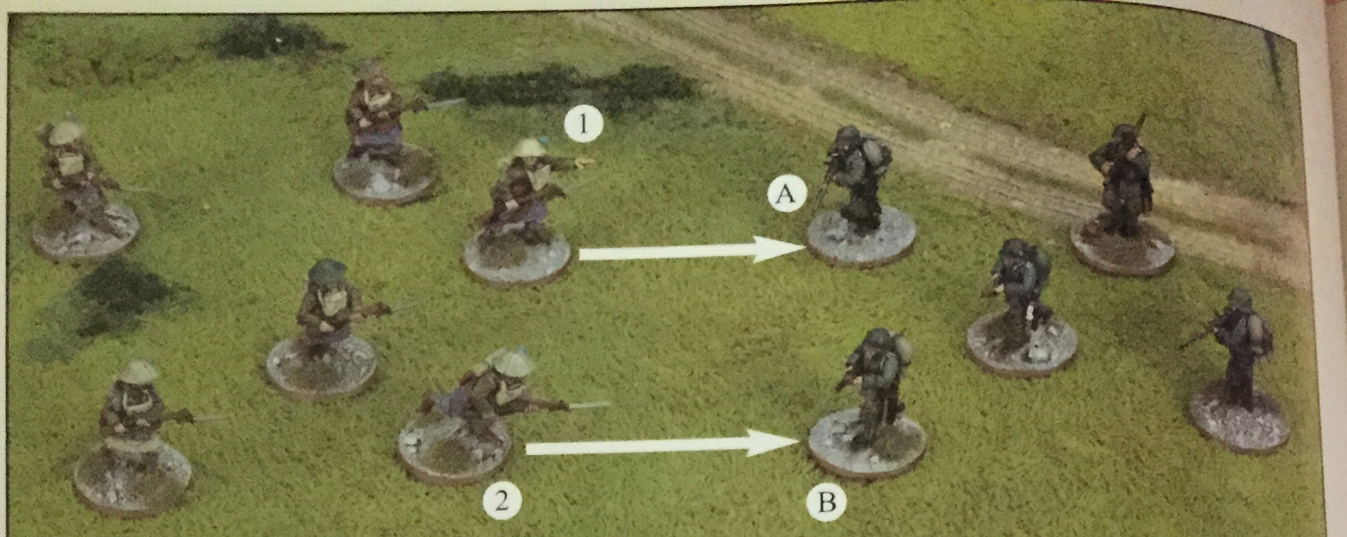
Assaulting units must now move into Close Quarters Combat with the unit (or units) they have declared assaults against.

Start the assault by moving a single model from the assaulting unit. The model selected must be the one which can reach the enemy by using the least amount of its available movement. Move the model into contact with the nearest enemy model in the unit being assaulted, using the shortest possible route. This is the starting point of the Close Quarters Combat. Next, move each model in the assaulting unit in turn up to their assault move distance, toward the unit or units they have declared an assault on. Remember that if the enemy is not within the assault move distance of at least one model, the assault does not happen.

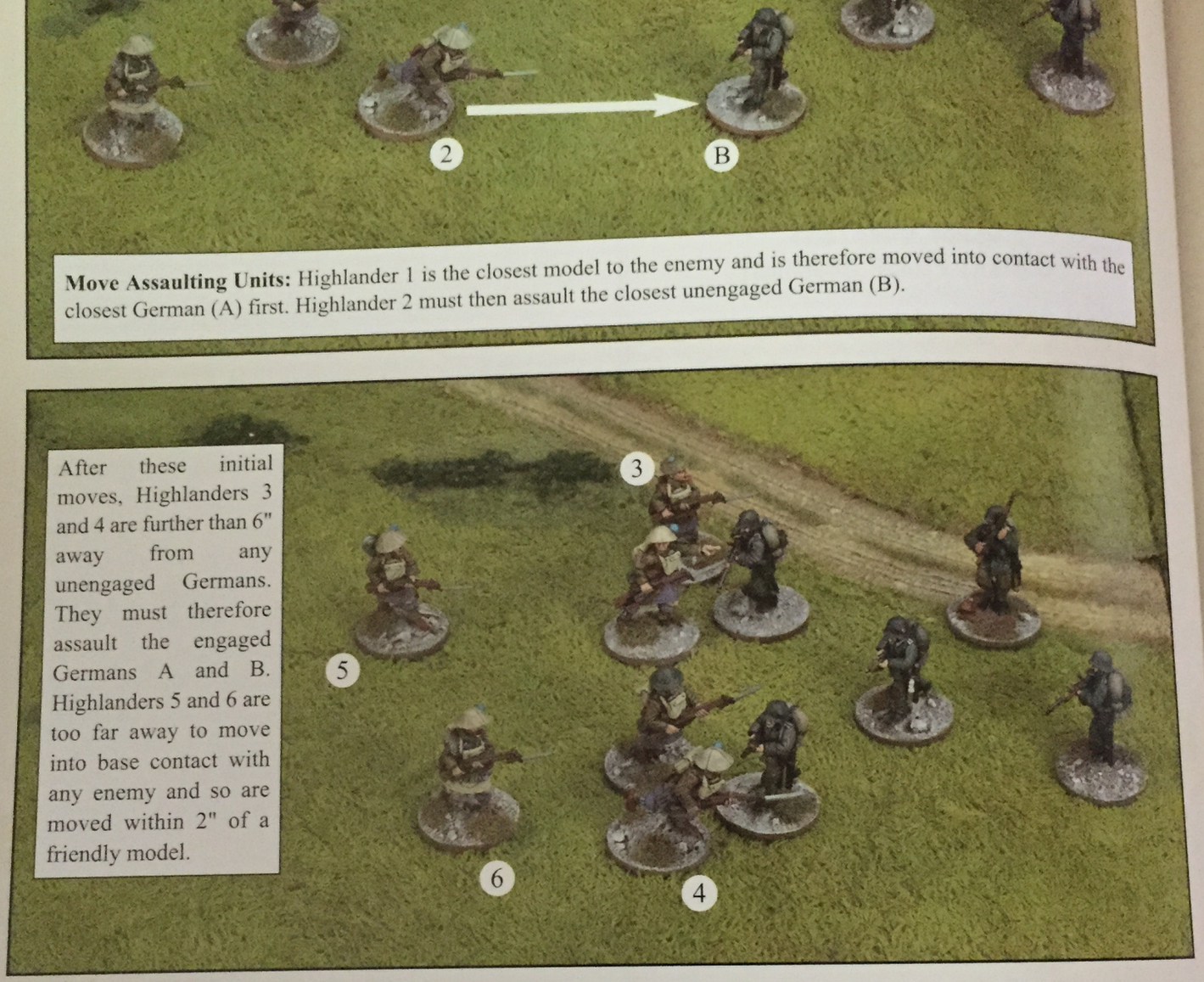
After the first model in the unit has been moved, you can move the others in any sequence you desire. There are some constraints and things to remember though:

- The most important one is that each model must end its assault move in coherency with another model in its own unit that has already moved.
- At least one model from the assaulting unit must make contact with model from the enemy unit or no Close Quarters Combat occurs.
- Models may not move through friendly or enemy models and may not pass through gaps narrower than their base diameter.
- You may not move models within 1" of enemy models from any unit they are not assaulting.
- If a model cannot reach any enemy models, it must try to move within Unit Coherency of one its own unit's models that is already in base contact with an enemy.

Move all models in each assaulting unit before moving on to the next unit. The assaulting player decides the sequence in which his units will move.



Move Assaulting Units: Highlander 1 is the closest model to the enemy and is therefore moved into contact with the closest German (A) first. Highlander 2 must then assault the closest unengaged German (B).



After these initial moves, Highlanders 3 and 4 are further than 6" away from any unengaged Germans. They must therefore assault the engaged Germans A and B. Highlanders 5 and 6 are too far away to move into base contact with any enemy and so are moved within 2" of a friendly model.

Assaulting Multiple Enemy Units

As you move assaulting models, you may find it is possible to reach other enemy units that are close to the one you are assaulting.

As usual the closest attacking model must be moved to contact the closest model in the enemy unit against which the assault was declared. Then remaining models can assault models belonging to other enemy units, as long as they keep following the rules for moving assaulting models. Remember the assaulting unit is not allowed to break its Unit Coherency, and this will obviously limit the potential for this kind of assault.

If the assaulting unit shot in the Shooting Phase then it must declare its assault against the unit it shot at, but can still engage other enemies as described here.

Terrain Effects

Models assaulting into, out of, or through difficult terrain will be slowed down in the same way as models moving through it in the Movement Phase.

Didn't Make It

If the unit's move is insufficient to reach at least one target unit then the assault does not proceed. The models are not moved and it is assumed they simply did not have time to engage, or thought better of it due to their poor progress.

Fighting a Close Quarters Combat

In Close Quarters Combat, both player's models fight. How many attacks are taken and who strikes first is covered here. The rules are written assuming that there is only a single Close Quarters Combat occurring in the turn, though of course there may be several separate assaults being fought simultaneously in different parts of the battlefield. In this case, the player whose turn it is can choose what order to resolve the combats in, completing each combat before moving on to the next one.

Who Can Fight?

Close Quarters Combat is a swirling melee of soldiers running, jumping, diving for cover, as well as firing at point blank range, throwing grenades, even trying to stab with the bayonet.

Units that have one or more models in base contact with enemies are said to be 'locked in Close Quarters Combat'. Within such units, the following models are said to be 'engaged in Close Quarters Combat' and must fight:

- Models in base-to-base contact with an enemy model.

- Models that are within 6" of an enemy model whose unit they are assaulting and has at least one model in base to base contact with a model of the enemy unit.

All engaged models fight with their full number of attacks. These are the members of the unit that can attack the enemy and can be attacked by them.

Who Strikes First

In Close Quarters Combat, a model's Initiative characteristic determines who fights first. Work your way down the Initiative scores in the combat, starting with the highest and going down to the lowest. Models make their attacks when their initiative is reached, assuming they haven't already been killed by a model with a higher Initiative. If both sides have models with the same Initiative, attacks are made simultaneously.

Cover

Soldiers who are defending in cover have an advantage in an assault. They can fire from their hiding place at the approaching enemy and then strike them as they struggle to get to grips with their foe.

Models that are assaulted while they are in or behind cover normally fight in Close Quarters Combat with an Initiative value of 10. This usually enables them to strike first.

This represents the advantage of cover – their improved initiative accounts for not only for close fighting but also shots against the enemy as they assault in. However, the cover does not affect hits or anything else in an assault. After the first round of Close Quarters Combat the fighting is assumed to have swept into the cover, so no further advantage is gained by models in it.

Sometimes, a model will only count as being in cover if assaulted from a specific direction from which the cover has an effect, eg, a French soldier behind some sandbags is in cover if assaulted over the sandbags, but

Engaged models: Having successfully assaulted, Highlanders 1, 2 and 3 may fight with 2 attacks each, as they are within 2" of the enemy and so receive +1 attack for the Fix Bayonet bonus. Highlanders 4–7 are within 6" and so all fight with 1 attack. Highlanders 8, 9 and 10 are just outside 6" and so cannot fight. All the Germans are within 6" and so fight with 1 attack each.

Grenades and Cover: The British Infantry assault the Germans and throw grenades as they do so. As the British outnumber the Germans, the Germans take their Pinning test with a -1 Leadership modifier.

not if assaulted from the rear. If, before any assaulting models are moved, a direct line from the assaulting model to the enemy model passes through the cover then it's assumed to be enough of an obstruction to count. This expedient is used to ensure attackers can't 'run around' cover to negate its effects.

Cover Saves

Cover does not provide protection in Close Quarters Combat as it does against shooting. This means that models do not get Cover Saves against any attacks made in the Close Quarters Combat Phase

Pinned Units

If assaulted by the enemy, the Pinning effect is immediately cancelled except that the Pinned unit has their Initiative (I) reduced to 0 for the first round of Close Quarters Combat. This means that the Pinned unit will always strike last, even if in cover.

Grenades

Grenades in The Great War are generally used as part of an assault. A well placed barrage of grenades can help immeasurably in the vital last few seconds that it takes to overrun an enemy position.

Grenades can be thrown at opponents in cover to force them to keep their heads down during an assault. The storm of shrapnel from exploding grenades will drive opponents further under cover for a few precious seconds, allowing the attackers to close unmolested.

Units in or behind cover being assaulted by models armed with grenades are required to take a Pinning test. Should the total number of assaulting models out number the defenders, then there is a –1 Leadership modifier to this test (so a unit with Leadership 7 will need to roll 6 or less rather than 7 on 2D6) to represent the number of grenades being thrown. If the test is failed, then the unit becomes Pinned for the first round of Close Quarters Combat

Soldiers are assumed to carry enough grenades to last for the battle. Grenades only have an effect against targets in cover, as in the open, soldiers would be more dispersed, and the grenades would have less effect.

Attacks

Attacks in Close Quarters Combat work like shots in shooting- each attack that hits has a chance to Wound. If wounded the model is removed as a casualty. Each engaged model strikes with the number of attacks (A) on his characteristics profile. In addition, the following bonus attacks apply:

+1 Fix bayonets bonus: Engaged models that launched the assault that turn get to add 1 to their attack profile for the first turn of Close Quarters Combat if they are within 2″ of an enemy model only.

Rolling To Hit

To determine whether hits are scored, roll a D6 for each attack a model get to make. The dice roll needed to score a hit on your enemy depends on the Weapon Skill of the Attacker. A Weapon Skill of 4+ means you need to roll a four or better on each D6 rolled to score a hit. Attacks should be rolled together where the same To Hit roll is needed, as this saves time and speeds up the game.

Who Is Hit?

We assume that the soldier is contributing his shots and blows to the swirling combat going on. This means we don't have to worry about whether an individual model strikes its respective opponent in base contact. When a unit inflicts hits, it may only affect enemy models that are engaged. See Who Can Fight on page 47.

Rolling to Wound

Not all the hits will harm the enemy. They may be deflected by equipment, parried at the last moment, or merely inflict a graze or flesh wound. As with shooting, once you have scored a hit with an attack you must roll again to see if you score a Wound and incapacitate your foe. Consult the Damage Chart cross-referencing the attacker's Strength (S) with the defenders Toughness (T). The chart indicates the minimum value on D6 roll required to inflict a Wound.

What Strength to Use

In almost all cases, when rolling to Wound in Close Quarters Combat use the Strength on the attackers profile regardless of what weapon they are using.

Suffering Wounds and Removing Casualties

All the rules for removing shooting casualties apply in Close Quarters Combat, in addition to the following:

When a unit inflicts Wounds, they may only affect engaged enemy models. The player suffering the casualties selects which models die from those engaged. Casualties must be removed in such a way that the unit maintains coherency whenever possible. Models may not be removed to unengage your unit from the Close Quarters Combat. In other words you cannot only remove models close to your opponents unit so that if enough get eliminated your unit will be in a position so that it is no longer locked into Close Quarters Combat.

It is possible that casualties may exceed the number of engaged models, in which case the surplus Wounds are lost. If a model becomes a casualty before it has an opportunity to attack, then it may not strike back. When striking blows simultaneously, you may find it more convenient to resolve one side's attacks and simply lay wounded models on their side to remind you that they have yet to attack back.

Determine Close Quarters Combat Results

Close Quarter Combat's are usually decisive, one side or the other quickly gaining the upper hand and forcing back their foe. Numbers and leadership can keep a side in the fight, but the casualties each side inflicts are usually the most telling factor. To decide who has won the combat, total up the number of Wounds inflicted by each side. The side that causes the most is the winner, the other side is the loser and may be forced back if they fail a Morale check.

If both sides suffer the same number of Wounds, the combat is drawn and continues next turn.

If one side destroys the enemy it wins automatically – even if it sustained more casualties.

Loser Checks Morale

Units that lose a Close Quarters Combat must take a Morale check to hold their ground with a penalty depending on how severe the defeat was (see page 54). If they fail, they must abandon the fight and Fall Back. If they pass, the unit holds its ground and fights on, both combatants may make Pile In moves – basically the combat is drawn and no further account is made of the units defeat (apart from some good natured taunting from the winner!!).

Morale checks and Falling Back are covered in the Morale section on page 53.

Sweeping Advances

When a unit Falls Back from Close Quarters Combat, the victors make a Sweeping Advance, attempting to cut down the retreating enemies.

If the victorious unit still has models locked in Close Quarters Combat with other units which are not Falling Back, the victors do not get a chance to Sweeping Advance.

Both the Falling Back unit and the winning unit each roll a D6 and add their Initiative value to the result. In the case of a mixed Initiative unit, use the highest Initiative value in the unit.

- If the Falling Back units total is higher, they break off from the combat successfully. Make a Fall Back move for the losing unit. The winners can now Consolidate.

- If the winners total is equal or greater they catch the fleeing enemy with a Sweeping Advance. We assume that the already demoralised force is comprehensively defeated and sent packing, its members either having surrendered or been left either dead or wounded. The destroyed unit is removed immediately. The victorious unit may now make a Consolidate move.

Basic Training

A French Veteran soldier needs to roll a 3+ to hit. So if a French Veteran platoon, of ten models, is engaged with a German platoon they would roll 10 dice and every dice roll of a three or better would score a hit.

Consolidation

At the end of the Close Quarters Combat, if a unit's opponents are all either destroyed or Falling Back, so that the victorious unit is no longer locked in combat with any enemy, they may Consolidate. This means they may move up to D6" in any direction to recover an effective formation, as the sudden victory may leave its members flat-footed and dumbfounded or raring to storm onward according to the vagaries of fate.

Units making a Consolidate move are not slowed by Difficult Terrain. A Consolidation move may **NOT** be used to move into base contact with enemy models, as this can only be done with an assault move. Consolidating models must therefore stop 1" away from all enemy models, including any that may have just Fallen Back from the combat that the Consolidating unit has fought in

Consolidation: Having beaten the enemy this German unit chooses to make its Consolidation move back into the wood in order to get some cover.

Pile In!

After the Close Quarters Combat has been resolved, it might happen that some models from units that did not Fall Back from the combat are not within 6" of an enemy. These models must make a Pile In move.

These models must move up to 6" in an attempt to move into contact with an enemy or if not possible, into a position in which they are engaged and will be able to fight. Models already within 6" of enemy may also be moved closer or into base contact with the enemy unit to make extra space if required and to make the Close Quarters Combat look more visually appealing. This is done in the same way as moving assaulters but it is not slowed by Difficult Terrain.

Once a unit is locked in Close Quarters Combat it may only make Pile In moves and may not move in the Movement Phase. Unit Coherency must be maintained and models may not approach within 1" of enemy their unit is not currently engaged with.

When making Pile In moves, the player whose turn it is moves first.

Pile In: At the end of each Assault phase, models in units that are locked but which are not themselves engaged in combat, must move up to 6" to contact enemy. Following our picture example on page 47 Highlanders 8, 9 and 10 can now move up and join in the fight. The Germans at the rear of the unit are then also Piled In. This makes the whole Close Quarters Combat look visually more appealing.

Shooting Into and Out Of Close Quarters Combat

Models belonging to units locked in combat may not fire weapons in the Shooting Phase. Their attentions are completely engaged by the swirling melee. Likewise, while especially twisted and soulless commanders may wish their soldiers to fire indiscriminately into the middle of Close Quarters Combat in the hopes of hitting the enemy, this is not permitted.

Locked models may not normally become casualties due to shooting. While Blast Marker Templates may not be placed so that they cover any models locked in Close Quarters Combat, they may end up there after scattering and will affect friend and foe, as will Sweeping Fire from a HMG. Units locked in Close Quarters Combat do not have to take Morale and Pinning checks caused by shooting: they are considered to be much too focused on fighting to be worried about being shot at.

Multiple Combats

When a unit is fighting more than one enemy unit, all such units are said to be involved in a multiple combat. Each unit's attacks must be divided between the enemy it is engaged with as follows:

- Models in base contact with the enemy must allocate their attacks against the unit that they are in base-to-base contact with.

- Models engaged but not in base to base contact must allocate their attacks against an enemy unit that another model from their unit they are within 6" of is in base contact with. Where this is more than one enemy unit they may split their attacks freely between those units although where possible attacks should be focused on the nearest enemy unit. Declare how they are splitting their attacks immediately before rolling to hit.

When determining assault results in a multiple combat, total up the number of wounds inflicted by each side to determine who is the winner. All the units on the losing side have to check their Morale (and use the same penalty as described in the Morale section). After all of the losing units have taken their Morale checks, any winning unit that is now free to make a Sweeping Advance rolls the dice and compares its total with the total of each of the Falling Back enemy units it was engaged with. Any it equals or beats are destroyed. Remember that winning units can only Sweeping Advance if all of the units they are locked with Fall Back or are destroyed. At the end of the Assault Phase, all units that were involved in a multiple combat must make Pile In moves towards enemies that were originally in the combat.

Multiple Combats: German Infantryman 6 can fight either Highlander Platoon A or British Infantry Platoon B. Although also unengaged, German Infantryman 7 must fight the British Infantry and German Infantryman 8 must fight the Highlanders as they are the closest enemy.

Basic Training

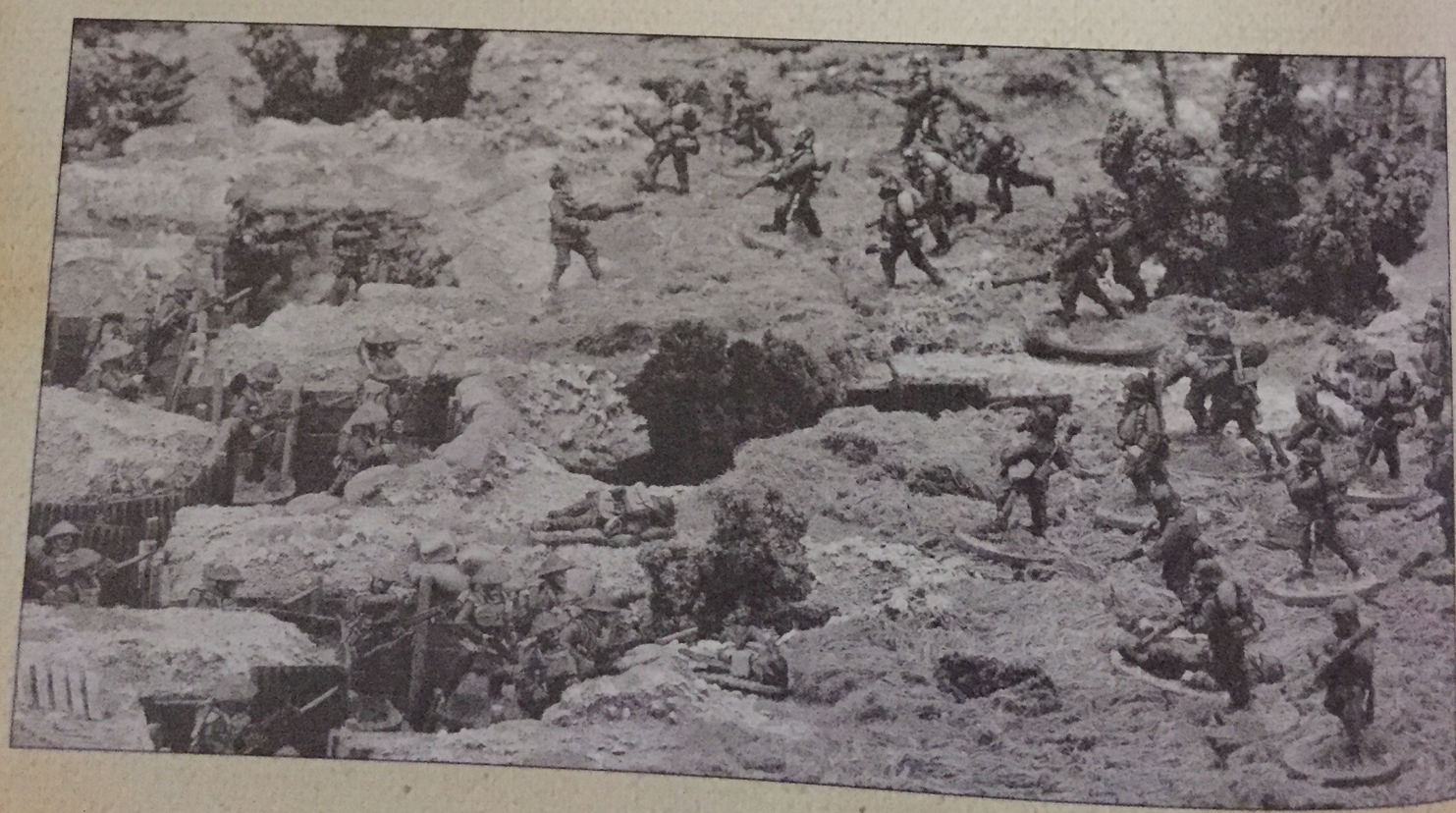
An Example of a Close Quarters Combat:

In this example a German Assault Platoon (in 1918) is assaulting a British Infantry Platoon, who are occupying a trench. After the German players assault move he's got his whole Platoon (10 models) either in contact with or within 2" of the British soldiers (9 models), so all his models can fight (and so can all the British models). Since the British soldiers are occupying a trench we need to resolve the German grenade attack first. The British Platoon needs to take a Pinning check (at -1 since there are 10 German models and only 9 British), the British Platoon's LD is 7 and with the -1 a 6 is required. The British player rolls a 5 and passes so they will not be Pinned and will strike first (being in cover gives them an Initiative of 10 compared to the Germans 4). The British Platoon gets 9 attacks (1 per model as on their profile) and need a 4+ to hit (based on their WS of 4+). The British player rolls 4 hits, and now they'll need to roll to Wound. The British soldiers have a 3 S when compared to the Germans 3 T which means they'll need a 4 or better to Wound. They roll 2 Wounds and 2 of the German models are removed as casualties.

Now it's the German players turn, he's got 8 models left (remember the 2 killed by the British are no longer in the fight) and since they are all within 2" of an opponent each one gets to add +1 attack (Fix bayonets bonus). When added to the 1 A on each models profile the German player gets to roll 16 dice to hit. The German Assault Platoon soldier has a WS of 4+ so the German player needs to roll 4's or better to hit, he ends up with 10 hits! The German soldier also has a 3S compared to the British soldier's 3T means he'll also need 4's or better to Wound. The German player does 4 Wounds and 4 British models are removed (remember no Cover Save in Close Quarters Combat).

As the British player only scored 2 Wounds compared to the German players 4 Wounds he has lost the combat. The British player now has to take a Morale check, the British infantry's 7 LD is modified by -2 (for the number of Wounds they lost the combat by) so they need to roll a 5 or less to pass their Morale test. They roll a 7 and fail. The British now must Fall Back and the German make a Sweeping Advance. Both sides roll a D6 and add their Initiative scores (in this case a 3 for the British and a 4 for the Germans), the German player rolls a 4 which gives them an 8, and the British player rolls a 2 which gives them a 5. Since the German players 8 beats the British players 5 the British unit is destroyed and the remaining models are removed from the table.

The German player now rolls a D6 for his Consolidation move.



Morale

It's a fortunate commander who can rely on his soldiers always performing fearlessly. In the chaos and confusion of battle, soldiers can become demoralised, disoriented or simply terrified by the violence unleashed against them.

To represent this element of the unknown, your units of soldiers may have to check to see if their morale holds under certain circumstances. Particular events will require that your troops take a Morale check, and a unit in particularly dire straits may be forced to take several Morale checks in a single turn.

Morale Checks

Units use their Leadership characteristic for taking Morale checks. This represents the grit, determination, élan or even plain stupidity of soldiers in action. Morale checks are taken by rolling 2D6 and comparing the total to the units Leadership score. If the total is equal to or under the unit's Leadership value, the test is passed. However if the score rolled is higher, then the test is failed and the unit will immediately Fall Back.

Officers Morale

Officers in The Great War have a Command Range (usually between 8" and 12").

Units from a Company and within the Command Range of their Company Commander model or any unit of the same Battalion and within the Command Range of the Battalion Commanding Officer can use the officers Leadership value for any Leadership based checks they need to make.

Command Groups should always take any tests they are required to make first, before other units can use their Leadership value.

You can find more detail about Command Groups on Page 55.

Units that do not have a specific commander, such as Support weapons, may only use their own Leadership value, or that of the Battalion Commanding Officer

Morale Check Modifiers

Certain circumstances can make Morale checks harder for a unit to pass. For example, a unit that has already suffered heavy casualties will be more inclined to give way than a unit that is at full strength. This is represented by applying Leadership modifiers to Morale checks, which can reduce the unit's Leadership value by –1, –2 or sometimes even more.

Insane Heroism

Occasionally, soldiers will refuse to retreat even when faced with impossible odds or particularly harrowing experiences. Sometimes you can push someone just too far! A score of a 2 on 2D6 always indicates a unit has passed its Morale check regardless of modifiers.

Morale: German Assault Platoon A can only use the Leadership value of its own Company Command Group (A1) or that of the Battalion Command Group (C). The same applies to Assault Platoon B, they can only use the Leadership value of Company Command Group B1 or Battalion Command.

Taking Morale Tests

Units normally have to take a Morale check in the following situations:

A) If a unit takes 25% or more casualties from shooting in the turn – test at the end of the Shooting Phase.

B) If a unit is defeated in Close Quarters Combat- test once combat results are established.

C) If an enemy unit performs a Tank Shock attack on the unit – test once the vehicle has moved.

A) Shooting Casualties

A unit losing 25% or more of its current strength in models from shooting during a single Shooting Phase must pass a Morale check at the end of the Shooting Phase, with the appropriate modifiers or else it will Fall Back.

A unit that is already Falling Back, is Pinned or is locked in Close Quarters Combat does not have to take this test.

B) Losing an Assault

Units that lose a Close Quarters Combat must pass a Morale check at the end of the Close Quarters Combat Phase with the appropriate modifiers to hold their ground. If they fail, they must Fall Back.

Units taking this Morale check suffer a –1 Leadership modifier for the difference in Wounds their side has lost the combat by.

Basic Training

A platoon of German Infantry has lost a Close Quarters Combat. They would normally require a 7 or less to pass the leadership test, but since they are below 5 models (-1) and lost the fight by a difference of 2 Wounds (-2), they now require a 4 or less in order to hold their ground and remain on the table.

Also refer to Basic Training on page 57.

C) Tank Shock

Units that are driven at by an enemy tank may wisely decide it's time to abandon their position and fall back. If a tank contacts any model in the targeted unit during the tanks Movement Phase then the unit must take a Morale check to see whether or not it Falls Back. See Tank Shock page 62.

Units of less than 5 models

Sometimes a unit will be almost entirely wiped out, with only a few models left. Units of less than 5 models must take a Leadership test at the start of each of their turns with a –1 to their Leadership penalty. If they pass they are filled with heroic fervor and continue to fight on. If they fail, they suffer an outbreak of common sense and begin to Fall Back and so are removed from play.

If the test is failed while the unit is in Close Quarters Combat, it is assumed the unit has suddenly chosen to surrender or flee. The opposing unit may not Consolidate as they are too busy dealing with prisoners or watching in surprise as the enemy run.

Command Groups, Grenade Launchers, Anti-Tank rifles and all support weapons such as field guns and HMGs that can (but not necessarily) start the battle with less than 5 models never have to take the test at the start of the turn as they're obviously used to fighting in smaller numbers.

The –1 Leadership penalty also applies to any tests the unit might need to make during a turn (such as Pinning or shooting casualties).

Command Groups never suffer from this –1 Leadership modifier if the unit is below 5 models, although Support Weapons do.

Fall Back

A Fall Back is a fighting withdrawal, not an all-out rout. Sometimes a fighting retreat in the face of overwhelming odds is the only option left. A withdrawal can give soldiers the chance to retire to a stronger position, to regroup for a fresh attack, or hold back the approaching enemy.

Units make a Fall Back move upon failing a Morale test, and in each subsequent Movement Phase until the unit regroups or leaves the table.

Units reduced to less than 5 models that are Falling Back must be removed as they are deemed to have surrendered, become walking wounded or otherwise unable to take any further part in the battle.

Most units Fall Back 2D6". Fall Back moves are not slowed by Difficult Terrain. A unit Falls Back directly towards their own table edge by the shortest possible route. If playing a mission where there is no 'own' table edge, models Fall Back towards the closest table edge instead. Certain missions may also specify different rules regarding Fall Back direction.

If any model from a unit that is Falling Back moves into contact with a table edge, the entire unit is removed from the game and counts as destroyed, as it scatters and deserts the battle.

Falling Back from Close Quarters Combat

Models Falling Back from a combat will move through all enemy models that were involved in that combat as these enemies have already missed their chance to catch the Falling Back unit. If any of the models end their move less than 1" from one of these enemies, extend the Fall Back move until they are clear.

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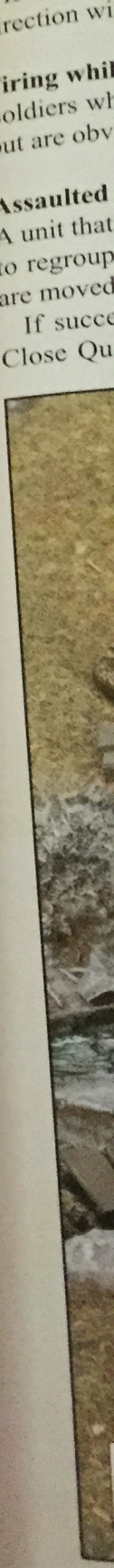


Trapped

Sometimes a unit will find its Fall Back move blocked by impassible terrain, friendly models or enemy models (remember they have to stay away 1" from enemy models). The models in the Falling Back unit may move around these obstructions in such a way as to get back to their table edge by the shortest route, maintaining Unit Coherency.

If a unit cannot perform a full Fall Back move in any direction without doubling back, it is destroyed.

Firing while Falling Back

Soldiers who are Falling Back may continue to shoot, but are obviously moving.

Assaulted While Falling Back

A unit that is assaulted whilst Falling Back must check to regroup immediately before any assaulting models are moved. No modifiers apply to the check.

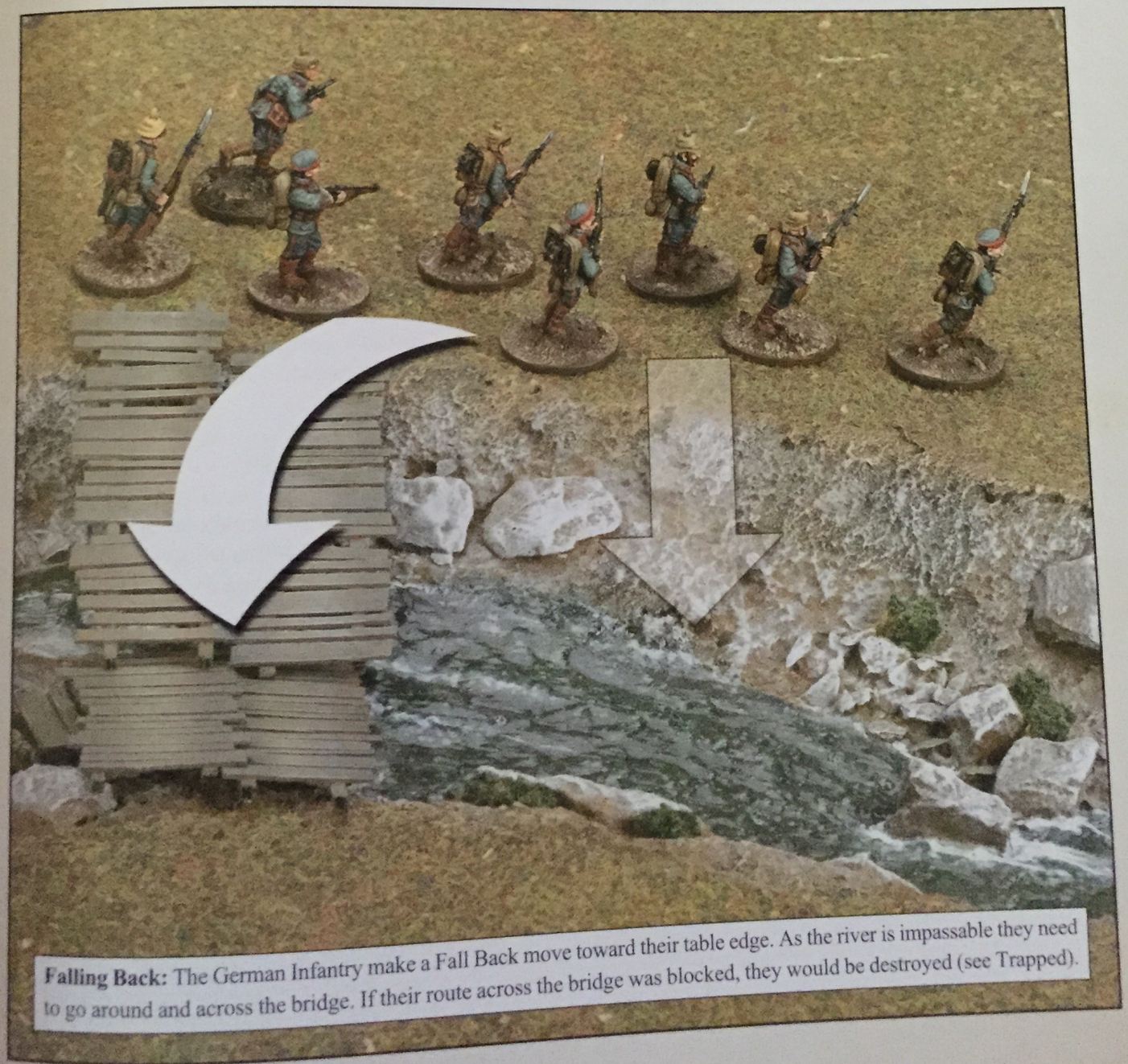
If successful, the unit regroups and will fight the Close Quarters Combat although they are treated as having an Initiative value of 0 for the first round of Close Quarters Combat. If the unit fails to regroup then they are assumed to have surrendered, scattered or been destroyed.

Should the Falling Back unit fail the check or be unable to regroup, the assaulting unit is moved into position like a standard assault before any models are removed. Once removed, the assaulting unit may then Consolidate.

Falling Back and Pinning

As noted in the Pinning rules, Morale checks are not taken by units which are Pinned. However, it is possible that a Pinning check may be required of a unit already Falling Back. Take the test and apply its full effects if failed. To make matters worse, a unit may not regroup while Pinned either, unless they are assaulted. When the Pinned unit has missed a turn it will revert to Falling Back again, no doubt fervently hoping to get out of the mess they're in.

Units that are Falling Back may not Go to Ground.



Falling Back: The German Infantry make a Fall Back move toward their table edge. As the river is impassable they need to go around and across the bridge. If their route across the bridge was blocked, they would be destroyed (see Trapped).

Regrouping

Just because a unit Falls Back doesn't mean it is out of the fight. Courageous officers will try to inspire their troops to rally. Soldiers might regain their composure or their will to fight, perhaps out of a sense of honour, duty, or sheer bloody-mindedness. A unit Falling Back can attempt to regroup by taking a Leadership test at the start of its Movement Phase so long as:

- It has at least 5 models left.
- There are no enemies within 6".
- The unit is in coherency.

If the unit successfully passes its Leadership test it regroups. It cannot move any further during that Movement Phase, except that models are allowed to Consolidate. Once a unit has regrouped it fights as normal. For example, it can shoot (though it does count as if it had moved on the turn it regroups) or launch an assault if it gets the chance. A unit forced to regroup before its turn was due e.g., by being assaulted by an enemy – can act normally in its next turn.

If the unit fails its Leadership test, (or cannot regroup because of the restrictions given), then it must continue to Fall Back, and is moved a further 2D6".

Leaving the Battle

Once a unit reaches the table edge it is considered to have left the immediate battle and may not return. Note that there is no need for individual models in the unit to move 'off' table – once a model reaches the edge, that unit is gone! The unit takes no further part in the battle and is removed, doubtless spreading tales of the unstoppable nature of the foes they were facing to their compatriots in the rear areas.

COMMAND GROUPS

No army in the First World War went into battle leaderless, although granted some poor bloody infantrymen might have preferred to. Every company had an officer with a few aides and every battalion had a higher ranked officer and his staff to help direct the battle. In The Great War we have turned these 'units' into Command groups.

Command groups have the following features:

- Any unit in Command Range of the model in the Command Group that represents the relevant commander may benefit from his Leadership.
- Any unit in Command Range of the model in the Command Group that represents the relevant commander may roll a Leadership test to target any other unit than the nearest.
- You may not target a Command Group unless it is the nearest target although some weapons fire may scatter onto them.
- Command Groups do not suffer a –1 Leadership for being less than 5 models.
- Command Groups may regroup even if reduced to less than 5 models (you still may not regroup if within 6" of an enemy model or if not in unit coherency).

Command Structure

All units in your Battalion may benefit from their Battalion Command Group benefits. If playing more than one Battalion, each unit may only draw benefit from their Battalion Command Group and not from any other one.

Companies are composed of a varying number of platoons and a Company Command Group. They are bought as a single choice in the army list (see Choose Forces page 67) though each Platoon and Command Group can act independently on the battlefield.

Platoons bought as part of a Company benefit from their Company Command Group's Leadership when in Command Range.

Platoons cannot benefit from another Company Command Group's Leadership or orders.

Units not part of a Company may therefore only use their Battalion Command Group's Leadership and orders for Target Priority.

Command Range

Command Range is the distance at which the Leadership effects of the Commanding Officer are noticeable. Some armies, due to their poor officers, have a limited Command Range.

12" is the Standard distance.

To use the Commanding Officers Leadership, a unit must have at least one model in Command Range distance from the Commanding Officer model in the Command Group unit.

Command Groups should always take any tests they are required to make first, before other units can use their Leadership value.

You cannot use a Commanding Officers Leadership in the following circumstances:

- The Command Group is Falling Back.
- The Command Group is Pinned.

Targeting Command Groups

A Command Group is a small unit usually standing behind their soldiers. In the heat of battle, it is unlikely that the enemy soldiers would spot the officer's unit in the middle of his formation. Most armies took great care to ensure that their officers were hardly recognizable from rank and file units.

This means that:

- You cannot choose to target the Command Group with any of your units, unless it is the nearest target available (ignoring Falling Back units and units reduced to less than 5 models). .
- You cannot place a template so that the hole is centered on any model in the Command Group unit. Due to scattering however it is possible for some template weapons to still land on a Command Group.

The Movement Phase

The Command Group follows all the movement rules for models of their type, be it infantry or cavalry.

VEHICLES

On September 14th 1916, the BEF deployed the first tanks onto the battlefield. They did not have an auspicious start, of the 49 tanks ready to go into action only 32 actually made it to the starting point on the British side. Of those 32 only 9 made it across to the German lines.

This section covers the rules for Tanks and Armoured Cars used in The Great War.

Vehicle Characteristics

Vehicles have characteristics that define how powerful they are in a similar way that soldiers do. However, as vehicles do not fight in the same way their characteristics are different. Vehicle characteristics are as follows:

Type	Front Armour	Side Armour	Rear Armour	BS
Mark IV tank	11	10	10	5+

Type

Vehicles come in a several different types. The different types are Tanks, Fast Tanks and Armoured Cars.

Armour Value

The Armour Value of a vehicle tells you how hard it is to damage. Vehicles have separate Armour Values to represent their protection on their front, sides and rear.

Ballistic Skill

Vehicles have a BS value just like soldiers and it represents the accuracy of the crew as they fire at their enemy with the vehicles weapons. The BS is generally less than normal soldiers, to represent the fact the vehicle is moving, and has more limited visibility across the battlefield.

Vehicle Movement

Tanks

World War One Tanks moved across no mans land at a speed of 3-4 miles per hour, about the speed of the advancing infantry. As such, Tanks have a speed of 6".

Tanks, unlike most other models can only turn once at any point of their movement. Tanks turn by pivoting on the spot about their centre point. Turning does not reduce the vehicles move, but once the Movement Phase is over they can only make turns as described in the Shooting Phase to bring weapons to bear if they have not actually moved in the Movement Phase.

Fast Tanks

Late in the war the BEF introduced the Whippet and the French introduced the FT-17 (the most produced tank of the war). These were faster moving, lighter and more maneuverable than the earlier Mark IVs and St. Chamonds. These tanks were able to advance rapidly on the battlefield in order to achieve the breakthrough that the Allies were desperately seeking.

We refer to these tanks as Fast Tanks in the army lists. Fast Tanks can move up to 9" (instead of 6" for other tanks) and are more efficient with their weaponry while moving, as demonstrated by their separate entry on the Vehicle Movement and Shooting table.

Unless otherwise specified they are subject to all other rules for tank movement such as the Breakdown and Difficult Terrain tests, etc

Armoured Cars

Armoured Cars are fast vehicles, and they have a movement of 12". However if you have a road an Armoured Cars speed increases to 18" as long as it stays on the road. Armoured Cars can turn any number of times as they move just like any other model.

Terrain Effects

Tanks that move out of, into or through Difficult Terrain risk becoming stuck, or bogged down. A Tank tests whenever it attempts to enter Difficult Terrain, move through or out of it. If the test is failed, the Tank halts immediately. If it was attempting to enter Difficult Terrain it stops just outside. If a Tank has moved up to 6" the test is taken on a single D6. If the dice rolls a 1 the test is failed and the Tank is immobilised for the rest of the game, while

Crossing A Trench: In order to cross a trench a dice roll is required and the Mark IV D56 has rolled a 6 and can cross safely. Mark IV D47 has failed the test by rolling a 2, but as it is equipped with a fascine it can reroll this result and has gets a 5, also enabling it to cross successfully.

a 2–6 means that it can carry on moving. For Tanks moving more than 6" you roll 2D6 and if either dice comes up a 1 the Tank is immobilised for the rest of the game, however if both dice come up as 1's the Tank is considered to be so bogged down that it counts as destroyed. Armoured Cars are not allowed to cross Difficult Terrain, if for some reason they enter difficult ground they are immediately bogged down and count as destroyed.

Trenches

Trenches are a special type of Difficult Terrain for Tanks. Due to the varying width of trenches and the different abilities of the various Tank types to cross them there is a table to use whenever a Tank tries to cross a trench.

When the tank gets up next to the trench roll a D6 and consult the table below:

1	Tank is permanently ditched and cannot move for the remainder of the game.
2, 3	Tank gets stuck trying to cross, no move this turn but roll again on the table next turn.
4, 5, 6	Tank crosses successfully.

Tanks equipped with a Fascine are allowed a re-roll on this table but have to accept the result of the second roll.

Tanks and wire

World War 1 tanks were an excellent way of breaking through enemy wire. If a tank moves through a wire section the wire section is removed.

Tank Breakdown

Early tanks were extremely unreliable, you were considered lucky if more than half of your tanks were in working order at any given time. Too take this into account any tank that moves in its turn must roll a D6, if a 1 is rolled, roll another D6 and consult the Breakdown Table. If the Tank has moved 3" or less (6" or less for Fast Tanks), after consulting the Breakdown Table you may re-roll the dice once.

Breakdown Table

D6 Roll	Result
1	Smoke starts pouring out of the tank, any shots it takes are at -1 to hit or an extra D6" scatter for barrages.
2	Overheating, its getting hot and the crew opens the hatches, treat any glancing hits as penetrating.
3	Drive Gear Jams, Tank will move 6" in a straight line from now until it hits something or is destroyed.
4	Throws a track. Can still fire weapons but cannot move for the remainder of the game.
5	Breaks Down. The tank can not move or fire this turn as the crew is frantically working to repair the tank. It will act normally on its next turn.
6	The engine spits and sputters but then catches and runs normally – no effect, the tank acts normally.

Vehicles and Shooting

When a vehicle fires, it normally uses its own BS characteristic (representing the BS of the crew) and shoots like other units. Vehicles can fire weapons on the move but are limited in the number of larger weapons that they can fire. Refer to the Vehicle Movement and Shooting table below. Also a vehicle is not required to fire its weapons at a single target, especially since most tanks had weapons facing in all directions. Vehicles are allowed to fire a weapon at any target in that weapons arc and may fire at more than one target if they wish.

Vehicle Weapons

Vehicle carried by vehicles differ from the ones used by infantry. The limited line of sight and the difficulty to load the weapon with ammunition explain why they are less efficient.

The stat line of weapons carried by vehicles are:

Weapon	Range	Strength	Special
Machine Gun (MG)	18"	4	Pinning
Gun	24"	4	Large Blast Marker, Pinning

Vehicle Machine Guns

Vehicle Machine guns shoot 6 times during the Shooting Phase and are not able to use Sustained Fire or Sweeping Fire HMG special rules.

Although tanks and armoured cars were equipped with HMGs, in order to ensure vehicles are used on the gaming table in the way they were used historically, the weapons are deliberately different.

Vehicle Guns

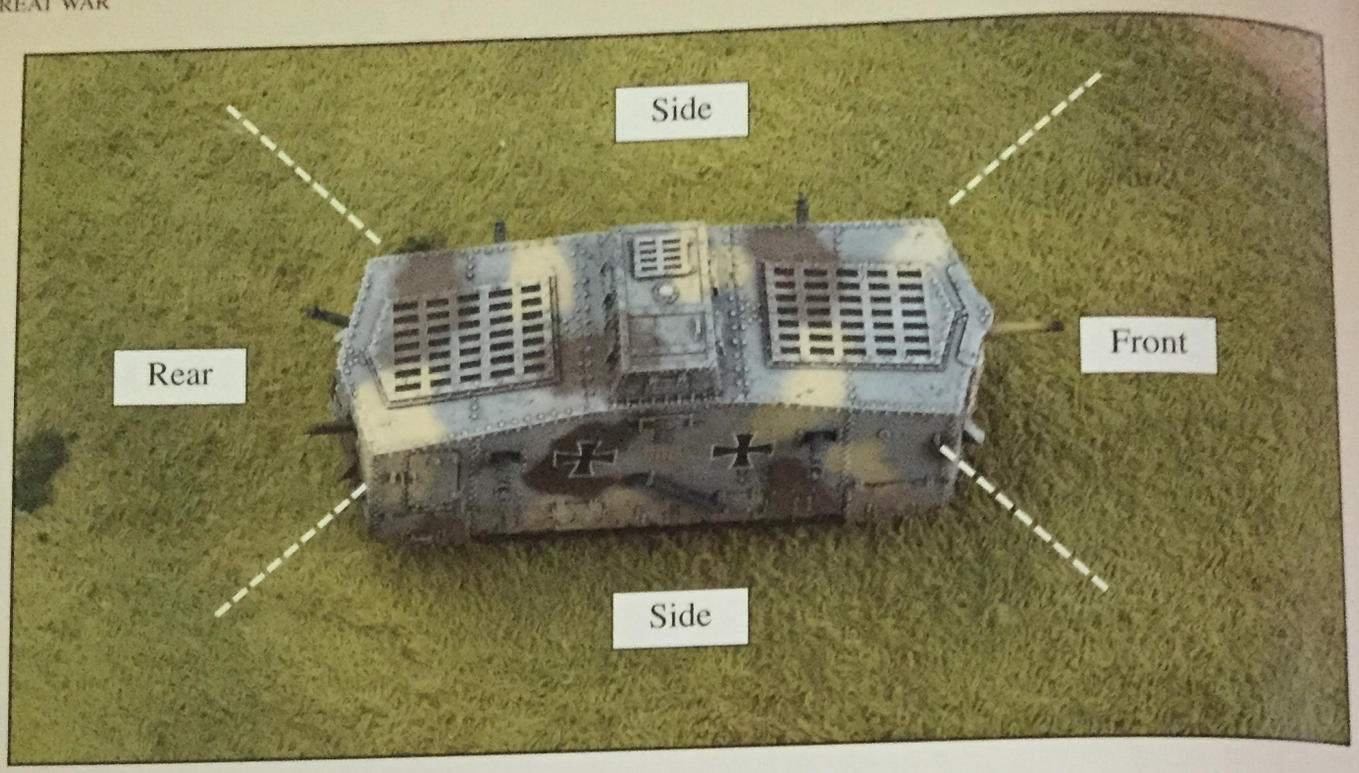
Vehicle Guns follow the shooting procedure and special rules of Medium Field Guns. Refer to page 42.

Although tanks were armed with a range of different calibre guns, to ease game play we have given them all the same effects.

Vehicle Movement & Shooting Table

Movement	Tanks	Fast Tanks	Armoured Cars
Stationary	All weapons	All weapons	All weapons
Up to 3"	Up to 1 Gun or All Machine Guns	Up to 1 Gun or All Machine Guns	All weapons
Up to 6"	All Machine Guns	Up to 1 Gun or All Machine Guns	Up to 1 Machine Gun
Up to 12" (9" for Fast Tanks)	NA	Up to 1 Machine Gun	

Notes: Tanks can always use all their weapons as long as they have not moved.
If moving up to 3" they can use either one gun or all their MGs assuming they actually have a choice.
Other Vehicles can use all their weapons if moving 6" or less, and up to one MG if moving up to 12".
Remember that Vehicle weapons can each pick a different target within their line of fire.



Choosing a Target
Vehicles have the advantage of being able to automatically pass the Leadership test required to target enemy units other than the closest. They are still bound by the Line of Fire restrictions (i.e they must be able to draw a Line of Fire to their target).

Turning to Face
Tanks may not pivot during the Shooting Phase. Armoured Cars may pivot, but the pivot counts as a Movement for determining the number of weapons able to shoot.

Some vehicles have turrets that can swivel around to engage targets that the vehicle is not necessarily facing.

Turret mounted weapons can turn before shooting. This does not count as Movement.

Firing Weapons
The rules for firing vehicle weapons are the same as the rules for firing the same types of weapons by infantry – you roll to hit, roll to Wound, and then make Cover Saving throws as appropriate.

Vehicle Line of Sight
Just like infantry, vehicles need to be able to draw a Line of Sight to their targets in order to shoot at them. Vehicles trace their Line of Sight for shooting directly from the weapons mounting. Weapons mounted on vehicles often have a limited arc of fire and may not fire on units that are outside this arc. Nevertheless, for the purpose of shooting, each vehicle mounted weapon counts as a different unit and so, can pick his own target. A tank may then shoot at more than one target unit in a given turn.

Choosing a Vehicle as a Target
Any of your units can choose the closest vehicle as a target. Just as when shooting at infantry, they may take a Leadership test to fire at one further away. When a unit fires at a vehicle it must direct all of its shooting at it.

Roll to hit against vehicles in the same way as you would against other units. If any hits are scored you then roll for each to see if they penetrate the vehicle's Armour Value, as explained later.

Vehicle Armour Values

Not all vehicles are armoured equally. As such, each different type of vehicle will have different Armour Values, with individual vehicles varying depending on whether the shot comes from the front, side or rear.

If the hole in the middle of a Blast Marker is not over the vehicle but the Blast Marker is, then the Strength of the shot is halved (rounding fractions down).

In the case of a barrage weapon of any kind, if the hole in the middle of the Blast Marker ends over the vehicle, the shot is assumed to hit the Rear of the vehicle. Use the Rear Armour value for such hits

Armour Penetration
Hitting a vehicle is no guarantee that you will actually damage it. Once a hit has been scored on a vehicle, roll a D6 and add the weapons Strength characteristic to it, comparing this total against the vehicles Armour Value.

- If the total is less than the vehicles Armour Value, the shot has no effect.
- If the total is equal to the vehicles Armour Value, the shot causes a glancing hit.
- If the total is greater than the vehicles Armour Value, the shot causes a penetrating hit.

Damage Rolls

A hit on a vehicle can have a variety of results. A vehicle's armour could be completely pierced, yet merely result in giving the crew a nasty shock. Alternatively, a lucky shot could detonate ammunition stored within the vehicle. If a vehicle's armour is breached, you need to determine what damage is caused. Roll a D6 for each shot that glanced or penetrated the vehicles armour and look up the result on the appropriate damage table below.

Glancing Hit

(Weapon Strength + D6 = Armour Value)

D6	Result
1-2	Crew Shaken
3	Crew Stunned
4	Armament Destroyed
5	Immobilised
6	Vehicle Destroyed!

Penetrating Hit

(Weapon Strength + D6 > Armour Value)

D6	Result
1	Crew Stunned
2	Armament destroyed & Crew Stunned
3	Immobilised and crew stunned
4	Vehicle Destroyed
5	Vehicle Destroyed
6	Vehicle Explodes!

Damage Results

Crew Shaken
The vehicle is rocked by the attack, but no serious damage is sustained. The vehicle may not shoot next turn.

Crew Stunned
The vehicle is seriously knocked about by the attack. The vehicle may not move or shoot next turn.

Armament Destroyed
One of the vehicle's weapons is ripped off by the force of the attack or its crewmen killed or wounded. A weapon chosen by the attacker cannot be used for the rest of the game. If a vehicle has no eligible weapons left, treat the result as immobilised instead.

Immobilised
The vehicle has taken a hit that has crippled a wheel or track. It may not move for the rest of the game. An immobilised vehicle may not turn in place but its turret (if it has one) may continue to rotate to select targets, and other weapons retain their normal arc of fire. Further immobilised results count as armament destroyed instead.

Note: A vehicle which suffers an immobilised or armament destroyed result when it has no weapons left, and is already immobilised, counts the result as a Vehicle Destroyed result instead.

Vehicle Destroyed
The attack critically damages the vehicle. The vehicle is destroyed and becomes a wreck.

Vehicle Explodes!!
The vehicle's fuel and ammo detonate, ripping the vehicle apart in a spectacular explosion. Flaming debris is scattered D3" in every direction, measured from the vehicles edges. Models suffer one Wound on a roll of 4+ (Cover Saving throws allowed), but other vehicles struck by this debris are unaffected. The exploding vehicle becomes a wreck. The D3" affected area around the vehicle also becomes Difficult Terrain with a 5+ Cover Save representing scattered wreckage or craters.

Wrecks

A wrecked vehicle should be marked with some cotton wool smoke and flames and left on the table. It continues to block Line of Sight as if it were intact but counts as Difficult Terrain for infantry movement. It provides a 4+ Cover Save for models on top of it or looking around it.

Its worth noting these results are all deliberately simplistic for ease of game play and players can, should they both agree, modify the charts to suit themselves.

Obscured Targets

Vehicles do not benefit from cover in the same way as infantry – their sheer size means that they will be relatively easy to hit. They can position themselves in such a way as to make it harder for the enemy to hit them in a vulnerable location.

When firing on a vehicle, check that the firing models have a clear view of the whole surface (front, side, or rear) of the vehicle that they are firing on.

If at least 50% of the side they are firing at is obscured by intervening terrain, or by other vehicles, artillery models, or wrecks then the target is classed as obscured. If the target is obscured and a glancing hit is scored, the vehicle owner rolls a D6. On a roll of 4+, the hit is cancelled.

If the target is obscured and a penetrating hit is scored, the vehicles owner rolls a D6 – on a roll of a 4+, the penetrating hit is downgraded to a glancing hit.

Vehicles and Assaults

Vehicles can be both very dangerous and very vulnerable at close quarters. On one hand, massive armoured vehicles can scatter infantry before them, as no one in their right mind would wish to be caught beneath the tracks of the iron beast. On the other hand a stationary vehicle can often be easily destroyed, as individuals clamber over it, attaching grenades and shooting into vision slits.

Tank Shock

Tanks can overrun enemy units during their Movement Phase. During their Movement Phase, a player can declare that a tank is going to attempt to Tank Shock an enemy unit. If the tank has sufficient movement to get into contact with any model of the targeted unit, the enemy must move aside and infantry may be forced to Fall Back.

To make a Tank Shock attack you must first specify the direction of movement before moving. After the initial turn, you may not change direction during the move. Next, measure to see if any enemy units will be reached by the tank. If an enemy unit is not reached, just move the vehicle and no Tank Shock takes place. If a unit is overrun by a tank and individual models would end up underneath the vehicle, they must be moved out of the way by the shortest distance (maintaining Unit Coherency if possible) but otherwise the unit is unharmed.

Remember that vehicles cannot move over friendly models and may not be able to move over wrecks.

If an infantry unit has to move models in response to a Tank Shock, it must take a Morale check. If an infantry unit fails its Morale check it will Fall Back. A tank may still shoot if Tank Shock is successful or not.

Infantry Assaulting Vehicles

Infantry can pose a grave risk to vehicles if they get close enough. Soldiers can wreck a vehicle by shooting through vision slits, planting explosive charges, or some other imaginative act of mayhem.

Whilst vehicles can be assaulted by infantry, they cannot be locked in Close Quarters Combat by them, so when a vehicle's player turn comes around it can simply drive off (unless damage prevents it). Alternatively it could just remain stationary and blaze away with its weapons at the enemy around it.

Launching an assault

A unit can engage a vehicle by assaulting it in the Close Quarters Combat phase. The assault move is conducted just the same as when assaulting other units. Models can only assault the side of the vehicle facing them at the start of their assault.

You may never assault the Front of a vehicle that moved in its previous turn. As assaulting a tank can be a dangerous task, any unit declaring an assault against a tank must pass a Morale test to do so. If failed, the unit doesn't launch the assault.

Hits

Models attack vehicles with the same number of attacks as they would if attacking any other unit – so a model gets +1 for the Fix Bayonets modifier, for example. The roll to hit score needed is as follows:

Target	D6 roll needed
Attacking a vehicle that is Immobilised or was stationary in its previous turn.	Automatic hit
Attacking a vehicle that moved 6" or less in its previous turn	4+
Attacking a vehicle that moved more than 6" in its previous turn	6+

Armour Penetration in Close Quarters Combat

Armour penetration is worked out as normal (D6 + the Strength of the attacker).

Grenades

A well placed grenade can often severely damage or destroy a vehicle. Grenades have to be clamped or placed so as to inflict enough damage, so each model using them can only make one attack, regardless of the number of attacks on their profile or any other bonus normally gained in the assault. Only models in base contact with the vehicle may attack it using grenades.

Against vehicles grenades have the following armour penetration:

6 + D6 armour penetration

Results

At the conclusion of a round of Close Quarters Combat against a vehicle there are no Sweeping Advances or Consolidation moves. The vehicle and infantry are free to simply move away on future turns.

Models that have assaulted a vehicle are not classed as locked and therefore can be shot at during the Shooting Phase, just bear in mind Large Blast Markers and templates may well hit both sides.

Vehicle Morale

Vehicles don't need to take Morale checks for any reason; they are clanking great behemoths. It is assumed that in all cases the vehicles crew has unshakeable faith in both their vehicles and you as their supreme commander. Any occasional lapses that do occur are represented by shaken and stunned crew damage results.

Special Rules

These rules may apply to units in many of the armies of The Great War, so they are listed here for convenience.

Assault Training

This ability represents the training that some units benefit from and that enables them to move more quickly on the battlefield.

If not Assaulting, any unit with this capacity may move 1D6" in the Assault Phase, ignoring penalties for Difficult Terrain. Models in the unit may not come within 1" of an enemy model or unit.

Scouts

In the right circumstances, stealthy soldiers have the ability to work their way into a forward position on the battlefield. Once both sides have completed deployment, but before the battle begins, each unit with the Scout ability may be moved D6" further onto the table, ignoring penalties for Difficult Terrain.

If both sides have scouts, the winner of a Strategy Roll may decide to move his scouts first or second.

Pioneering Equipment

Pioneering equipment consists of wire cutters, Bangalore torpedoes, shovels, and anything that might be of use in removing wire. If a unit with pioneering equipment ends their movement phase with at least 3 models in contact with barbed wire, they will remove it at the end of the turn providing they do not shoot in the Shooting Phase or assault in the Close Quarters Combat Phase. They may move normally on their next turn. A single unit can remove more than one barbed wire section, provided at least 3 models from the unit are in contact with each section of wire.

Infiltration Tactics

Soldiers trained in Infiltration Tactics are better trained at crossing Difficult Terrain such as shell cratered ground, obstacles and woods. To represent this, any unit with this training may roll 3D6 and pick the highest result when moving through Difficult Terrain rather than 2D6.

Bombers

Bombers are the soldiers that would carry sandbags full of grenades into the fight so they could shower the enemy with grenades just prior to the assault. Bombers may make a special attack instead of firing their rifles. Their attack has a range of 8" and is at Strength 3. When a unit decides to use its Bombers ability, all models are assumed to throw grenades. You may not choose to have some models use firearms while other models throw grenades. The number of bombers in the squad determines the number of hits the target unit will take:

- 8 or more models in the unit, the target takes a D6+2 hits
- 4–7 models in the unit, the target takes D6 hits
- 3 or less models in the unit, the target takes D3 hits

This attack does cause a Pinning check. Cover Saves are not allowed against a bombers attack, this is because the grenades land in and around the troops and so they have nowhere to hide.

Bombers may assault after throwing their sackfuls of grenades and so will be able to throw standard grenades as they assault.

Spotters

Spotters are soldiers trained to spot for the guns and correct the fall of their shots. Spotters are assigned to mortars or field guns at the start of a battle. So long as the spotter is within 12" of their assigned weapon the weapon can use the spotter's abilities.

- If assigned to a mortar, the mortar can use the spotter's Line of Sight as opposed to its own. You still measure range from the mortar but use the spotter's Line of Sight to pick your target.
- If assigned to a field gun, the field gun can reroll any misses.
- Spotters cannot be targeted unless the unit is within 6" of the spotter.

Smoke

In World War One smoke barrages were used to hide movements from the enemy. Smoke is placed on Turn 1 in the Shooting Phase of the respective army. Use 2 Large Blast Marker templates side by side, in contact and forming a line (with cotton balls on it to represent the smoke), and place them where you want. The smoke may scatter 2D6". Smoke blocks all Lines of Sight for firing. On the Shooting Phase of Turn 2 the smoke

shrinks to the Blast Marker template (replace the Marker of your choice first and the other is placed in contact with it), and on Turn 3 it is removed completely.

Cavalry

All the major armies in World War One had large contingents of cavalry. They were used as scouting troops and throughout the war, held as a reserve to exploit the breakthrough that all the commanders hoped for.

This unit behaves differently on the battlefield than a normal Infantry unit. The exact changes are detailed below, divided between the different phases of the turn sequence.

Movement Phase

Cavalry moves at a speed of 9". Cavalry are capable of making a faster move if they concentrate on moving and do not take the time to fire their weapons. They may use the Elan special rule as described on page 98. In all other respects they move as infantry.

As cavalry was notoriously slow when crossing Difficult Terrain, they only roll 1D6 and use the result to determine how far they move. *Trenches* and *Barbed Wire* are impassable to Cavalry.

Cavalry may never move into a building. Cavalry may not Go to Ground, though it may be Pinned.

Before the start of the game, you may agree with your opponent to let the Cavalry dismount during the course of the game. Cavalry can only dismount at the start of their Movement Phase, if they are not Falling Back or are not Pinned. Remove the mounted models and replace them with appropriate dismounted models. The unit may move as normal, but will not be able to remount during the game.

Once a Cavalry unit has dismounted, the unit loses all benefits from the Cavalry special rule and is considered from now on an Infantry unit, though the unit keeps its equipment. The profiles of the Troops are replaced by the profiles of Soldiers from the Infantry Company of their army list. Captains profiles remain unchanged. Dismounted Cavalry are not considered Light Troops anymore.

Shooting Phase

Cavalry follows the same rules as Infantry when shooting.

Saves

If cavalry moved in its turn it does not get any benefit of Cover Saves. Only if they remained stationary on their turn do they get a Cover Save.

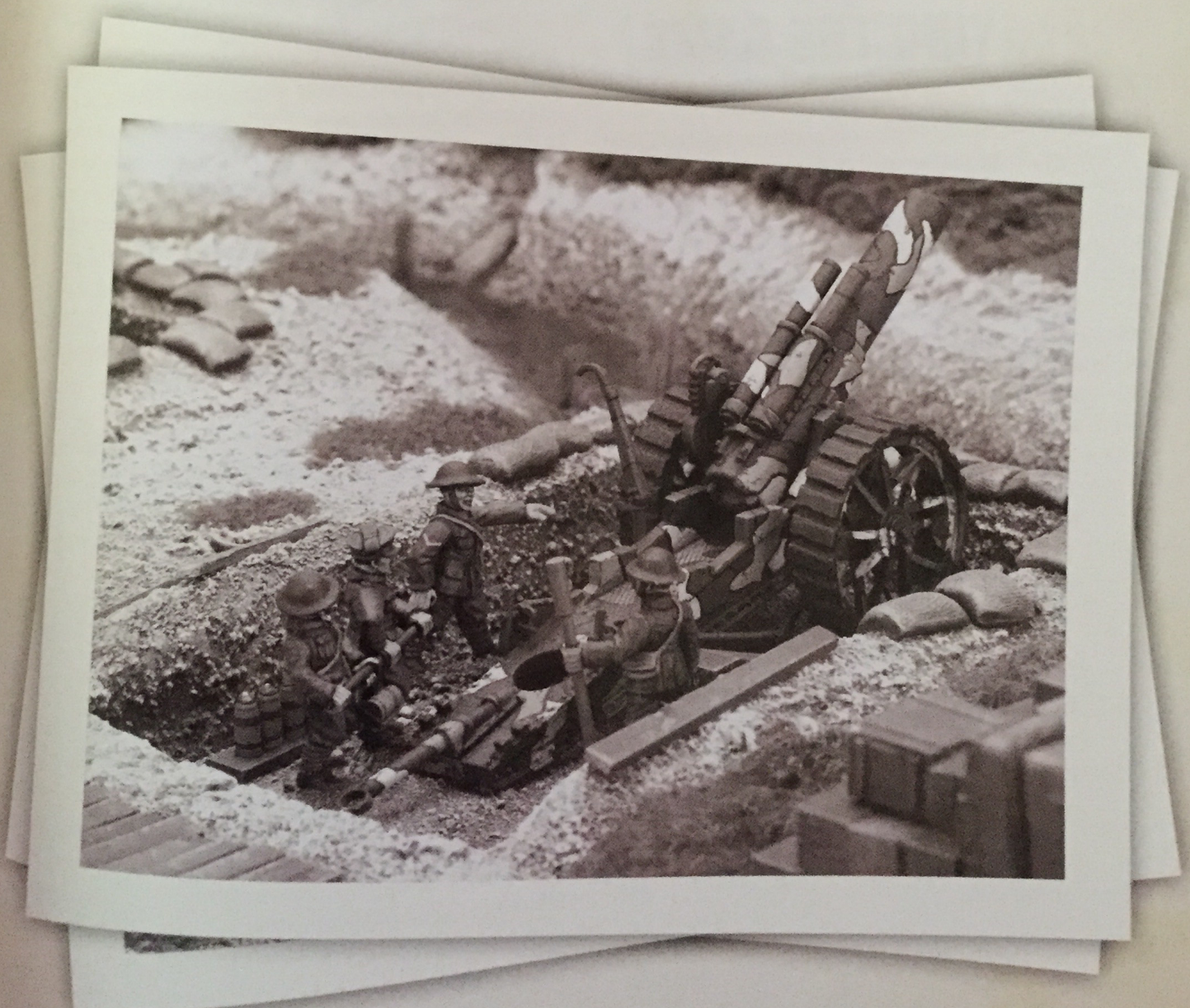
Close Quarters Combat Phase

Cavalry are capable of making an especially fast charge to assault their enemies. When assaulting they move 9". They are slowed by Difficult Terrain – but remember that a Cavalry unit only moves 1D6" in Difficult Terrain. Otherwise they assault exactly as Infantry would.

Morale

Cavalry Fall Back 3D6" due to their speed.

FIRST MANOEUVRES



ORGANISING A BATTLE

Now that you have got the rules for moving, shooting and fighting with your army we'll look at how to organise a game, including how to choose your force, how to set up the battlefield, and how to select a mission.

ORGANISING A BATTLE SUMMARY

1. Selecting Your Game Theme
2. Choose Forces
3. Prepare the Battlefield
4. Choose Mission
5. Deploy Forces
6. Start the Game!

PLAYING THE GAME

Selecting Your Game Theme

There are many ways of playing games using The Great War rules. Some players will wish to recreate a specific historical battle or engagement, with detailed orders of battle, accurately painted models and carefully constructed terrain. While for others, it will be all about simply playing a fun game using the army they have just collected or friends getting together to do battle with equally matched armies in a balanced game with an objective which will test their generalship and luck with the dice to the limit!

Each of these approaches will give a different experience of the game, depending on your gaming tastes. On any given night any of these options are correct, there is no right or wrong and indeed they can be mixed together. It is your game.

However, in order to help you on your way especially if you have never played a table top wargame before, we present a number of these different styles of play. More choice will be included in future Great War supplements and on the Warhammer Historical web site.

For simplicity, we have categorised these styles as follows.

Standard Missions

Operational Missions

Battleground Operations

Standard Missions offer balanced scenarios that will put your general's skills to the test. Both sides will have an equal sized force. They do not require any specific scenery and can be set up quickly. They are good for testing a new army list or playing with a new opponent and will need no preparation. As it was rare for forces to engage without purpose each mission has a choice of objectives.

Operational Missions offer an opportunity to take the Standard Mission and add some detail and purpose. They are inspired by real circumstances from The Great War. Some use the deployments found in the Standard Missions as a basis, others have new deployments but each mission has a different objective and will give a different style of play. Operational Missions also introduce the concept of Attack and Defend forces.

Battleground Operations are one of the best ways to experience the conditions and constraints of warfare between 1914 and 1918, setting your game in the wider scheme of First World War history. This setting will be a specific engagement of The Great War, such as the famous battles of Ypres, The Somme or Amiens.

They will provide a series of Standard and Operational Missions with additional special rules to translate the conditions of these battles to the tabletop, restrict the types of armies you can field and provide information on the amount of terrain you can use.

Battleground Operations will be featured in future supplements for the Great War along with additional Standard and Operational Missions.

Players may of course make up their own missions based around historical or hypothetical engagements, varying the way units are deployed, the victory conditions, the terrain, or even adding their own mission special rules to represent particular occurrences.

They may also decide to vary the army lists, to represent different forces more suitable to their missions or the historical scenario they are recreating.

Regardless of which style of play you choose, or if you have never played a wargame before, you and your opponent need to agree and select a theme for your game and choose the scenario and mission, then you are ready to move to the next stage. For convenience, and because we recommend you play your first few games of The Great War using the Standard Missions anyway, the next sections assumes that is the case.

Choose Forces

A game of the Great War can use as many models as you can get your hands on. The army lists included in this book specify the precise characteristics and abilities of each troop type, detail how many you can use and provide a points value for each. The better the soldier the more points they will cost. As noted earlier, a force is considered to represent a Battalion.

The most popular approach to playing a Standard Mission game involves both you and your opponent selecting forces to a previously agreed points limit. A limit of 1000 points a side produces a well balanced game that can be concluded in a couple of hours on a 6' x 4' table. As you build up your armies and enter the ranks of the veteran gamer, you will no doubt crave opportunities to get your entire figure collection onto the battlefield and play with bigger point value armies in specific missions of your own creation. Don't be in a mad rush to play huge points limit games – it is far better to start small and gain familiarity with the rules rather than trying to master everything at once. You will inevitably make mistakes in your first few games, so it is better to play a number of small, quick games to learn the ropes before moving up to a full-sized game.

As detailed in each army list, all the forces you can use are categorised broadly by type. These types are Headquarters (HQ), Core Companies, Battalion Support, Regimental Support and Divisional Support. These categories tell you something about the role the troops in question play in the army.

In some lists you will see that some Supports are indicated as Companies (e.g. Infantry Compnay or Highlander Company). If you select that support choice, you may field a single Platoon as it's not mandatory to field a full Company. The same goes for Cavalry Squadrons: you may select a single Troop if that is a preferred option.

If the Army List only gives the option to field a Platoon/Troop, you may still field a Company as long as the unit entry offers the option for Companies.

HQ

A headquarters unit usually includes an officer and staff (usually represented by 2 or more soldiers). These are the leadership units for your army and every army will have a headquarters unit to command it.

Core Companies

These are the soldiers that make up the bulk of your army and as such, every army will have at least two such units. A company usually includes a Command Group and 2 – 5 Platoons of infantry. For some battalions the term Company may be replaced by Squadron or Section but these units will still form the core of your force.

Battalion Support

These are light support units in your army. It also represents semi-specialised forces drawn from the battalion ranks. Light Mortars and HMGs usually fall into this category.

Regimental Support

Regimental Support units are more specialised and less common than Battalion Support units. Flamethrowers and field guns are types of Regimental Support units.

Divisional Support

Support units are literally the big guns and specialised support units of the army. In this section you'll find the heaviest items of equipment. Tanks and Heavy Mortars are examples of Divisional Support.

Note about Support choices:
When you see a Support choice that resembles this:

Regimental Support
(0 – 1 per Core Company choice)

77mm Gun
0 – 2 Light Mortar Sections
Jaeger Companies
0 – 2 Machine Gun Sections

This means that you get one Regimental Support choice per Core Company choice, so if you had made three Core Company choices you could take up to three Regimental Support choices. Within Regimental Support you are limited to a maximum of two Light Mortars (0–2) and two Machine Gun Sections (0–2). So if you have three Core Companies, you could take a Jaeger Company and two Machine Gun Sections as your Regimental Support but you cannot take three Machine Gun Sections as you are limited to a maximum of two.

In the Army List section, starting on page 87, you will find some example rosters that will also help you

...MEMO FROM HIGH COMMAND...

Despite the allure of many specialised units such as tanks and stormtroopers the key to victory in any Great War game will be your Core Companies of Infantry and Cavalry. Take plenty of them and deploy them wisely.

The Army lists

The lists in this book represent different battalions from the armies of the major powers on the Western Front in 1914 and 1918. Future supplements will cover the middle years of the war as well as some of the additional British Commonwealth forces from 1918.

To create your force you select one of the Battalion Organisation Tables that represents your models, be it a 1914 German Jaeger Battalion or a 1918 French Veteran Battalion. You then select units from that table, following any restrictions placed on the number of units or support choices, up to the total points you and your opponent have agreed to. Remember you have to take an HQ and two Core Company choices from your list before you can take any support units. The number of Core Company choices taken will determine how many of the various support choices you can include in your army. The larger your army the more support you are allowed, as bigger forces get more support.

Multiple Battalion Games

As your collection of miniatures grows, the urge to use them all at once will become hard to resist especially as you move to Operational Missions and Battleground Operations. Above a total of 2000 pts, the Battalion Organisation Tables can become a limiting factor. The table allows you to build the minimum sized battalion that can reasonably be expected to complete a mission. On a larger scale, an army will consist of many such battalions, each performing separate missions. If you want to play an especially large game then, as well as agreeing a points limit, you may wish to agree to increase the number of battalions. Each battalion will be a separate force, using its own Battalion Organisation Table.

You may field up to one Battalion per 1000 pts or part thereof. So a 1,500 pts army could be composed of up to two Battalions. All Battalions must come from the same list, but not necessarily use the same variant (a 1918 French army could be composed of a Veteran Battalion and a Second Line Battalion).

Each Battalion must still feature at least one HQ and two Company choices unless you agree differently with your opponent.

...MEMO FROM HIGH COMMAND...

Unit organisation in The Great War

Many of you might feel a bit lost with the terminology used throughout this book, and this "MEMO FROM HIGH COMMAND" is written to prevent any confusion in either the rules or the Army Lists. This brief presentation is by no means exhaustive, as there are many excellent books that deal extensively with the subject.

The armies involved in the First World War used the same basic structure but with different designations for each command level. To make matters more confusing different nationalities used the same designation (e.g. section) for different formations.

We have decided to stick to the most common names throughout this book, but the table below will give you the different appellations by nationality, if you wish to add a bit of flavour to your army.

The smallest independent tactical formation was the platoon. It was usually commanded by a Lieutenant, the lowest commissioned rank. The platoon was divided up into 3 to 6 sections, each lead by a senior NCO. Two to Five Platoons formed a Company, with a company HQ commanded by a Major or Captain.

A Battalion was formed up of 3 to 5 Companies, under the leadership of a Major or Lieutenant Colonel. During the First World War it was the smallest level of organisation that was capable of any kind of independent action, i.e. without support and guidance from higher echelons.

This table shows the breakdown of the commands of infantry formations and in parenthesis you'll find the rank of the commanding officer.

BEF
Battalion (Lieutenant Colonel or Major)
Company (Major or Captain)
Platoon (Lieutenant)
Section (Corporal)

French Army
Bataillon (Lieutenant Colonel)
Compagnie (Commandant ou Capitaine)
Section (Lieutenant)
Gruope (Sergent)

German Army
Battalion (Major or Oberstleutnant)
Company (Major or Hauptman)
Zug (Oberlieutnant)
Gruppe (Gefreiter or Unteroffizier)

For the Cavalry arm the company was known as a Squadron and the platoon as a Troop.

By 1918 the sections within a platoon had became somewhat specialised in their tasks. Usually at least one section was organised around its light machine gun, while one section was used in assault (with bombs or even close combat weapons), and one for fire support with multiple grenade launchers. For simplicities sake and to keep the game flowing we've allowed some platoons to be entirely upgraded to Bombers or add light machine guns or grenade launchers etc. We've reduced the effects of this equipment to represent the fact that historically not all members of the Platoon were equipped with it.

PREPARE THE BATTLEFIELD

Setting up a well-modeled, interesting battlefield will enhance the enjoyment that you get from playing a game of The Great War. Many players will happily collect several armies before even considering the possibility of investing some time and effort in producing good terrain. This is a shame, as a new set up for your games can breathe fresh life into the most heavily used armies and missions. Adapting your tactics from fighting in rolling woodland to fighting in a war torn town is both challenging and fun.

It is best if terrain placement is done by mutual consent. A common convention is for the player hosting the game (or arriving first) to set up the terrain, and for the other player to have choice of the table edge. In the mission descriptions this player should be assumed to have won the dice-off for table edge or quarter. In tournament play, terrain will often be pre-set by the organisers, in which case a roll-off is needed for starting table edge. In other circumstances the players should mutually set up the terrain, ensuring that the set up is acceptable to both.

How Much Terrain?

During World War One, battalions were usually required to take possession of villages, woods or high ground as part of the wider offensive. These types of action ideally suit themselves to Great War games, and players prepared to spend some time in further reading will find many excellent examples to use as settings for their games. Where possible we have given some suitable examples to link the missions in this book to particular actions.

The amount of terrain placed will depend on the type of mission or theme of your game. As a general rule at least a quarter of the playing surface and up to a third should have terrain on it, although there could be more if you are depicting a trench assault across a crater riddled No Mans Land or an attack on a village.

An equal division between terrain that blocks Line of Sight and provides cover (such as woods or buildings), terrain that blocks Line of Sight and doesn't provide cover (such as hills) and terrain which does not block Line of Sight but provides cover (such as scrubland and craters) makes for good tactical play, although this is entirely subject to the players preferences and theme of the game. Terrain pieces can be of any size but Area Terrain will need to be larger in order to get any real benefits, and while a field of crops may be quite regular in shape, woods should be more irregular looking and you may want to build or buy your terrain with this in mind.

Here we discuss two examples of terrain set-ups made by Dave Andrews.

TRENCH WARS

This terrain set-up is very suitable for missions set in the late part of the war. The table is 8' x 4' but made in modular sections so either end piece can be removed for flexibility when playing games. Whilst the table is used mainly for Operational Missions, there are plenty of choices for objectives if playing Secure and Hold. For Meeting Engagement missions the trenches will add a new dimension of tactical play as both sides need to cross them in order to engage and take possession of table quarters. This is representative of the desperate fighting that could occur after an attack has reached the enemy lines, and the defender launches their counter attacks.

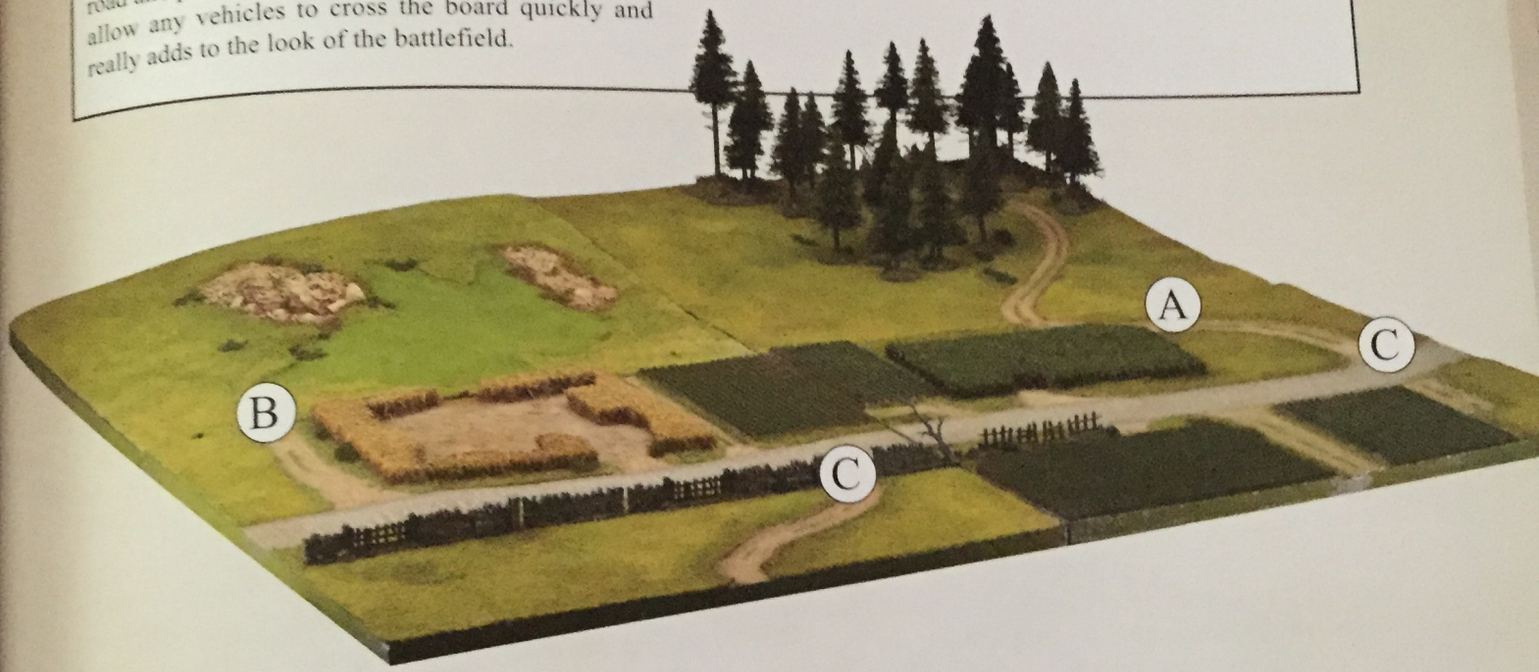
Flanders Fields

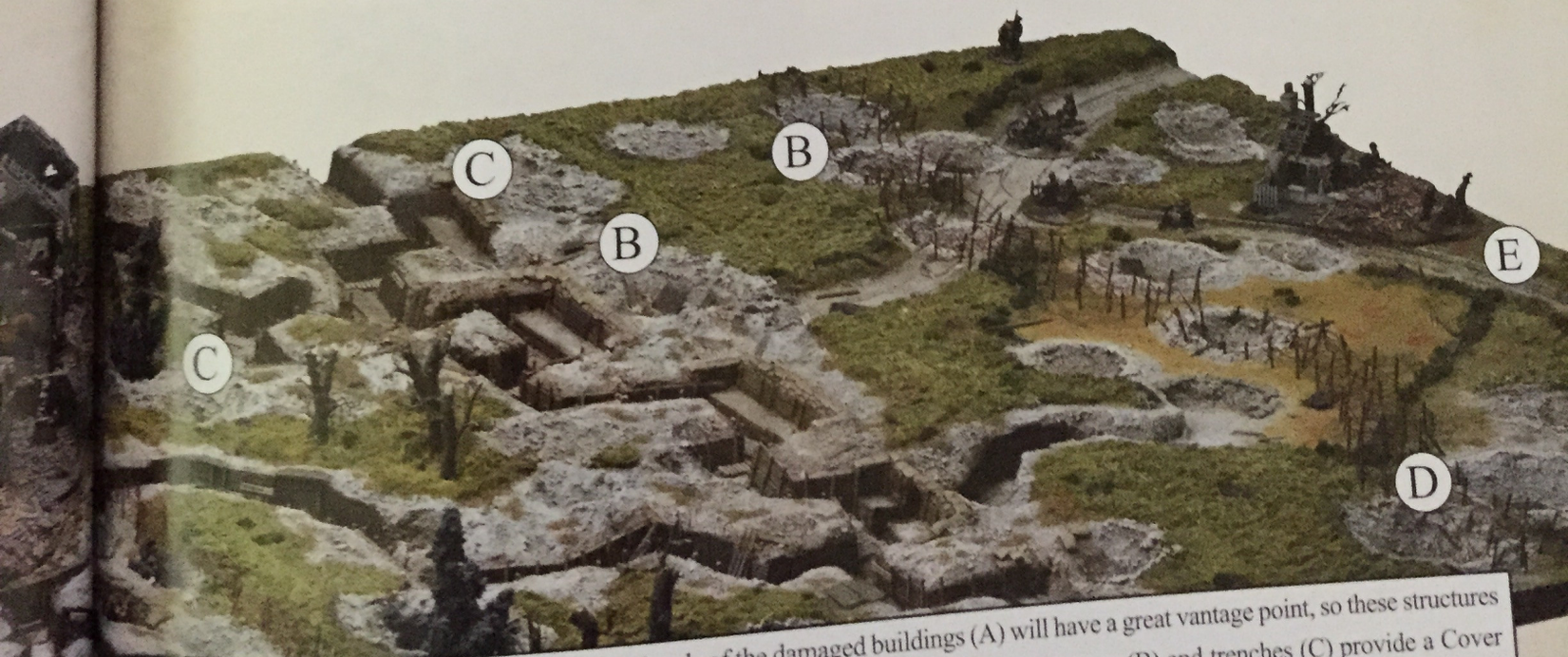
This terrain set up is very suitable for Standard Missions set in the early part of the war. The table is 4' x 4' and ideal for small games of around 700 points per side.

If playing the Meeting Engagement mission the woods in one table quarter make it difficult to take, and its opposite quarter, protected by a wall and a tilled field is equally easy to defend, so its likely most of the main action would occur on the slopes of the hill.

If playing Secure and Hold, selecting objectives on the hill, the edge of the wood and the road will give real purpose and theme to the game, as the fight will obviously be to control a transport link between two settlements.

On a table such as this, the green crops (A) could be Area Terrain and block Line of Sight, while the wheat field (B) could also be Area Terrain, but not block the Line of Sight if shooting at targets beyond it, to represent a dip in the terrain or the trampled down wheat providing some cover. The tilled field areas (C) could be classed as Difficult Terrain. The road and pathway up to the two clumps of wood could allow any vehicles to cross the board quickly and really adds to the look of the battlefield.





On a table such as this, models in the upper levels of the damaged buildings (A) will have a great vantage point, so these structures will be tactically important – especially if objectives are placed within them. The craters (B) and trenches (C) provide a Cover Save and as these are sunk into the terrain, it is easy to see that they will not block Line of Sight. The barbed wire (D) already has some access points through it, and so, it is unlikely when playing missions that use barbed wire there would be any need to place any more. The sunken road (E) will also provide cover for the attacker as they deploy and move forces up into attack positions.

...MEMO FROM HIGH COMMAND...

++ A player who builds distinctive terrain that makes for a fun game will find himself in much demand for games, and deserves as much kudos for his trouble as a player with a particularly well painted army. ++

Choose A Mission

Standard Missions are the most common way The Great War battles are played. They are relatively simple, and do not require an army that is designed specifically towards a single style of play. There are two Standard Missions to choose from. You can either agree with your opponent which Mission to play, or roll a D6 and consult the table below.

D6 roll	Mission
1-3	Meeting Engagement
4-6	Secure and Hold

Some of the missions have special rules listed, but you are by no means required to use them all. In fact it's probably better if you try a few games without any of them at first and then gradually add special rules to your game.

Remember that if you and your opponent agree you can use or disregard any of the special rules as you see fit. These are just there to add a few twists to the game.

We have also included a brief historical example for each mission, so players can theme their games and this will be expanded further in the Battleground Operations in future supplements.

Feel free to move terrain to theme it to your game and further reading will give you many more examples from the battles of The Great War.

...MEMO FROM HIGH COMMAND...

++ Remember if you have any questions about the terrain discuss them with your opponent before the start of the game to avoid any confusion. ++

Scoring Units

During the military offensives of the late part of The Great War, the most powerful and specialised units either assaulted the objectives to take them, or broke through enemy lines and pushed on to secure ground. Following behind, to secure and control these objectives were the infantry companies who made up the bulk of any fighting force.

The concept of scoring units is central to the majority of the missions presented here, missions are won or lost entirely by getting more scoring units onto the objective than the enemy.

An army's infantry platoons, cavalry troops and command groups are the only scoring units available. There are a few exceptions when a scoring unit does not count as scoring:

- If it is Falling Back or Pinned.
- If it is less than 5 models.

Strategy Ratings

Some armies have elaborate command and control systems that allow them to react quickly to changing battlefield conditions. Others rely on applying pressure everywhere at once and lack the means to set the agenda on a given part of the battlefield. In The Great War these differences are reflected in an army's Strategy Rating. When a strategy roll is called for, players roll a D6 and add their Strategy Rating which can be found in their Army List. The player with the highest result then gets to choose the mission, deploy or move first or some other benefit.

Standard Missions

Although there are only two missions, when combined with the different methods of deploying your forces that you will read later, you will have a number of variations, and once familiar with the missions, you will be able to tailor them even more to suit yourselves.

------ Meeting Engagement ------

Both forces are attempting to clear the area of opposing troops and take control of important territory. Roving forces should be on the lookout to seek and destroy any enemies they encounter.

...OPERATIONAL BRIEFING...

+++ Victory Conditions

The player that controls the most table quarters at the end of the game wins.

To control a table quarter there must be no scoring enemy units and at least one scoring unit of your own in the quarter. A unit can only occupy one table quarter- if it is spread over more than one quarter, it will control the one with the majority of its models in.

+++ The Battlefield.

The table is divided into four areas formed by drawing imaginary horizontal and vertical lines through the centre point. A 6' by 4' table would have four 3' by 2' quarters.

Should you wish, you can decide to quarter the table along the length or width of the table in strips as this will give a very different approach to the tactics used in the battle.

+++ Special Rules

The *Dawn or Dusk Attack* and *Reserves* special rules may be used.

+++ Game Length

The game lasts for 7 turns and then uses the *Random Game Length* special rule.

NEWS FROM THE FRONT

Following their plan XVII the French armies were to take the towns of Sarrebourg, Nancy and Morhange in their advance into the Lorraine region. As they advanced the Germans withdrew until they lured the French into a position where they were able to launch devastating counter attacks on the advancing French armies. The Germans were then able to force the French armies out of Lorraine and began to sweep into French territory.

------ SECURE AND HOLD ------

You want to secure locations such as a wood or village on the battlefield to give your force the advantage of terrain and position in the greater offensive. You must hold the objectives while preventing your opponent from taking them.

...OPERATIONAL BRIEFING...

+++ Victory Conditions

The player controlling the most objectives at the end of the game wins.

At the end of the game you control an objective if there is at least one of your scoring units and no enemy scoring units within 6" of the objective.

+++ The Battlefield.

Before deciding Deployment Zones (see next section - Deploy Forces), the players must determine the position of D3+1 objectives. The winner of a roll-off chooses a point on the table to be an objective (by placing a counter on it, choosing a detail of a terrain feature, or any other method that is equally clear). Then the opponent does the same, and the players alternate choosing a point on the table until the position of all the objectives has been determined. These objectives may not be in impassable terrain, nor within 12" of a table edge or another objective.

+++ Special Rules

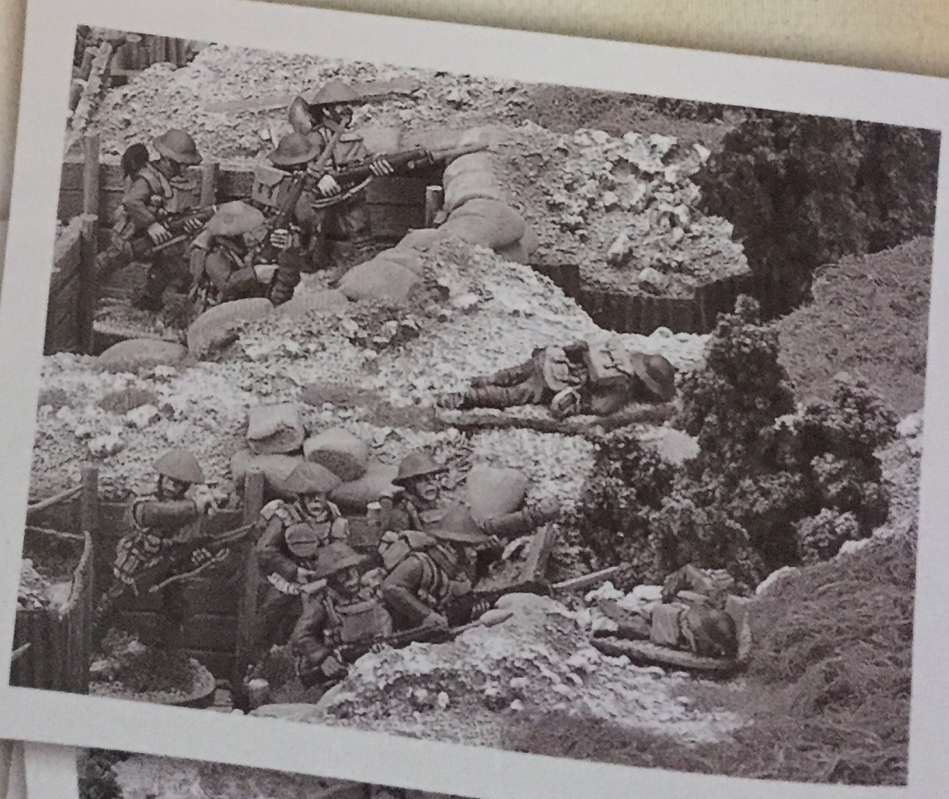
The *Dawn or Dusk Attack* and *Reserves* special rules may be used.

+++ Game Length

The game lasts for 7 turns and then uses the *Random Game Length* special rule.

NEWS FROM THE FRONT

The Messines Ridge had to be taken before the Allies could launch their offensive on the Ypres Salient during 1917. The Allies dug mines under the German positions and when detonated, over 10,000 German soldiers were killed or buried. To add to the horror, almost 2200 guns immediately opened fire on the remaining German positions. By mid afternoon, the entire ridge had been taken and 7000 Germans taken prisoner. The Allied troops had to withstand numerous German counterattacks the next day but were able to hold their positions and the Germans were forced to withdraw.



Deploy Forces

There are two stages to deploying forces for battle in a Standard Mission. First you need to determine what method you will use to deploy your forces and then, what type of Deployment Zone they will deploy in.

Deployment Methods

This section determines how your forces will be placed on the table-top. You can probably come up with plenty of other methods.

You can either agree with your opponent which deployment method to use, or roll a D6 and consult the table below:

D6 Roll	Deployment Method
1 – 2	Place Alternate Units
3 – 4	Strategy Roll
5 – 6	Hidden Deployment

Place Alternate Units

When deploying, players alternate placing units and when all units are deployed, any units that are entitled to move before the game starts will make a move. Units are deployed in the following order: Divisional support, Regimental support, Battalion support, Core Companies and HQ.

When deploying units, one selection from the Battalion Organisation Table is considered to be a single entity. In practice a selection might be an infantry company consisting of 3 infantry platoons and their company HQ. When deploying a single selection, the units that it consists of may deploy separately from one another on the battlefield if you wish.

Strategy Roll

The players make a Strategy Roll and the winner chooses to deploy all his force first or second.

...MEMO FROM HIGH COMMAND...

++ A note on secrecy. Your opponent cannot normally inspect your army roster prior to deployment. Players are, however, free to share this information if they so wish. After the game, it is well worth sharing the information while you talk about which units did particularly well or badly on the battlefield. ++

...MEMO FROM HIGH COMMAND...

++ In war, no plan survives contact with the enemy. In any Standard Mission, just before the player that should go first begins his first turn, an opponent with a higher Strategy Rating can decide to try to steal back the initiative, catching the enemy flat-footed. If he decides to do so, he rolls a dice. On a result of a 6, he will go first instead, immediately beginning his first turn.

If playing in a multiplayer or multi battalion game, only the battalion force with the Strategy Rating can make the move, potentially leaving other allied battalions behind. ++

Hidden Deployment

Both players deploy in secret by either drawing a map and marking the location of their forces on that or placing some form of screen across the table before placing models

For some Missions and Deployment Zones such as Reconnaissance in Force, you may not wish to use these deployment methods and you will need to plan where forces will deploy with your opponent first. It is up to you if you want to make changes, it's your game!

Deployment Zones

Once you know how your forces will deploy into battle, you need to determine where they will deploy on the table top You can either agree with your opponent which Deployment Zone to use, or roll a D6 and consult the tables below:

D6 Roll	Deployment Zone Type
1 – 2	Pitched Battle
3 – 4	Pincer Sweep
5 – 6	Reconnaissance in Force

------ PITCHED BATTLE ------

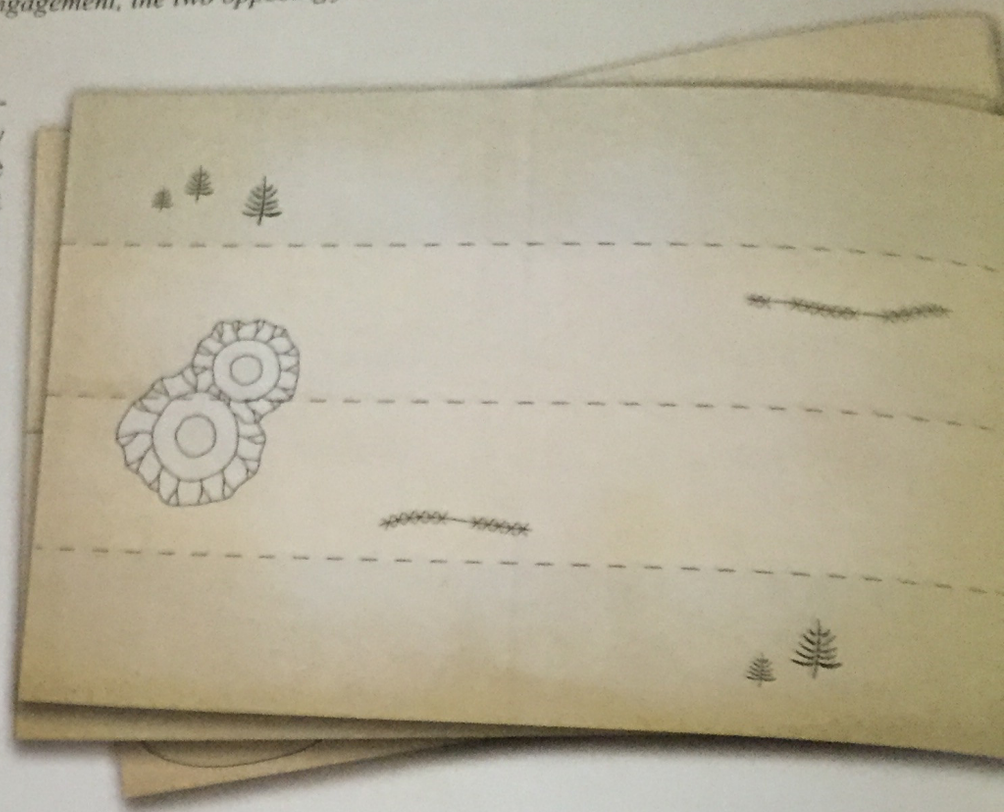
In the most classic style of engagement, the two opposing forces deploy in battle formation and advance head-to-head, guns blazing.

The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges. For example, a 6" x 4" table would have two 6" x 2" halves.

The players make a Strategy Roll, and the winner chooses one of the long table edges to be his own table edge. He will then deploy his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'Deployment Zone'). His opponent will deploy in the opposite half.

Make any *Scout* moves.

Start the game!



------ PINCER SWEEP ------

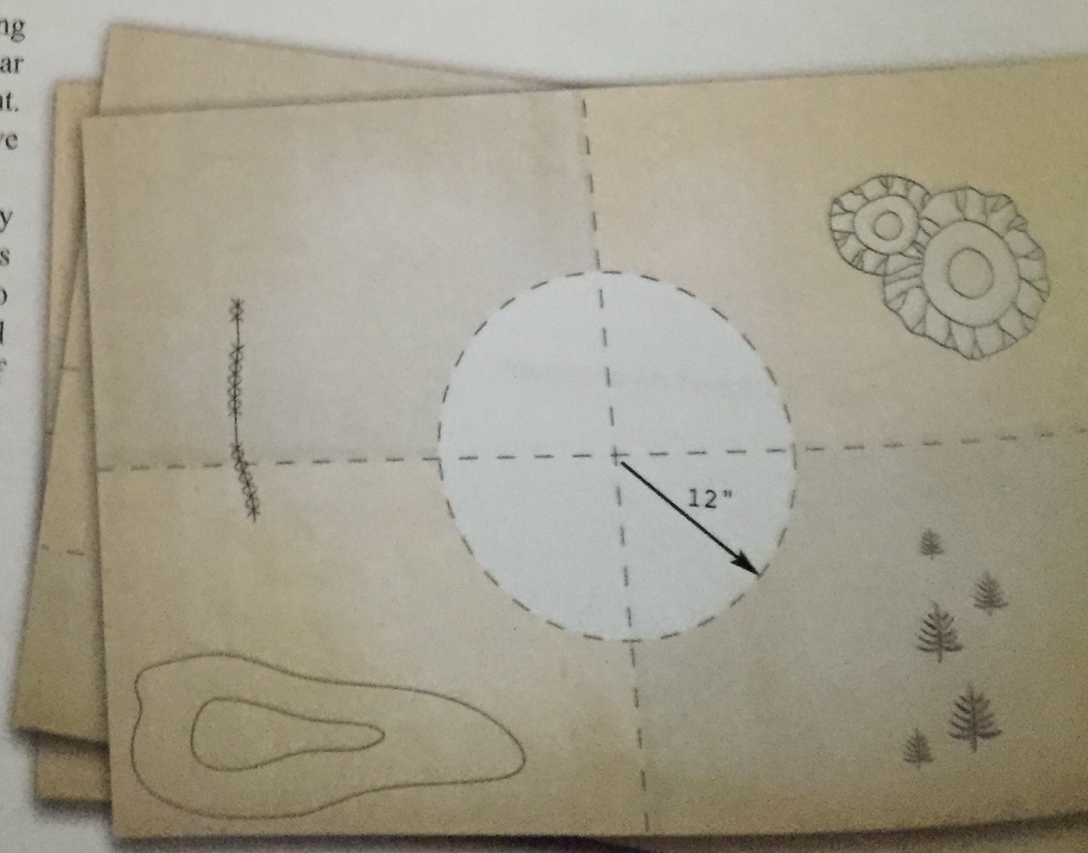
Both armies are trying to outflank the enemy, when contact is made and battle erupts.

The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the centre point. So a 6" x 4" table would have four 3" x 2" quarters.

The players make a Strategy Roll, and the winner chooses one of the long table edges to be his own table edge. He will then deploy his force in one of the two table quarters on his side the table, more than 12"away from the centre of the table (this is his 'Deployment Zone'). His opponent will deploys in the diagonally opposite quarter.

Make any *Scout* moves.

Start the game!



------ RECONNAISSANCE IN FORCE ------

A clash of patrols escalates into a major engagement as the sun rises and reinforcements begin to pour in.

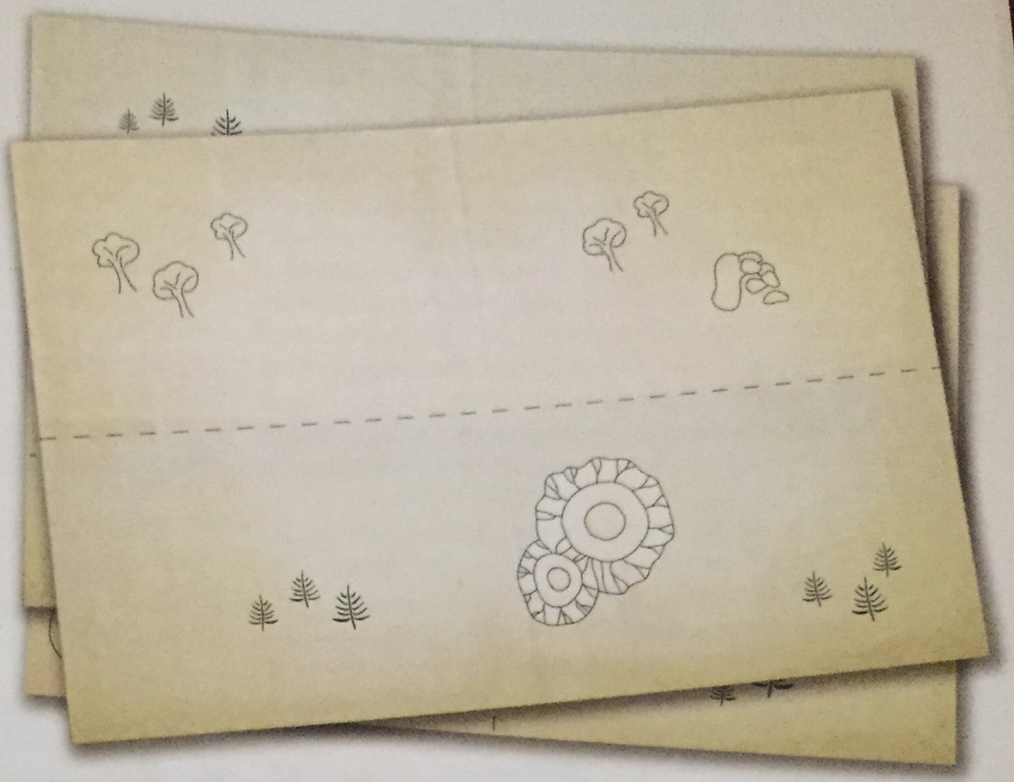
The table is divided lengthways into two halves.

The players make a Strategy Roll, and the winner chooses one of the long table edges to be his own table edge. He then can deploy up to two units from his Core Companies selections and up to one unit from his HQ selections in his half of the table (this is his 'Deployment Zone'). His opponent then does the same in the opposite half, but must position his three units more than 18" from enemy units.

No *Scout* moves are allowed in this deployment.

Start the game!

All units that were not deployed, and were not declared to be *Reserves* during deployment, must enter the game in the Movement Phase of their first player turn by moving in from their own table edge, just like units moving in from reserve.



Start the Game

Once everything has been set up, the players both roll a dice with the winner choosing to go first or second and then start the game!

Ending the Game

A game lasts a number of turns, which is dependant on the mission. When the game ends, remember all units that are Falling Back or Pinned do not count.

Wipeout!

Regardless of the Victory Conditions, if at the end of any Standard Mission your enemy has no units (Scoring or not) left on the table, you win the game!

What Price Victory?

Achieve all your objectives – Ring out the Bells!

Both sides achieve equal number of objectives – Stalemate.

Neither side achieves an objective – All Quiet on the Western Front.

...MEMO FROM HIGH COMMAND...

+++ There will be times when you find yourself facing an unexpected opponent such as British versus French. This is most likely to occur in competitive play, but could also occur when a regular opponent has started to collect a new army. In such circumstances, don't let this worry you, and treat the game as a training exercise.

During The Great War, troops about to be involved in an assault could be pulled back from the line and given a period of intensive study. This would include looking at maps, air photos and models of the expected terrain. They would then take part in a reenactment of the assault, in a specially marked out field with attempts made to simulate creeping barrage, loss of command and anticipated enemy counterattack. These were all vital factors in determining the outcome of the actual assault and achieving victory.

Our ahistorical matchups can be considered much the same thing, and nothing should stop a good game with a pleasant opponent. +++

Standard Mission Special Rules

The following special rules can be used in your games should you wish. Some are recommended for some of the missions, but you and your opponent can agree to use some, all or none of them if you wish.

Dawn or Dusk Attack

Many assaults began just before dawn as the attacker tried to take advantage of darkness. But soon either the raising sunlight or artificial flares would stop this advantage. At times, battle raged on into the dusk.

After deployment, but before determining who has the first turn, roll a D6. On a 1, the battle starts before dawn and the *Night Fighting* rules are used for turn 1. On a roll of a 6, the battle starts at dusk and the *Night Fighting* rules are used on turn 7 and any subsequent turns. For some missions, the amount of Dawn or Dusk may be specified.

Night Fighting

It is much harder to accurately identify enemy units at night: soldiers must be sure of their targets before opening fire, and tend to be more cautious than normal. After selecting a target, but before the unit fires, a check needs to be made to see if the firers can see their target through the darkness. Roll 2D6 and multiply the result by 3, then measure the distance between the two units. If the distance between the firing unit and their target is higher than the total rolled, the unit cannot fire at all in this Shooting Phase, as they search the darkness for a target that never appears.

Mortars may fire at unseen targets, but if they do, a Hit result will scatter D6" and scatter results will scatter 2D6". (There is a small arrow on the 'Hit' face of the dice to help with direction)

Random Game Length

At the end of the mission's stated number of turns, roll a D6. On a 4, 5, or 6 a further turn is played. Repeat this process at the end of every turn until a 1, 2, or 3 is rolled, or three additional turns have been played. If it is dark on turn 7, it remains dark for these additional game turns. Note you could apply this to the start of the game should you roll a *Dawn Attack*, to generate some additional unpredictability to your attack.

Reserves

Reserves are forces in the same sector as the soldiers on the battlefield who can be called in to reinforce them at relatively short notice. When deploying their army, players may choose to not deploy one or more units and instead leave them in reserve. Units in reserve become available in later turns of the game.

At the start of each of his Movement Phases except the first, before moving any other unit, the player must roll a dice for each of his units in reserve. Depending on the turn in question, a certain result will mean that the unit has arrived. Once all the units have been rolled for, the player may start deploying the reserves that have arrived that turn. When a reserve unit arrives, it must move onto the table either from the players own table edge or as specified in the mission description. Each models move is measured from the edge of the battlefield as if they had been positioned just off the board in the previous turn. This means HMG's, mortars etc will be unable to fire in the turn they arrive.

Reserves Table

	Turn 1	Turn 2	Turn 3	Turn 4+
Reserves unit arrives on	N/A	4+	3+	2+

Note: You must roll for reserves as soon as possible and must bring them onto the table as soon as they are available. You many not delay making the dice rolls or keep the reserves hanging around off table until you decide you need them!

A unit could be a platoon or a entire company, you just need to agree with your opponent before you start rolling for reserves how you intend to divide them up as there are pros and cons to both!

Operational Missions

Unlike 1914 when enemy forces could meet on an open battlefield almost by coincidence, a mix of defensive posture and better intelligence of the opposing positions meant that by 1918 a pattern of attacker versus defender was common.

Attacking forces could heavily outnumber defenders, but first they had to cross No Mans Land under withering machine gun fire and work their way through enemy wire before they could get to grips with the enemy.

Operational Missions using the Attack and Defend rules give you an opportunity to come to grips with some of the challenges faced by the commanders in Word War One, but still have an exciting game.

You can choose to play some of the Operational Missions below, or use some simple modifications and play the Standard Missions listed earlier. The format is similar.

1. Select your Game Theme
2. Choose Mission
3. Choose Forces
4. Prepare the Battlefield
5. Deploy For Battle
6. Start the Game

Select Your Game Theme & Choose Mission

Nothing really changes here except you will now be choosing between Standard Missions and Operational Missions. Operational Missions enable you play Attack and Defend variants with one player taking on the role of the Attacker and the other the Defender. In these missions, generally speaking the Attacker will have twice as many points to use for their army selection as the defender. We will look at this more closely in the Choose Forces section.

Should you decide to play Operational Missions with equal-sized forces, it is still best to determine who will be the Attacker by means of a Strategy Roll with the winner deciding either to be Attacker or Defender. The Attacker can then make use of the Sustained Attack special rule on page 86.

It is wise to choose your mission at this stage so you can theme your force and your battlefield to the mission or roll a D6 and consult the table below.

The Operational Missions are:

1 – 2 The Blitz
3 – 4 The Pocket
5 – 6 Storm the Hill

The mission details are listed later as Operational Briefings with details of terrain and force deployment.

If you are going to play Attack and Defend, it is best to try and allocate some time so you can play two games where each player plays as Attacker and Defender. As an Attack and Defend game is likely to be quicker than a standard game anyway, once you are familiar with the rules this should be easy to do and the rest of this section assumes that is the decision you have made.

Choose Forces

Operational Missions can still be played with 1000 point armies although the missions will become more of a challenge with 1500 points for the Attacker and 750 for the Defender. It is recommended that each player prepares 2 army rosters, one to use as Defender, and one to use as Attacker. It is assumed that when preparing to launch an assault, units would have been selected to fit the task. The same can be said for troops garrisoning a menaced sector.

However, because of the way the army list Battalion Organisation Tables are constructed, the Defender will find themselves at a disadvantage when selecting their force and will be restricted for certain types of weapons such as machine guns, when in reality, these were used extensively in defence.

Therefore in Attack and Defend missions, although the attacking army roster has to remain true to the Battalion Organisation Table the defending army can ignore the restrictions regarding selecting support per Core Company choice and can use the following guidelines:

0-1 HQ

There is no need to take a HQ unit unless you want to. This decision will probably be influenced by the size of game you are playing.

1+ Core Company

You only need to take one Core Company, rather than the usual two. You can of course take more if you wish.

Battalion, Regimental and Divisional Support

You are not restricted by the Core Company limitations but the amount of support you take still needs to remain within the limits of your Battalion Organisational Table. So if you can only take 0 – 2 Machine gun sections then a maximum of 2 is still all you can take.

What this will allow you to do is create your army roster as an Attack force and then, when playing a game as a Defender, just remove the required number of points by reducing the units. This is quick and simple, and will allow players taking part in themed competitions and campaigns to make adjustments quickly without the need for lots of army rosters or the carrying around of extra models you might not necessarily need.

...MEMO FROM HIGH COMMAND...

+++ Read the Victory Conditions carefully as these will influence your choice of forces and bear in mind many of the army lists have options for Second Line troops and Territorials if you are playing the Defender. +++

When making your choices, do bear in mind that it is unlikely tanks would be used in defence so make choices sensible to the requirements of the mission.

But of course, the choice is yours, there are no hard and fast rules here.

Prepare the Battlefield

Each Operational Briefing gives you a suggested battlefield but there is no reason why you cannot theme your own. Its assumed the table top will still be 6' x 4' but if you have the space and time, you can theme and plan for bigger battles.

Deploy For Battle

Unlike Standard Missions, most Operational Missions have specific deployments and these are listed in the Briefing, but you could use the standard deployments, as an alternative, as this gives you even more game variation.

Start the Game

The Attacker will go first.

Basic Training

The BEF 1918 Battalion may take one 18lb Field Gun per Core Company but if playing as Defender you could take two, but you don't need two Core Companies in order to do so.

------ THE BLITZ ------

You men are ready. The time has come to launch the final offensive, crush the enemy and push on for victory.

...OPERATIONAL BRIEFING...

+++ Victory Conditions

As Attacker, your objective is to breakthrough the enemy front line.

At the end of the game the Attacker must have at least one scoring unit in the Defenders Rear Line Area or ensure the Defender has no scoring units remaining on the table.

+++ The Battlefield.

The board is divided lengthways into thirds, as shown on the map.

In the Front Line Area the Defender may place two lines of trenches or other defendable positions across the width of the table as shown. These can be linked by communication trenches and the first line may include 2 pill boxes or similar dugouts if the players have them. He may then place D3+4 Barbed Wire sections in the Front Line within 6" of the trenches. In the Rear Line Area the Defender may place some buildings, woods or other terrain pieces suitable to the theme of the game.

In No Mans Land the Attacker and Defender may place craters and other suitable terrain that can be used to provide some cover in a mutually agreeable manner.

+++ Deploy Forces

The Defender deploys his units in the Front Line Area. He may deploy up to half his units in the Rear Line Area or as *Reserves*.

The Attacker deploys at least half his forces in No Man's Land, at least 24" away from any trench section.

The Attacker can choose to keep up to half his units off table and use the *Assault Waves* special rule.

+++ Start the Game

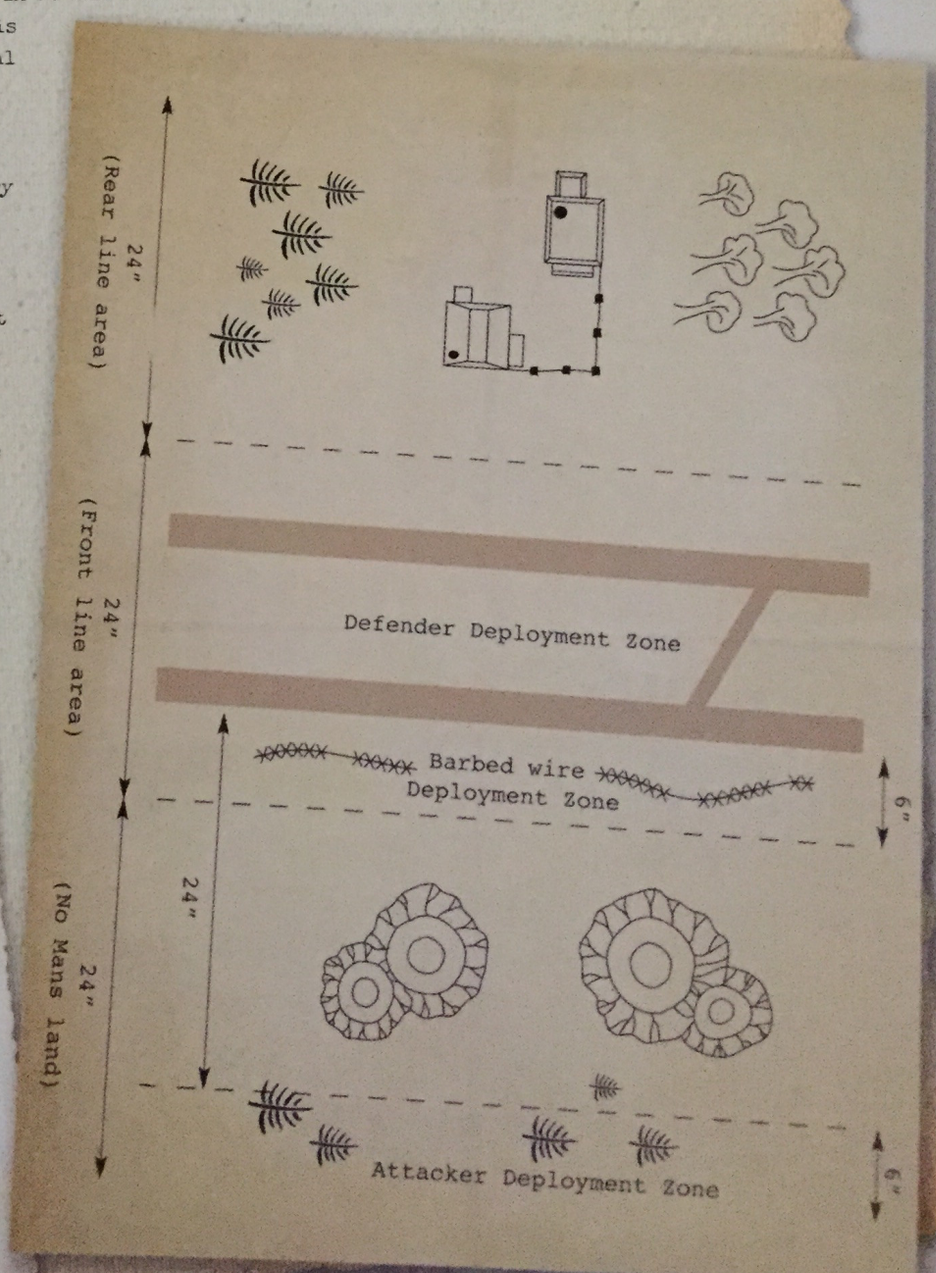
The Attacker may choose to use a *Preliminary Bombardment* and *Dawn Attack*.

+++ Special Rules

When Reserves arrive they move on from the short board edges.

+++ Game Length

The game lasts for 8 turns and then uses the *Random Game Length* special rule.



NEWS FROM THE FRONT

The first day of the Kaiserlacht offensive on the 21st March 1918 was the embodiment of the Blitz: an attack launched with sheer ferocity and velocity against surprised and overwhelmed defenders. Stormtroopers excelled in this type of warfare moving rapidly through or past enemy positions with the objective of breaking through the enemy lines.

------ THE POCKET ------

The offensive is pushing the enemy back all along the front. The attacker must sweep aside any pockets of resistance as quickly as possible. The defender's army has been driven back by the enemy offensive and some units have been cut off. Cornered and exhausted, they are ready to fight for their lives.

...OPERATIONAL BRIEFING...

+++ Victory Conditions

As Attacker your objective is to eliminate the cornered forces quickly and keep the momentum of advance.

At the end of the game if the Defender has any scoring units remaining within the Defender Deployment Zone, then he wins. If he does not and the Attacker has at least one scoring unit within the Defender Deployment Zone, then the Attacker has won.

+++ The Battlefield.

The board is divided as shown on the map.

The Defender may place any terrain pieces of his choice within the Defenders deployment zone. These could be a farmhouse, woods or a group of buildings. He may then place D3+1 Barbed Wire sections within 6" of the edges of the Deployment Zone.

The Attacker and Defender may place terrain on the remainder of the table in a mutually agreeable manner to suit the theme of their game.

+++ Deploy Forces

The Defender deploys in his Deployment Zone.

The Attacker deploys in his Deployment Zone. The Attacker can keep up to half his units as *Reserves*. After the Attacker's deployment, the Defender may redeploy up to 3 units within the Defender Deployment Zone.

+++ Start the Game

Randomly determine if the first turn will be a *Dawn Attack* or the final turn will be at Dusk.

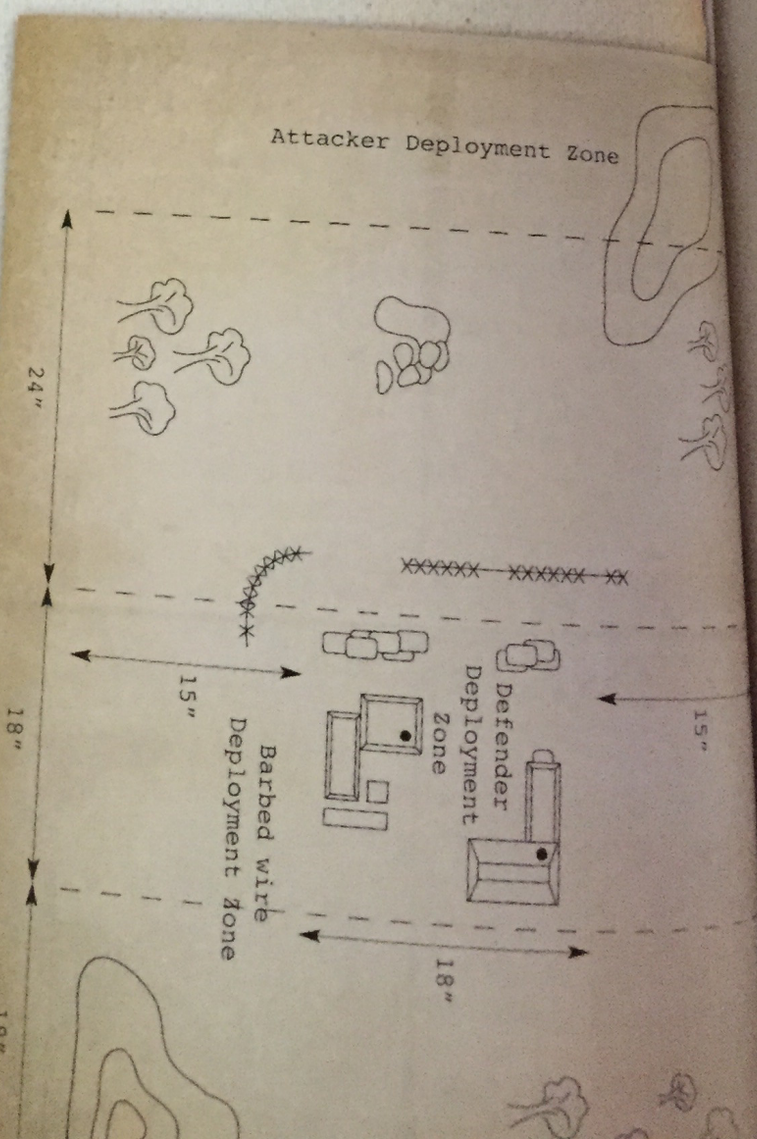
+++ Special Rules

The Attacker's Reserves can enter the board by any table edge.

The Defender's and Attacker's units fall back toward the nearest table edge in this scenario.

+++ Game Length

The game lasts for 6 turns and *Random Game Length* should not be used as the Attacker needs a quick result or his offensive may fail.



NEWS FROM THE FRONT

Such desperate situations were born from the chaos that resulted from the lighting offensives of 1918. The 8th August the 'Black Day of the German Army' many German units met their fate in Amiens, surrounded and unable to reach their lines.

Some other escaped this delicate situation, such as the legendary Lost Battalion of the 77th US Infantry Division commanded by Major Whittlesey that was trapped in the Argonne Forest.

------ STORM THE HILL ------

You have to secure a vital position on the battlefield that the enemy is committed to holding onto. You are the spearhead- smash the enemy aside, take the ground and await reinforcements.

...OPERATIONAL BRIEFING...

+++ Victory Conditions

As Attacker, your objective is to take and hold the position known locally as the Ant Hill.

At the end of the game the player with the most scoring units in or within 6" of the Ant Hill wins.

+++ The Battlefield

The board is divided as shown on the map. The Attacker should be 24" away from the Defenders Deployment Zone.

The Defender may choose what terrain he will place as the Ant Hill. This may consist of a hill with trenches, woods or any sort of combination deemed suitable to create a theme for the game. It does not need to be a hill but the whole area will provide a 4+ Cover Save to represent the stoutness of the defensive position.

He may then place D3+2 Barbed Wire sections within 6" of the front of the Ant Hill in No Mans Land.

In No Mans Land the Attacker and Defender may place craters and other suitable terrain that can be used to provide some cover in a mutuablly agreeable manner.

The Attacker and Defender may then place terrain in their respective Deployment Zones in a mutually agreeable manner to suit the theme of their game. The Defenders zone should have plenty of trenches or woods to use as cover and represent the defensive line

+++ Deploy Forces.

The Defender deploys his force first. At least half his units should be within the Ant Hill or as close as possible. The remainder may be deployed in the rest of the Deployment Zone or used as *Reserves*.

The Attacker deploys in his Deployment Zone. The Attacker can choose to keep up to half his units off table and use the *Assault Waves* special rule.

+++ Start the Game

The Attacker may choose to use a *Preliminary Bombardment* and *Dawn Attack*.

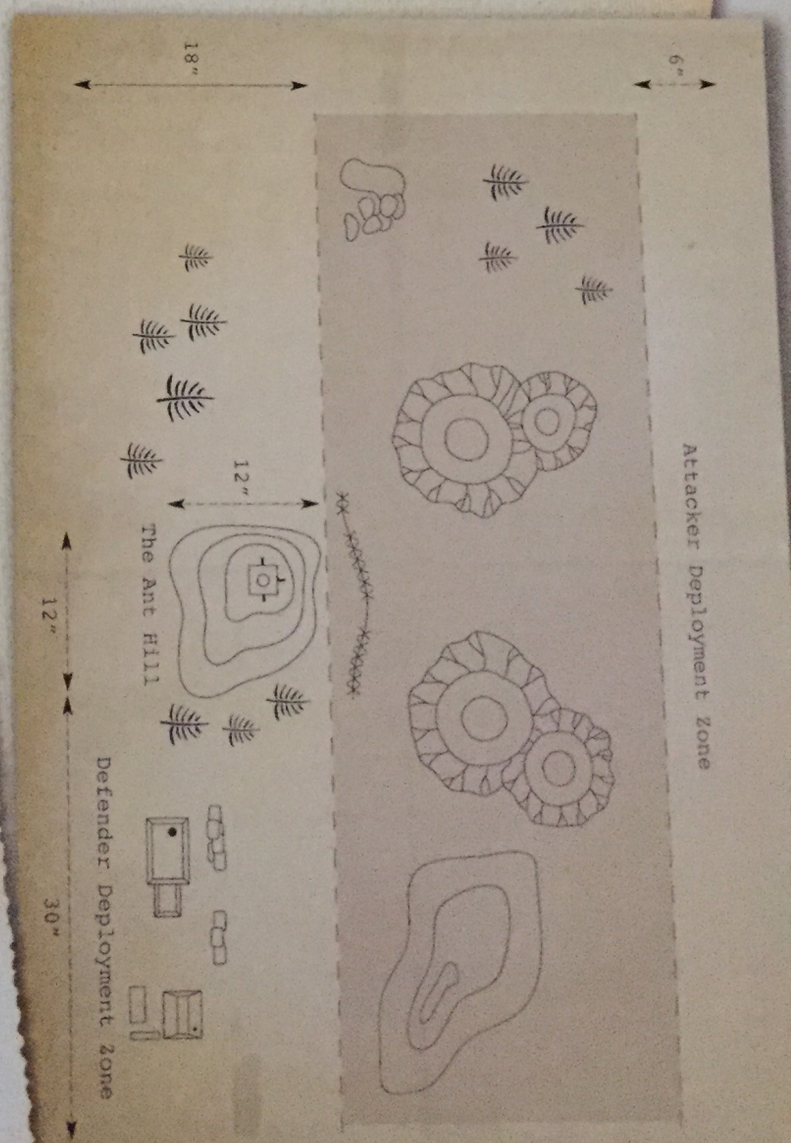
+++ Special Rules

The Attacker's Assault Waves can enter the board by any table edge outside of the Defenders Deployment Zone after turn 4. If arriving before then, they must enter from the Attackers Deployment Zone board edge.

The Defenders Reserves move on from the player's Deployment Zone board edge.

+++ Game Length

The game lasts 8 turns and *Random Game Length* should not be used.



NEWS FROM THE FRONT

There are countless examples of battles for hills and woods. During the final 1916 Somme offensives an intense struggle took place for the Butte de Warlencourt, a low hill that the Germans had turned into a stronghold. Allied troops overran the hill on numerous occasions but were then driven off by counter attack. During a 5 day period the Butte is said to have been taken and retaken seventeen times. Also on the Somme, High Wood was contested for two months.

Modifying the Standard Missions

If playing Meeting Engagement or Secure and Hold as Attack and Defend missions you should establish the Deployment Zones first so you can create your battlefield and place terrain appropriately to theme your game. It is probably best to ignore the Reconnaissance in Force deployment method. Both missions reward using equal sized forces, *Random Game Length* and *Sustained Attack* special rules.

------ Meeting Engagement ------

...OPERATIONAL BRIEFING...

For Meeting Engagement, the objective is to take control of territory. At the end of the game the player with the most scoring units within the Defenders Deployment Zone wins.

The Defenders Deployment Zone which will be one of the table quarters depending on the deployment method. You should get a number of very unique engagements with this mission, the different deployments and some clever terrain placement.

The Defender should place terrain in his Deployment Zone. The remainder should be placed by both players in a mutually agreeable manner to suit the theme of their game.

The Defender deploys his force first.

Start the Game

The Attacker may choose to use *Dawn Attack*.

Special Rules

The Defender may use *Barbed Wire*.

The Attacker's *Reserves* can enter the board by any table edge outside of the Defenders Deployment Zone.

------ Secure and Hold ------

...OPERATIONAL BRIEFING...

For Secure and Hold the Defender should place all the objectives as he could be defending a village or other strategic position.

The Defender deploys his force first.

Start the Game

The Attacker may choose to use a *Preliminary Bombardment* and *Dawn Attack*.

Special Rules

The Defender may use *Barbed Wire*

The Attacker can choose to keep up to half his units off table to use as either *Reserves* or *Assault Waves* (*but not both*).

The Attacker's *Reserves* can enter the board by any table edge outside of the Defenders Deployment Zone.

Operational Mission Special Rules

The following special rules can be used to provide an alternative and more diverse game. Some are recommended for use in certain missions, but you and your opponent can agree to use some, all, or none of them if you so wish.

Preliminary Bombardment

In a major offensive, the attacker will often attempt to soften up his target with a heavy bombardment before launching his attack. The barrage could come from artillery units far to the rear, air strikes, or mortars close to the front.

A *Preliminary Bombardment* is unlikely to cause massive damage to a well dug in force, but it would make the enemy soldiers keep their heads down. Some of them would be so dazed that they can only react slowly to the assault which would undoubtedly follow. The bombardment can also help to clear the way for an attack by destroying fixed defences like *Barbed Wire*.

Roll 1D6 for each enemy unit and each section of wire on the tabletop. Should you roll a 6, the unit or obstacle is hit. A unit takes D6 hits from the shelling, automatically causing 1 Wound each (no Cover Save is allowed) and must roll a Leadership test or be Pinned in their first turn. A unit of 5 or less models takes D3 hits rather than D6. A vehicle that is hit by a *Preliminary Bombardment* starts the game stunned. Troops that start the game as *Reserves* cannot be hit by a *Preliminary Bombardment*.

A section of wire that is hit is automatically destroyed, remove it from play.

Intact buildings that are hit are reduced to ruins and all units inside still take the hits.

Counter Bombardment

After the attackers *Preliminary Bombardment* the defender has an opportunity to fire a *Counter Bombardment*. This was because it was generally assumed that once a bombardment stopped, the attack was about to begin and bringing down defensive fire might break up the assault. In order to return fire, the Defender must make a Leadership test on the Leadership of the highest Command Group they have on the table. If this is successful they may use the *Preliminary Bombardment* special rule as a *Counter Bombardment* against enemy troops and vehicles. If no Command Group is on the table or the Command Group has been Pinned, then no roll can be made as communications have been disrupted.

If you opponent chooses to take *Aerial Intervention* instead you may also use *Aerial Intervention*.

Assault Waves

Rarely did the attacker put all their forces in one frontal attack, as any failure would have been ever most costly that it was already the case. Most of the times, units were launched one after the other, ready to exploit any potential breakthrough (though such breakthroughs were a rare occurrence!).

An *Assault Wave* is played and deployed like *Reserves*, except that the turn of entrance of each unit is plotted before the game begins by writing down the turn of arrival (beginning with turn 2) and where they will arrive. If for some reason access to the allocated arrival point is denied, the unit will be delayed and revert to the *Reserve* rules from the following turn.

Due to the difficulty of coordinating exactly the arrival of many formations you cannot plot the arrival of more than 2 units in a given turn.

Barbed Wire

If the Defender has suitable models then he may deploy *Barbed Wire* at the start of the game. Wire comes in 6" sections. Unless stated otherwise the defender gets D3+3 sections of *Barbed Wire* to deploy at the start of the game.

Wire counts as Difficult Terrain for all non-tank models. Tanks can drive over *Barbed Wire* with no effect. Tanks also remove wire sections when they move through them

Off-Table Artillery Batteries

Some weapons such as field guns and heavy mortars were either too cumbersome or took too long to be emplaced to be of any use in attack. They could not achieve the same pace as the troops rushing forward and were often left behind sitting in a chosen position to support the infantry by delivering a support barrage.

The Attacker must exchange all Medium Field Guns and Heavy Mortars for an Off-Table Artillery Battery.

Before the deployment but after the table edges have been chosen, choose a point along your table edge (you can mark this spot by deploying a gun model there). Each turn, you may fire an Off-Table Barrage from that point. This barrage fires one Large Blast Marker template for every Medium Field Gun and Heavy Mortar withdrawn prior to the game. If more than one template is used, they are fired using the Multiple Barrage rule.

The Off-Table Battery has the following profile:

Category	Range (Min/Max)	Strength	Trait
Off Table Battery Support Weapon	24"/72"	4	Indirect Fire

Special Rule: The Off-Table Artillery always scatter 2D6".

Any Spotter bought may still be used on the table and his Line of Sight may be used for the Off-Table Battery and will reduce the scatter to 1D6.

Sustained Attack

Occasionally, one side will have an overwhelming superiority in numbers, with wave upon wave of men hurling themselves forward. To represent the size of an attack like this, the player making the *Sustained Attack* can 'recycle' some of their units when they are destroyed. Recycled units are brought back into play to represent the almost limitless supply of reinforcements.

Any Core Company unit (i.e., Core Company platoon choices on the force Battalion Organisation Table) that is wiped out or reduced to less than 5 models and removed from play may move on from the player's own board edge or either of the short table edges outside of the enemy Deployment Zone. They move on at the beginning of the player's next turn.

Destroyed vehicles and HQ units cannot be recycled.

Aerial Intervention

During the later stages of the war, rather than just provide observation date, aircraft starting flying at low altitude and using bombs or machine guns to support their comrades on the ground. This is represented by *Aerial Intervention*.

Unless stated otherwise (or playing an Early War game) *Preliminary Bombardment* can be exchanged for an *Aerial Intervention*. This is free, and the decision must be taken before the game begins. You must have a suitable airplane model to use this option and you can never have more than one *Aerial Intervention* available.

The airplane is kept as *Reserves*, and its arrival is subject to a dice roll in the same way as any other unit kept in *Reserve*.

During the Movement Phase in which the airplane becomes available place the model anywhere on the table, even over enemy formations. It will not shoot until your next Shooting Phase.

During the enemy's Shooting Phase, any unit can target the airplane. Measure the distance as usual, but add 12" to the measured distance to represent the altitude. If the airplane is in range, proceed to shooting as usual. The airplane has an Armour Value of 9 and any Glancing or Penetrating hit will destroy it (remove it from the table).

During your Shooting Phase, the airplane shoots. You can decide if your airplane will make a Strafing Run or a Bombing Run. To make a Strafing Run, place the flamer template in front of the airplane (note that the airplane may not pivot before the attack). Resolve a Sweeping Fire, as if shooting a HMG (see page 40). The airplane is considered to have a BS of 5+ and never jams.

To make a Bombing Run, place the Large Blast Marker in contact with the airplane base. The Bombing Run is then resolved like a Heavy Mortar shot, the same as page 39. Any unit suffering a casualty from a Bombing Run must pass a Leadership test or be Pinned down.

Once the airplane has shot, it is removed from the table and becomes available once again, but the Reserve Roll will begin with a target of 4+. Once shot down, an airplane is not available anymore for the whole game.

If at any moment airplanes from both sides are on the table at the same time, they will engage in a dogfight. Move both models aside as they fight in the skies over the battlefield. During each Assault Phase, each player rolls a dice for his airplane. If one side beats the result of the other by more than 1 point (such as a dice roll of 4 vs. a dice roll of 2) it shoots down the opposing airplane. Remove the destroyed airplane from the game. The winning aircraft is available again as a *Reserve* the turn following its victory.

...MEMO FROM HIGH COMMAND...

+++ In a future Great War supplement, you can expect expanded rules for aircraft and with plenty of World War One aircraft available in a variety of scales, it is easy to find suitable models to use. Crashed aircraft also make nice focal pieces and objectives for your own missions

ARMY LISTS OF WORLD WAR I

THE ARMIES OF THE GREAT WAR

In this part of the book you will find the Army Lists for 1914 and 1918. These two periods have been chosen as they characterised the so-called 'war of movement', that came before and after the trench warfare that was typical of the 1915–1917 period. Armies were fighting in the open, though often in some kind of prepared positions and in 1914 at least, cavalry still met some successes (but some bloody failures as well!). The first supplement to The Great War, Over the Top, will explore the time of the trench wars on the Western Front and the armies of that time.

The armies chosen here are the ones that fought on the North-Western front in France and Belgium and they are closely related to the popular perception of the First World War. As mentioned earlier, other armies will appear in future supplements.

This chapter is sub-divided in 1914 and 1918. Each sub-part presents the Army Lists for that period and the Battalion Organisation Tables. When building your army, refer to Choose Forces on page 67. This will explain how to pick your units and the constraints of the army rosters selection process. We have included some sample army lists to illustrate that.

1914 – SHATTERED ILLUSIONS

All nations that took the field in the summer of 1914 shared the same optimism, naivety and strong belief that the war would be over by Christmas. The months to come proved that all their expectations were absurd and this war was going to last for a while.

Many wars at the end of the 19th Century had already demonstrated that the face of warfare was changing, but Germany and France had both created plans for this conflict (the Schlieffen Plan and the Plan XVII) that were equally flawed. Both were based on the belief that offensive would get the upper edge against a defensive posture. The Germans had prepared a vast manoeuvre that would see her armies enter Belgium, encircle the French armies by turning around Paris before heading back to the west. The French plan was even simpler and involved a general rush toward the German frontier. Neither of these plans was realistic or had drawn the lessons from the Russo-Japanese war or the Boers conflict, they were based on the experience of the Franco-Prussian war of 1870, when the Germans had taken Alsace and Lorraine from France, sowing the seeds of hate between the two countries.

Needless to say, both plans failed tragically. The French were repulsed on the frontiers, while the Schlieffen Plan degenerated in a race to the Channel while each army tried to outmanoeuvre its enemy. During that time, bolt action rifles, machine guns and heavy artillery –the new tools of modern warfare- took their toll. By the end of 1914, the British Expeditionary Force had been decimated, the French had suffered almost 1,000,000 casualties and all German hopes for a quick victory in the West were shattered. Before New Year's Day the opposing armies had begun to entrench themselves to escape the deadliness of automatic weapons in the open field.

The Great War had begun.

THE BEF IN 1914

Unlike the other major European powers England did not have a large conscript army. The British Expeditionary Force (BEF) was a wholly professional force in 1914, and as such it was much smaller than its opponents. The entire BEF only numbered about 140,000 men compared to the 4 million French and the 5 million Germans. Drawing on their lessons from the Boer War, the British rifleman was an excellent shot. He was trained to fire 15 aimed shots per minute at a range of 600 yads. Unlike the colourful uniforms of the French Army the BEF wore khaki uniforms that were much more suited to warfare in the 20th Century. But the BEF was woefully lacking in hand grenades, mortars and heavy artillery.

At Mons in 1914 the BEF and the German army met for a furious series of engagements that inflicted heavy casualties on the attacking Germans. In fact, so accurate and fast was the British rifle fire that the Germans assumed that they were under machine gun fire. But the BEF was forced to retreat because of German numbers and artillery, which inflicted heavy casualties. By the end of 1914 the BEF had suffered almost 80,000 causalities, the "Old Contemptibles" were a spent force, and a new army would be needed.

Strategy Rating:
1

Command Range:
All Command Groups in a 1914 BEF Army have a 12" Command Range.

Special Rule

Professionalism

The BEF stayed cool under fire and tremendous pressure.

Any unit with this rule that is reduced to less than 5 models and forced to Fall Back is not removed from play but still has a chance to regroup. Should the unit fail the first regrouping test then it is removed from play as normal.

Also, units with this rule do not need to apply any modifiers to their Morale test should they lose a round of Close Quarters Combat.

BEF Infantry Battalion – 1914

The BEF Infantry Battalions, the Old Contemptibles, were without any doubt the best military units available in 1914. Their training and professionalism were unequalled on the Western Front. Unfortunately, there were so few of them and the battles of Mons and Ypres became the graveyard of this outstanding Expeditionary Force.

1 HQ
Battalion Command Group

2–4 Core Companies
Infantry Company

Battalion Support (0–1 per 2 Core Company choices)
0–2 Trench Catapult
0–2 Machine Gun Section

Regimental Support
(0–1 per 3 Core Company choices)
Highlander Platoon
Scout Platoon

Divisional Support (0–1 per 4 Core Company choices)
Cavalry Squadron
18lb Field Gun
Armoured Car

BEF Cavalry Battalion – 1914

Of the three major powers that were initially involved in the First World War, Britain was the only one to have a consistent and realistic doctrine on the usage of the Cavalry Arm. They were used as scouts to protect the flanks of the moving army and were trained as mounted riflemen, despising the headless (and suicidal) charges of their German or French counterparts. Though distinctions existed between the Lancers, Dragoons and Hussars, the differences were meagre and they share here the same entries in the unit listing.

1 HQ
Battalion Command Group

2–4 Core Squadrons
Cavalry Squadron

Battalion Support
(0–1 per 2 Core Squadron choices)
0–1 Machine Gun Sections

Regimental Support
(0–1 per 3 Core Squadron choices)
Infantry Platoon
0–1 Highlander Platoons

Divisional Support
(0–1 per 4 Core Squadron choices)
13lb Field Gun
Armoured Cars

Special Rules:
Treat the 13lb Field Gun as a 18lb Field Gun in all respects
The Battalion Command Group gains the Cavalry Special Rule. Its cost increases by +10 pts.

BEF Highland Battalion – 1914

A Highland Battalion could be used to represent Highlanders, Lowlanders, Guard units, Royal Fusiliers, or any other unit with a certain esprit de corp. Also this variant can be used to represent the bulk of the BEF in the last months of 1914, after considerable experience was acquired in the fields of Flanders.

1 HQ
Battalion Command Group

2–4 Core Companies
Highland Company

Battalion Support (0–1 per 2 Core Company choices)
0–2 Trench Catapult
0–2 Machine Gun Sections
Scout Platoon

Regimental Support
(0–1 per 3 Core Company choices)
Infantry Company

Divisional Support
(0–1 per 4 Core Company choices)
Cavalry Squadron
18lb Field Gun

BEF UNITS OF 1914

Battalion Command Group

	WS	BS	S	T	W	I	A	Ld
Colonel	4+	3+	3	3	1	4	2	10
Major	4+	3+	3	3	1	4	2	9
Soldier	4+	3+	3	3	1	3	1	8

A Battalion Command Group consists of a Commanding Officer and 2 soldiers (aides, staff, messengers, etc). If led by a Colonel, the Command Group costs 60 pts. If led by a Major, it costs 30 pts.

Equipment:
The Commanding Officer has a pistol.
All the soldiers have rifles.

Special Rules:
Professionalism.

Options:
The Command Group may have up to 3 additional soldiers for +10 pts each.

Infantry Company

	WS	BS	S	T	W	I	A	Ld
Soldier	4+	3+	3	3	1	3	1	8
Captain	3+	3+	3	3	1	3	2	8

These are the Old Contemptibles, highly trained in marksmanship and well treated. They proved to be a potent, if small formation.

An Infantry Company consists of a Company Command Group and between 2 and 4 Infantry Platoons.
The Company Command Group consists of the Captain and 2 soldiers for 30 pts
The Infantry Platoon consists of 9 soldiers for 90 pts

Equipment:
The Captain is armed with a pistol.
All soldiers have a rifle.

Special Rules:
Professionalism.

Options:
The Command Group may have up to 3 additional soldiers for +10 pts each.
Any Platoon may have up to 3 additional soldiers for +10 pts each.

Highlander Company

	WS	BS	S	T	W	I	A	Ld
Highlanders	3+	3+	3	3	1	4	1	8
Captain	3+	3+	3	3	1	4	2	8

This profile represents the more motivated or elite units in the BEF and could also be used to represent guard or veteran units.

Highlander Companies are composed of a Highlander Command Group and 2–4 Highlander Platoons.
The Highlander Command Group is composed of a Captain and 2 Highlanders for 40 pts.
A Highlander Platoon consists of 8 Highlanders for 90 pts.

Equipment:
The Captain has a pistol.
The Highlanders have rifles.

Special Rules:
Professionalism.

Options:
The Command Group may have up to 3 additional Highlanders for +11 pts each.
Any Platoon may have up to 4 additional Highlanders for +11 pts each.

Scout Platoon

	WS	BS	S	T	W	I	A	Ld
Scout	4+	3+	3	3	1	3	1	8

These are soldiers who had some experience sneaking around such as woodsmen and game wardens. They would sometimes be sent ahead of the main advance.

A Scout Platoon consists of 9 soldiers for 100 pts.

Equipment:
All Scouts have a rifle.

Special Rules:
Infiltration Tactics.
Scouts.
Professionalism.
These troops are considered lights for Unit Coherency rules.

Options:
A Platoon may have up to 2 additional Scouts for +11 pts each.

Cavalry Squadron

The BEF went into France with a well motivated and superbly trained cavalry force.

	WS	BS	S	T	W	I	A	Ld
Soldier	3+	4+	3	3	1	4	1	8
Captain	3+	3+	3	3	1	4	2	8

Cavalry Squadrons are composed of a Cavalry Command Group and 2–3 Cavalry Troops. The Squadron Command Group is composed of a Captain and 2 Soldiers and costs 45 pts.
A Cavalry Troop consists of 9 soldiers for 110 pts.

Equipment:
The Captain has a sword and a pistol.
All Troopers have swords and rifles.

Special Rules:
Professionalism.
Cavalry.
These troops are considered lights for coherency rules.

Options:
The Command Group may have up to 3 additional Troopers for +12 pts each.
Any Troop may have up to 3 additional troopers for +12 pts each.

Machine Gun Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	8

This unit consists of a Vickers Heavy Machine Gun and 3 crewmen for 50 pts.

Equipment:
All crewmen have either pistols or rifles.

Options:
A fourth crewman can be added for +15 pts.

Trench Catapult Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	8

The BEF had no mortars in 1914 and soldiers had to improvise weapons to act as mortars. One solution was the Trench Catapult.

This unit consists of a Trench Catapult and 3 crewmen for 30 pts.

Equipment:
All crewmen have either pistols or rifles.

Special Rules:
The Trench Catapult is treated as a Light Mortar except that it's range is limited to 18" and it always scatters 2D6".

18lb Field Gun

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	8

This unit consists of a Medium Field Gun and 4 crewmen for 65 pts.

The 18 lb Field Gun was the standard medium artillery piece of the BEF. This entry may also represent the 13 lb gun.

Equipment:
All crewmen have either pistols or rifles.

Options:
The Field Gun may have up to 2 additional crewmen for +10 pts each.

13lb Field Gun

Although lighter than the 18lb Field Gun, we have given the same characteristics to the 13lb as at the scale of this game the difference in shell weight is negligible. With your opponent's permission, providing you have a suitable horse limber model, you can treat the 13lb as a light gun. This will move at the same speed as the cavalry (9") but cannot use the *Elan* Special Rule. All shots taken at the gun ignore the limber and horses and hit the crew as normal. Remove the limber once the gun is emplaced. In this situation, it gives you the chance to use your limber model.

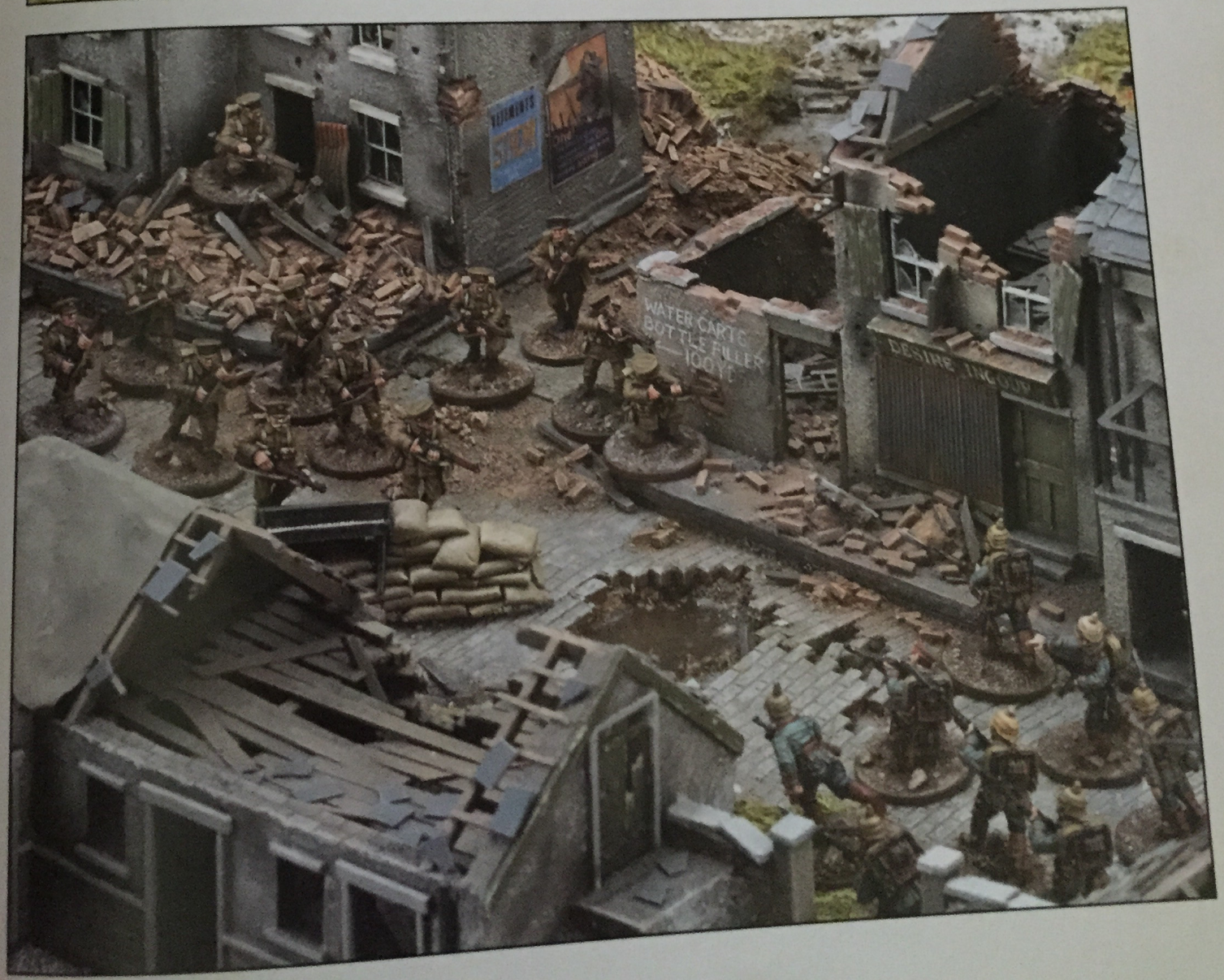
Armoured Car

In 1914 the British army fielded a variety of armoured cars, some of which were nothing more than touring cars with boiler plates welded on and a mounted machine gun. We have chosen a generic armoured car to try to cover the many types and varieties that were used.

	Pts	Front Armour	Side Armour	Rear Armour	BS
Armoured Car	70	8	8	7	4+

The Armoured Car has a front mounted Vickers HMG which is classed as a Vehicle Machine Gun.

BEF UNITS OF 1914


WATER CARTS
BOTTLE FILLER
100 YE

THE FRENCH ARMY OF 1914

The French defeat in the Franco-Prussian War (1870–71) resulted in the loss of the Alsace-Lorraine region of France to Germany. The pre-war French plan XVII was designed to take back that region from the Germans in a series of coordinated offensives. It would also demonstrate to the Russians that the French were capable of immediate offensives against the Germans, thus tying down large numbers of German troops. But plan XVII had some serious flaws: it called for a push into German territory fueled by the spirit of elan, a vital force of spirit and guts that was uniquely French. Many in the French army felt that their defeat in the Franco-Prussian war was due to the fact that the army had acted too timidly in the face of the enemy. The French believed that by attacking, you held the advantage in the conflict and pushed their commanders to be always aggressive.

The French army of 1914 looked a lot like their Napoleonic counterparts, wearing bright red trousers and dark, blue coats. The cavalry men still had ostrich plumes on their helmets and in some cases still wore cuirassier armour over their chests. The French soldier marched to war in 1914 with few machine guns, little heavy artillery, an outdated rifle and a flawed strategy.

In the first three months of the war, the French army suffered nearly one million casualties and had only been saved by the miracle of the Marne. Their plan XVII resulted in huge losses and no gains; their officer corps was decimated and most of their trained soldiers were lost.

Strategy Rating:
3

Command Range:
All Command Groups in a 1914 French Army have a 8" Command Range.

Special Rule

Elan

After their defeat in 1870 the French High Command was convinced that the offensive was the best way to defeat the Germans. Armies rushed toward the frontier in the early days of August according to the Plan XVII. On the field, the aggressive behaviour of the French armies was named the 'Elan'.

Units with the *Elan* special rule can move 1D6" in the Shooting Phase if they do not shoot. Before rolling the D6, designate any enemy unit in Line of Sight. Your unit must make the D6" movement toward the enemy unit designated. You may not use the *Elan* special rule if you don't have any enemy unit in Line of Sight.

FRENCH ARMY INFANTRY BATTALION – 1914

The myth of the Furia Francense still had a strong appeal in the minds of the French High Command in 1914 and the army was built around this concept and still modelled after its 19th century forces, obviously unfitted for the modern way of war. The recurring image of the French soldier at the outbreak of the war was one of a young man rushing forward, bayonet fixed on his rifle to push back the hordes of Huns. As the graveyard became too small to accommodate French youth, it became clear that this doctrine was outdated.

1 HQ
Battalion Command Group

2–4 Core Companies
Infantry Company
Territorial and Reserve Company

Battalion Support
(0–1 per 2 Core Company choices)
0–2 Machine Gun Section

Regimental Support
(0–1 per 3 Core Company choices)
Cavalry Squadron
Regimental Colours
Chasseurs Company

Divisional Support
(0–1 per 4 Core Company choices)
Light Mortar Section
75mm Gun

Chasseurs Battalion – 1914

Chasseurs were the light troops of the French Army and only hand-picked from selected soldiers. They were used ahead of the main armies and took their part in the fighting in the Ardennes or within Belgium. This variant can also be used to represent some Colonial battalions, such as the Tirailleurs Sénégalais or the Morocco Zouaves.

1 HQ
Battalion Command Group

2–4 Core Company
Chasseurs Company

Battalion Support
(0–1 per 2 Core Company choices)
Machine Gun Section

Regimental Support
(0–1 per 3 Core Company choices)
Cavalry Squadron
75mm Gun
Regimental Colours

Divisional Support
(0–1 per 4 Core Company choices)
Light Mortar Section
Infantry Company

Special Rules:
The Battalion Command Group has the *Infiltration Tactics* and *Scout* Special Rules for +10 pts. It is considered lights for Unit Coherency rules.
The Regimental Colours has the *Infiltration Tactics* and *Scout* Special Rules. This increases its cost by +5 pts.

Cavalry Regiment – 1914

The French army had a large cavalry arm which was for the most part squandered in the opening French offensives of the war. This battalion is an amalgamation of all of those types.
Through strong, the 81 French Cavalry Regiments were outnumbered by the Germans and more than once were beaten by their enemies. Their mad charges were not the best means to take advantage of this prestigious arm. This variant allows you to field some of the most colourful units from the beginning of the war, such as the heavy Cuirassiers and the African Spahis, the latter suffering atrociously during the winter they spent in Flanders.

1 HQ
Squadron Command Group

2–4 Core Squadron
Cavalry Squadron

Battalion Support
(0–1 per 2 Core Squadron choices)
Cuirassiers Squadron

Regimental Support
(0–1 per 3 Core Squadron choices)
75mm Gun
0–1 Machine Gun Section
Regimental Colours

Divisional Support
(0–1 per 4 Core Squadron choices)
Infantry Company
Territorial and Reserve Company

Special Rules:
The Battalion Command Group become Cavalry and exchange their rifles for carbines for +10 pts.
The Regimental Colours may become Cavalry for +5 pts.

Regimental Colour Bearer

During the Franco-Prussian war, the French Regiments continued to use flags and carry their country's colours into battle. The French army of 1914 identified with the Franco Prussian war Regiments and even though the practice had fallen out of favour by the 20th Century, the French army continued the tradition of bearing a standard on to the battlefield. To represent this and highlight the archaism and flavour of the French army, a flag bearer can be fielded on the table-top (see page 103). If you don't have a model carrying the colours, any officer model will do either representing some kind of political watcher or the general eagerness of a high ranking officer!

FRENCH ARMY UNITS OF 1914

Battalion Command Group

	WS	BS	S	T	W	I	A	Ld
Colonel	4+	4+	3	3	1	4	2	9
Major	4+	3+	3	3	1	4	2	8
Soldier	4+	4+	3	3	1	3	1	7

A Battalion Command Group consists of a Commanding Officer and 2 soldiers (aides, staff, messengers, etc).
If led by a Colonel, the Command Group costs 50 pts. If led by a Major, it costs 20 pts.

Equipment:
The Commanding Officer has a pistol.
All the soldiers have rifles.

Special Rules:
Elan.

Options:
The Command Group may have up to 3 additional soldiers for +10 pts each.

Chasseurs Company

	WS	BS	S	T	W	I	A	Ld
Chasseur	4+	4+	3	3	1	3	1	7
Captain	3+	3+	3	3	1	4	2	8

These soldiers were the French armies light infantry.

A Chasseurs Company is composed of a Chasseurs Command Group and between 3 and 4 Platoons.
The Chasseurs Command Group consists of a Captain and 2 Chasseurs for 30 pts.
A Chasseur Platoon consists of 10 Chasseurs for 70 pts.

Equipment:
The Captain has a pistol.
All Chasseurs have a rifle.

Special Rules:
Infiltration Tactics.
Scouts.
These troops are considered lights for Unit Coherency rules.

Options:
The Command Group may have up to 2 additional Chasseurs for +7 pts each
Any platoon may have up to 4 additional Chasseurs for +7 pts each.

Infantry Company

	WS	BS	S	T	W	I	A	Ld
Soldier	4+	4+	3	3	1	3	1	7
Captain	3+	3+	3	3	1	4	2	8

These are the men that made up the bulk of the French army. They suffered hideous losses in the opening offensives of the war.

An Infantry Company consists of a Command Group and between 2 and 4 infantry Platoons.
The Company Command Group consists of a Captain and 2 soldiers for 30 pts.
Infantry Platoons consist of 10 soldiers for 55 pts.

Equipment:
The Captain is armed with a pistol.
All soldiers have a rifle.

Special Rules:
Elan

Options:
The Command Group may have up to 2 additional soldiers for +6 pts each.
Any Platoon may have up to 4 additional soldiers for +6 pts each.

Cavalry Squadron

	WS	BS	S	T	W	I	A	Ld
Trooper	3+	5+	3	3	1	4	1	7
Captain	3+	3+	3	3	1	4	2	8

The French army had large formations of cavalry available in 1914, ready to exploit the breakthroughs plan XVII would create. This profile includes Dragoons, Hussars, and Chasseurs a cheval.

Cavalry Squadrons are composed of a Squadron Command Group and 2–3 Cavalry Troops.
The Squadron Command Group is composed of a Captain and 2 Troopers for 45 pts.
A Cavalry Troop consists of 9 Troopers for 100 pts.

Equipment:
The Captain has a sword and pistol.
All Troopers have pistols, swords and carbines.

Special Rules:
Cavalry.
These troops are considered lights for Unit Coherency rules.

Options:
The Command Group may have up to 2 additional Troopers for +11 pts each.
Any Troop may have up to 3 additional Troopers for +11 pts each.

Cuirassiers Squadron

	WS	BS	S	T	W	I	A	Ld
Cuirassier	3+	5+	4	3	1	4	1	8
Captain	3+	3+	3	3	1	4	2	8

Cuirassiers were Elite French cavalry, who still wore their breastplates and plumed helmets when the war started.

Cuirassiers Squadrons are composed of a Squadron Command Group and 2–3 Cuirassiers Troops.
The Squadron Command Group is composed of a Captain and 2 Troopers for 40 pts.
A Cuirassier troop consists of 9 Troopers for 125 pts.

Equipment:
The Captain has a sword and pistol.
All Troopers have pistols, swords, lances and carbines.

Special Rules:
Cavalry.

Options:
The Command Group may have up to 2 additional Troopers for +15 pts each.
Any Troop may have up to 3 additional Troopers for +15 pts each.

Regimental Colours

	WS	BS	S	T	W	I	A	Ld
Flag Bearer	3+	4+	3	3	1	3	1	7

The French soldiers will be inspired by their countries flag going forward with them.

This unit consists of one Regimental Flag Bearer model for 40 pts.

Equipment:
The Flag Bearer has a pistol

Special Rules:
Elan.
The Flag Bearer must be attached to any Command Group prior to deployment. Any unit the Flag Bearer is attached to can re-roll failed to hit rolls once in the turn that they assault while he lives.
Any unit he is attached to must assault an enemy in the Assault Phase if they are within reach.
Any unit within 12" of the Regimental Colours may re-roll once per turn the D6 for their Elan movement.

Machine Gun Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

This unit consists of 1 Hotchkiss Heavy Machine Gun and 3 crewmen for 50 pts.

Equipment:
All crewmen have either pistols or rifles.

Options:
A fourth crewman can be added for +15 pts.

Territorial & Reserve Company

	WS	BS	S	T	W	I	A	Ld
Soldier	5+	5+	3	3	1	3	1	5
Captain	3+	3+	3	3	1	4	2	8

Territorial soldiers had fulfilled their military obligations and had passed out of the army. Due to the losses suffered, they were thrown back into combat to help stop the German army.

A Territorial & Reserve Company consists of a Command Group and between 2 and 4 Territorial & Reserve Platoons.
The Company Command Group consists of a Captain and 2 soldiers for 20 pts.
Territorial & Reserve Platoons consists of 10 soldiers for 40pts.

Equipment:
The Captain is armed with a pistol.
All soldiers have a rifle.

Special Rules:
You cannot have more Territorial & Reserve Companies than you have Infantry Companies.

Options:
The Command Group may have up to 2 additional soldiers for +4 pts each.
Any platoon may have up to 4 additional soldiers for +4 pts each.

Light Mortar Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

This unit consists of a Light Mortar and 3 crewmen for 40 pts.

Equipment:
All crewmen have either pistols or rifles.

Options:
The Light Mortar may have an additional crewman for +10 pts.

75mm Field Gun

	WS	BS	S	T	W	I	A	Ld
Crew	4+	3+	3	3	1	3	1	7

At the outbreak of war the French 75mm Field Gun and its crew had an impressive reputation and was the model for all other medium artillery in the world. This is reflected by the BS3+.

This unit consists of one Medium Field Gun and 4 crewmen for 75pts.

Equipment:
All crewmen have either pistols or rifles.

Options:
The Field Gun may have up to 2 additional crewmen for +10 pts each.

FRENCH ARMY UNITS OF 1914

IMPERIAL GERMAN ARMY 1914

When Germany went to war in August 1914, she had the best equipped army in Europe. Taking lessons from the Russo-Japanese war, they had developed a wide range of artillery to destroy enemy fortifications. The German army had 210mm and 250mm mortars and a 420mm siege howitzer named "Big Bertha". The German army had twice as many machine guns issued to their battalions and many more mortars than either the BEF or the French Army. As well as having more heavy guns than either of their opponents, the German Army was a much larger formation that mobilised much more quickly than either the BEF or the French Army. The German army put over 1.8 million officers and men into battle in August of 1914. They also had a highly developed war plan at the start of the hostilities.

The Schlieffen Plan called for a massive attack into France with overwhelming force before the Russians could finish mobilising their army. The German army would sweep through Belgium and outflank the French forces in the field, hopefully attacking them from behind. This also meant that all the fighting would be on French soil not German. The Kaiser told departing troops that "*You will be home before the leaves have fallen from the trees.*" By the end of August German forces were only 50km from Paris but gaps had begun to open up between the German armies. The French and British were able to exploit this at the battle of the Marne and stop the German advancement.

Strategy Rating:
4

Command Range:
All Command Groups in a 1914 German Army have a 12" Command Range.

Jaeger Battalion 1914

These fast moving troops were the German armies light infantry, equivalent to the French Chasseurs. They performed their duty admirably and even when facing the BEF at Ypres they confirmed their reputation of discipline and efficiency.

1 HQ
Battalion Command Group

2–4 Core Companies
Jaeger Company

Regimental Support
(0–1 per Core Company choices)
77mm Gun
0–2 Light Mortar Section
0–2 Machine Gun Section
Infantry Company

Divisional Support
(0–1 per 2 Core Company choices)
General Staff Officer
Cavalry Squadron

Special Rules
The Battalion Command Group has the *Infiltration Tactics* and *Scouts* Special Rules. This increases its cost by +10 pts. it is considered lights for Unit Coherency rules.

Guards Battalion

In 1914 the German Army had many prestigious regiments, composed of hand-picked troops and under the leadership of the best officers. The different Prussian Guard regiments (composed of the 5 Guard Divisions that took to the field in 1914) fall in this category, as might some Bavarian units. When they faced the BEF they discovered to their cost that they could be defeated, such as on the fateful day of 11th November 1914, when the Prussian Guard saw its assault repelled in the woods east of Ypres.

1 HQ
Battalion Command Group

2–4 Core Companies
Guards Company

Regimental Support
(0–1 per Core Company choices)
77mm Gun
0–2 Light Mortar Section
Jaeger (single Platoon or whole Company)
0–2 Machine Gun Section

Divisional Support
(0–1 per 2 Core Company choices)
Cavalry (single Troop or whole Squadron)
Infantry Company
Heavy Mortar Section

Special Rule
A German Guards Battalion can select up to 1 General Staff Officer without using a support choice.

Infantry Battalion – 1914

The German Infantry Battalion of 1914 was the living embodiment of the Deutsche Gemeinschaft (German Community) in its will to get to grips with the despised French and British. With over 1,000,000 births per year, the development of Germany was unrivalled and this available manpower was translated in a formidable standing army.

1 HQ
Battalion Command Group

2–4 Core Companies
Infantry Company

Regimental Support
(0–1 per Core Company choices)
77mm Gun
0–2 Light Mortar Section
0–2 Machine Gun Section
Jaeger (single Platoon or whole Company)

Divisional Support
(0–1 per 2 Core Company choices)
General Staff Officer
Heavy Mortar Section
Cavalry (single Troop or whole Squadron)
Guards (single Platoon or whole Company)

GERMAN ARMY UNITS OF 1914

Battalion Command Group

	WS	BS	S	T	W	I	A	Ld
Colonel	4+	4+	3	3	1	4	2	9
Major	4+	3+	3	3	1	4	2	8
Soldier	4+	4+	3	3	1	3	1	7

A Battalion Command Group consists of a Commanding Officer and 2 soldiers (aides, staff, messengers, etc). If led by a Colonel, the Command Group costs 50 pts. If led by a Major, it costs 20 pts.

Equipment:
The Commanding Officer has a pistol.
All the soldiers have rifles.

Options:
The Command Group may have up to 3 additional soldiers for +10 pts each.
The Battalion Command Group may all have grenades for +5 pts.

General Staff Officer

	WS	BS	S	T	W	I	A	Ld
Officer	4+	4+	3	3	1	3	1	8

The German General Staff was a highly developed organization to aide in troop movements and deployments.

The General Staff Officer consists of one model for 45 pts.

Equipment:
The officer has a pistol (and usually a monocle!)

Special Rules:
The General Staff Officer becomes part of the Battalion Command Group for the duration of the game. As long as the General Staff Officer is alive the Battalion Command Group unit has +1 to their Leadership for any rolls (i.e. a Major now has a LD of 9) and the Commanding Officers Leadership radius is extended to 18" to represent improved communications. If the General Staff Officer is killed both bonuses are lost and if the Colonel or Major is killed the General Staff Officer takes over as Commanding Officer but the bonuses are still lost.

Infantry Company

	WS	BS	S	T	W	I	A	Ld
Soldier	4+	4+	3	3	1	3	1	7
Captain	3+	3+	3	3	1	4	2	8

These soldiers represent the bulk of the Imperial German army, and it was on their shoulders that the chance for victory or defeat rested.

An Infantry Company consists of a Company Command Group and between 2 and 3 Infantry Platoons.
The Company Command Group consists of a Captain and 2 soldiers for 30 pts.
A Platoon consists of 12 soldiers for 55 pts.

Equipment:
Captains are armed with a pistol.
All soldiers have a rifle

Options:
The Command Group may have up to 2 additional soldiers for +5 pts each.
Any platoon may have up to 6 additional soldiers for +5 pts each.
The Command Group or any platoon may have grenades for +10 pts per unit.

Guard Company

	WS	BS	S	T	W	I	A	Ld
Guard	3+	4+	3	3	1	4	1	8
Captain	3+	3+	3	3	1	4	2	8

The Prussian Guard represented the best of the German army. Highly motivated these soldiers were the elite of the early war German army.

A Guard Company consists of a Command Group and between 2 and 3 Guard Platoons.
The Company Command Group consists of a Captain and 2 soldiers for 30 pts.
Guards Platoons consist of 11 soldiers for 90 pts.

Equipment:
The Captain has a pistol and grenades.
All soldiers each have a rifle and grenades.

Options:
The Command Group may have up to 2 additional soldiers for +10 pts each
Any platoon may have up to 7 additional soldiers for +8 pts each.

Jaeger Company

Jaegers were fast moving and hard hitting units. They are the German armies light infantry.

	WS	BS	S	T	W	I	A	Ld
Jaeger	4+	4+	3	3	1	3	1	7
Captain	3+	3+	3	3	1	4	2	8

A Jaeger Company consists of a Command Group and between 2 and 3 Jaeger Platoons.
The Company Command Group consists of a Captain and 2 soldiers for 40 pts.
Jaeger Platoons consist of 12 soldiers for 80 pts.

Equipment:
The Captain has a pistol.
All soldiers each have a rifle.

Special Rules:
Infiltration Tactics.
Scouts.
These troops are considered lights for Unit Coherency rules

Options:
The Command Group may have up to 2 additional soldiers for +8 pts each.
Any platoon may have up to 6 additional soldiers for +8 pts each.
The Command Group or any platoon may have grenades for +10 pts per unit.

Machine Gun Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

This unit consists of 1 Maxim Heavy Machine Gun and 3 crewmen for 50 pts.

Equipment:
All crewmen have either pistols or rifles.

Options:
The Heavy Machine Gun may have an additional crewman for +15 pts.

Light Mortar Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

This unit consists of a Light Mortar and 3 crewmen for 40 pts.

Equipment:
All crewmen have either pistols or rifles.

Options:
The Light Mortar may have an additional crewman for +10 pts.

Cavalry Squadron

	WS	BS	S	T	W	I	A	Ld
Trooper	3+	5+	3	3	1	4	1	7
Captain	3+	3+	3	3	1	4	2	8

This covers the various types of cavalry available to the German Army, such as Uhlans, Dragoons and Lancers.

Cavalry Squadrons are composed of a Squadron Command Group and 2–3 Cavalry Troops. The Squadron Command Group is composed of a Captain and 2 Troopers for 45 pts. A Cavalry Troop consists of 9 Troopers for 100 pts.

Equipment:
The Captain has a sword and a pistol.
All Troopers have pistols, swords, lances, and carbines.

Special Rules:
Cavalry.
These troops are considered lights for coherency rules.

Options:
The Command Group may have up to 2 additional Troopers for +11 pts each
Any Troop may have up to 5 additional Troopers for +11 pts each.

Heavy Mortar Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

The German army had a range of mortars to count on during the war.

This unit consists of a Heavy Mortar and 4 crewmen for 60 pts.

Equipment:
All crewmen have either pistols or rifles.

German 75mm Field Gun

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

The 77mm gun was the German equivalent of the French 75mm.

The unit consists of a Medium Field Gun and 4 crewmen for 60 pts.

Equipment:
All crewmen have either pistols or rifles.

Options:
The Field Gun may have up to 2 additional crewmen for +10 pts each.

GERMAN ARMY UNITS OF 1914

WATER CART
BOTTLE FILLER
100%

1918 - THE BIRTH OF MODERN WARFARE

The last year of the Great War was pivotal in the history of warfare as it can be seen as the birth of modern tactics that would fully develop at the dawn of the Second World War. These improvements were acquired in the blood and mud, at the expense of thousands of lives during four terrible years.

The armies of 1918 bear little resemblance with their 1914 counterparts. The battalion was by now an almost independent formation that benefited from its own support and was able to undertake limited, but highly effective operations. The platoon was built around its automatic and support weapons, the most important being the light machine guns that changed the face of the war. Once mastery of this new weapon was acquired, the armies were able to bring with them much needed fire support, leading to a war of movement that had ceased since the first winter of the war.

Artillery also hugely improved and tactical units enjoyed a better, more effective accurate artillery support. The pioneers in these techniques were the British, but their methods were soon copied. Tanks were now produced en masse, and the German Stormtroopers reached the peak of their efficiency.

With this new evolution, the tide turned and the war could not last longer. In the end, the steel beat the flesh, and the Germans were defeated.

D 45
D 56
D 51

UNITS OF THE BEF 1918

Battalion Command Group

	WS	BS	S	T	W	I	A	Ld
Colonel	4+	4+	3	3	1	4	2	9
Major	4+	3+	3	3	1	4	2	8
Soldier	4+	4+	3	3	1	3	1	7

A Battalion Command Group consists of an officer and 2 soldiers (aides, staff, messengers, etc). If led by a Colonel, the Command Group costs 50 pts. If led by a Major, it costs 20 pts.

Equipment:
The Commanding Officer has a pistol and grenades.
All the soldiers each have a rifle and grenades.

Options:
The Battalion Command Group may have two smoke barrages for +30pts.
The Command Group may have up to 3 additional soldiers for +10 pts each.

Infantry Company

	WS	BS	S	T	W	I	A	Ld
Soldier	4+	4+	3	3	1	3	1	7
Captain	3+	3+	3	3	1	4	2	8

The battles of the Somme and Ypres, had exhausted Kitchener's New Army but it was still in a condition to take the offensive against the enemy. By now, these soldiers had acquired the experience to fight on equal terms with their German counterparts.

An Infantry Company consists of a Company Command Group and between 2 and 4 Infantry Platoons.
The Company Command Group consists of the Captain and 2 Soldiers for 40 pts.
An Infantry Platoon consists of 8 Soldiers for 50 pts.

Equipment:
The Captain has a pistol and grenades.
All soldiers each have a rifle and grenades.

Options:
The Command Group may have up to 2 additional soldiers for +6 pts each.
The Platoon may have up to 4 additional soldiers for +6 pts each.
Any Platoon may have one soldier replace his rifle for a Lewis Gun for +10 pts.
Any Platoon may have one soldier replace his rifle for a Rifle Grenade Launcher for +5 pts.
Any Infantry Platoon fielded with the maximum number of models may:
Have a soldier replace his rifle for a second Lewis Gun for +10 pts.
Have a soldier replace his rifle for a second Rifle Grenade Launcher for +5 pts.

Highlander Company

	WS	BS	S	T	W	I	A	Ld
Highlanders	3+	4+	3	3	1	4	1	8
Captain	3+	3+	3	3	1	4	2	8

These are the more highly motivated , better trained or veteran formations in the BEF toward the end of the war.

A Highland Company consists of a Company Command Group and between 2 and 4 Highlander Platoons. The Company Command Group consists of a Captain and 2 Highlanders for 35 pts. Highlander Platoons consist of 8 soldiers for 70 pts.

Equipment:

The Captain is armed with a pistol and grenades.
All Highlanders each have a rifle and grenades.

Options:

The Command Group may have up to 2 additional Highlanders for +10 pts each.
Any Platoon may have up to four additional Highlanders for +10 pts each.
Any Platoon may have one Highlander replace his rifle for a Lewis Gun for +10 pts.
Any Platoon may have one Highlander replace his rifle for a Rifle Grenade Launcher for +5 pts.
Any Highlander Platoon fielded with the maximum number of models may:
Have a Highlander replace his rifle for a second Lewis Gun for +10 pts
Have a Highlander replace his rifle for a second Rifle Grenade Launcher for +5 pts.

Territorial Company

	WS	BS	S	T	W	I	A	Ld
Soldier	5+	5+	3	3	1	2	1	5
Captain	3+	3+	3	3	1	3	2	8

These were lower grade British units, they were needed to help hold the front and to support any attacks.

A Territorial Company consists of a Company Command Group and between 2 and 4 Territorial Platoons.
The Company Command Group consists of the Captain and 2 Soldiers for 40 pts.
A Territorial Platoon consists of 9 Soldiers for 35 pts.

Equipment:
The Captain has a pistol and grenades.
All soldiers each have a rifle and grenades.

Options:
The Command Group may have up to 2 additional soldiers for +4 pts each.
Any Platoon may have up to 3 additional soldiers for +4 pts each.
Any Platoon may have one soldier replace his rifle for a Lewis Gun for +10 pts.
Any Platoon may have one soldier replace his rifle for a Rifle Grenade Launcher for +5 pts.

Scout Platoon

	WS	BS	S	T	W	I	A	Ld
Scout	4+	4+	3	3	1	3	1	7

A Scout Platoon consists of 8 soldiers for 60 pts.

Equipment:
All Scouts each have a rifle and grenades.

Special Rules:
Scouts.
Infiltration Tactics.

Options:
Any platoon may have up to 2 additional scouts for +7 pts each.

Assault Party

	WS	BS	S	T	W	I	A	Ld
Soldier	3+	4+	3	3	1	4	1	7

This unit consists of 7 Soldiers for 60 pts.

Equipment:
All soldiers each have a carbine and grenades.

Special Rules:
Infiltration Tactics.
Pioneering equipment.

Options:
An assault party may have up to 3 additional soldiers for +9 pts each.

Cavalry Squadron

	WS	BS	S	T	W	I	A	Ld
Trooper	4+	4+	3	3	1	4	1	7
Captain	3+	3+	3	3	1	4	2	8

The BEF still maintained large formations of cavalry late in the war and was able to put them to use in the last offensives.

A Cavalry Squadron consists of a Squadron Command Group and between 2 and 3 Cavalry Troops.
The Cavalry Squadron Command Group consists of a Captain and 2 Cavalry Troopers for 45 pts.
A Cavalry Troop consists of 9 Troopers for 90 pts.

Equipment:
The Captain has a sword and a pistol.
All Troopers have swords and rifles.

Special Rules:
Cavalry.

Options:
The Command Group may have up to 2 additional Troopers for +11 pts each.
Any Troop may have up to 3 additional troopers for +11 pts each.

Machine Gun Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	8

This unit consists of a Vickers Heavy Machine Gun and 3 crewmen for 50 pts.

Equipment:
All crewmen have either pistols or rifles.

Options:
The machine gun section may have one additional crewman for +15 pts.

Light Mortar Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	8

By 1918 the BEF had developed and fielded the excellent Stokes 3" light mortar.

This unit consists of a Light Mortar and 3 crewmen for 40 pts.

Equipment:
All crewmen have either pistols or rifles.

Options:
The mortar section may have one additional crewman for +10 pts.

Spotter

	WS	BS	S	T	W	I	A	Ld
Spotter	4+	4+	3	3	1	3	1	7

A spotter is a single model for 30 pts. He is assigned to a specific Mortar (Light or Heavy) Section or Field Gun.

Equipment:
A spotter is armed with a pistol.

Special Rules:
See Spotter rules on page 63.
A Spotter doesn't count as a choice on the Battalion Organisation Table, you are allowed up to one Spotter per Field Gun or Mortar Section in your army.

18lb Field Gun

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

This unit consists of a Medium Field Gun and 4 crewmen for 65 pts.

Equipment:
The crewmen have either pistols or rifles.

Options:
The Field gun may have up to two additional crewmen for +10 pts each.

Heavy Mortar Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

The BEF was equipped with the 9.45" mortar whose shells were known as "flying pigs". It was capable of throwing the 150lb "pig" over 1000 yards.

This unit consists of one Heavy Mortar and 4 crewmen for 60 pts

Equipment:
The crewmen have either pistols or rifles.

TANKS

Any of the Mark IV or Mark V British tanks can be equipped with a Fascine for +15 pts.

Mark IV male tank

	Pts	Front Armour	Side Armour	Rear Armour	BS
Mark IV	120	11	11	10	5+

The Mark IV male tank has two 6lb guns (Vehicle Guns) mounted in side sponsons and 3 Hotchkiss guns (Vehicle Machine Guns), one firing forward, one left and one right.

Mark IV female tank

	Pts	Front Armour	Side Armour	Rear Armour	BS
Mark IV	130	11	11	10	5+

The Mark IV female tank has 5 Hotchkiss Guns (Vehicle Machine Guns), two mounted in each side sponson and one Hotchkiss gun (Vehicle Machine Gun) firing to the front. You may exchange one side sponson Machine Gun for a Vehicle Gun (upgrading the Female to Hermaphrodite).

Whippet

	Pts	Front Armour	Side Armour	Rear Armour	BS
Whippet	110	11	10	10	5+

The Whippet mounts 4 Lewis Guns (Vehicle Machine Guns), one firing in each direction.
The Whippet was much more mechanically reliable than other tanks of the era and as such doesn't need to roll for tank breakdowns. As the faster tank of WW1, the Whippet has the *Assault Training* Special Rule.
The Whippet may not have a Fascine. The Whippet is a Fast Tank.

Mark V tank

	Pts	Front Armour	Side Armour	Rear Armour	BS
Mark V	170	11	11	11	5+

The Mark V tank has two 6 lb guns (Vehicle Guns) mounted in side sponsors and 4 Hotchkiss (Vehicle Machine Guns) one firing in each direction.
The Mark V was more mechanically reliable than the Mark IV and doesn't need to roll for tank breakdowns.
You may exchange the two Vehicle Guns on the side sponsons for two Machine Guns. This increases the cost of the Mark V by +10 pts.

Mark V* tank

	Pts	Front Armour	Side Armour	Rear Armour	BS
Mark V*	200	11	11	11	5+

The Mark V* Male tank has two Vehicle Guns mounted in side sponsors and 4 Vehicle Machine Guns, one firing to the front, one firing to the rear and one on each side. The Mark V* may be upgraded to a Mark V* Female for +20 pts. The Mark V* Female has 6 Machine Guns, one firing to the front, one firing to the rera and two on each side..

Special Rules:
Thanks to its extra length, the Mark V* is always considered to be equipped with a Fascine.
The Mark V* can, at the start of the game, transport one Machine Gun section bought separately (this unit does not take up any Support choice). This unit may be dropped at the start of the Movement Phase as long as the crew of the tank is not Shaken or Stunned, and becomes an independant unit that counts as Pinned the turn it comes out of the vehicle. If the tank is destroyed whilst transporting the unit, the Machine Gun section is eliminated as well.

British Infantry Battalion 1918

HQ
Battalion Command Group
Colonel and five soldiers

Core Companies
Red Company
Company Command Group–Captain and two soldiers
First Platoon–10 soldiers, one with a Lewis LMG
Second Platoon–10 soldiers, one with a Lewis LMG
Third Platoon–10 soldiers, one with a Lewis LMG

Yellow Company
Company Command Group- Captain and two soldiers
First Platoon- 10 soldiers, one with a Lewis LMG
Second Platoon- 10 soldiers, one with a Lewis LMG
Third Platoon- 10 soldiers, one with a Lewis LMG

Battalion Support
Two Vickers HMG Sections

Regimental Support
One Light Mortar Section
Platoon of 10 Highlanders, one with a Lewis LMG

Divisional Support
One Mark IV Male Tank

Equipment
Officers are armed with pistol and grenades, soldiers are armed with rifle and grenades, except where rifle has been exchanged for another weapon.

Overview
This Infantry Battalion has 8 scoring units and is designed for the offensive. At less than 1000 points there is potential to increase some platoons to full strength and add additional Lewis LMGs for more fire power. Exchanging the tank for a Heavy Mortar and bringing all the platoons to full strength would make the Battalion particularly durable in either attack or defence.

THE 1918 FRENCH ARMY

After the costly failure of the Nivelle offensives of 1917, many veteran French soldiers began to rebel. The soldiers had many complaints and for the most part they were legitimate. Compared to their allies and enemies they were poorly fed and treated, given inadequate leave, faced terrible conditions and were being poorly led. Although there was no violence, the troops would refuse to attack, but still defended their trenches against enemy assault.

As Commander-in-Chief, Petain addressed the soldiers' complaints quickly and aggressively. He immediately instituted leave programs and added field kitchens and medical services for the troops. He also promised a plan of limited offensives or an "aggressive defence".

With these problems solved Petain was able to get the French Army back into fighting shape after the terrible losses of the previous three years. The French Army was ready and able to support the BEF during the Germans 1918 offensives and launch counter attacks once the German offensive ran out of steam.

Strategy Rating:
2

Command Range:
All Command Groups in a 1918 French Army have a 12" Command Range.

French Army 1918 Infantry Battalion

In 1918 most French divisions were below half strength having not fully recovered from the unbelievable casualties suffered during the battle of Verdun and the Nivelle offensive. Despite these losses, the French had regained hope under the leadership of Petain and the arrival of Americans opened opportunities for an ending to the war. The French army had now adopted the modern weapons of war in the shape of light guns (the 37mm gun) and tanks (more than 5,000 tanks were produced during the war, twice the British production).

1 HQ
Battalion Command Group

2–3 Core Companies
Infantry Company

Battalion Support (0–2 per Core Company choice)
0–3 Machine Gun Section
0–2 37mm Guns
0–2 Light Mortar Section
Assault Platoon

Regimental Support
(0–1 per Core Company choice)
0–2 75mm Gun
Veteran Company

Divisional Support
(0–1 per Core Company choice)
Tank
Heavy Mortar Section

Veteran Battalion 1918

This list represents any of the elite formations or battle hardened regiments such as the Foreign Legion that have been on the line for a long time, and have considerable combat experience.

1 HQ
Battalion Command Group

2-3 Core Companies
Veteran Company

Battalion Support (0–2 per Core Company choice)
0–3 Machine Gun Section
0–2 37mm Gun
0–2 Light Mortar Section
Assault Platoon

Regimental Support
(0–1 per Core Company choice)
0–2 75mm Gun
Infantry Company

Divisional Support
(0–1 per Core Company choices)
Tank
Heavy Mortar Section

Second Line Battalion 1918

This list can be used to represent any of the under strength or less reliable formations that were mainly used on guard duty in quiet sectors. The unexpected German offensives in 1918 saw these unfitted units take to the field against a determined opponent that outclassed them in training, experience and material.

1 HQ
Battalion Command Group

2–4 Core Companies
Reserve Company

Battalion Support (0-2 per Core Company choice)
0–2 Machine Gun Section
0–1 37mm Gun
0–1 Light Mortar Section

Regimental Support
(0–1 per Core Company choice)
0–1 75mm Gun
Infantry Company

Divisional Support
(0–1 per 2 Core Company choices)
Heavy Mortar Section

UNITS OF THE FRENCH ARMY 1918

Battalion Command Group

	WS	BS	S	T	W	I	A	Ld
Colonel	4+	4+	3	3	1	4	2	9
Major	4+	3+	3	3	1	4	2	8
Soldier	4+	4+	3	3	1	3	1	7

A Battalion Command Group consists of an officer and 2 soldiers (aides, staff, messengers, etc). If led by a Colonel, the Command Group costs 50 pts. If led by a Major, it costs 20 pts..

Equipment:
The Commanding Officer has a pistol and grenades.
All the soldiers each have a rifle and grenades.

Options:
The Command Group may have up to 3 additional soldiers for +10 pts each.
The Command Group may have two smoke barrages for +30pts.

Veteran Company

	WS	BS	S	T	W	I	A	Ld
Veteran	3+	4+	3	3	1	4	1	8
Captain	3+	3+	3	3	1	4	2	8

Veterans represent the soldiers that have been on the front lines for a long time and have considerable combat experience.

A Veteran Company consists of a Company Command Group and between 2 and 4 Veteran Platoons.
The Company Command Group consists of the Captain and 5 soldiers for 65 pts.
A Veteran Platoon consists of 6 soldiers for 55 pts.

Equipment:
The Captain has a pistol and grenades.
All soldiers each have a rifle and grenades.

Options:
The Command Group may have up to 3 additional soldiers for +9 pts each.
The Company Command Group may have up to 2 Chauchat for +10 pts each.
Any Platoon may have up to 3 additional soldiers for +9 pts each.
Any Platoon may have one soldier replace his rifle for a Chauchat for +10 pts.
Any Platoon may have one soldier replace his rifle for a Rifle Grenade Launcher for +5 pts.
Any Platoon fielded with the maximum number of models may:
Have a soldier replace his rifle for a second Chauchat +10 pts
Have a soldier replace his rifle for a second Rifle Grenade Launcher for +5pts.
Add Pioneering Equipment and be upgraded to Bombers for +1 pt per model.

Infantry Company

	WS	BS	S	T	W	I	A	Ld
Soldier	4+	4+	3	3	1	3	1	7
Captain	3+	3+	3	3	1	4	2	8

Even though the French army had suffered at Verdun and during the Nivelle offensive they remained a powerful formation.

An Infantry Company consists of a Company Command Group and between 3 and 4 Infantry Platoons.
The Company Command Group consists of the Captain and 5 Soldiers for 55 pts.
An Infantry Platoon consists of 6 Soldiers for 35 pts.

Equipment:
The Captain has a pistol and grenades.
All soldiers each have a rifle and grenades.

Options:
The Command Group may have up to 3 additional soldiers for +7 pts each.
The Command Group may have up to 2 Chauchat for +10 pts each
Any Platoon may have up to 3 additional soldiers for +7 pts each.
Any Platoon may have one soldier replace his rifle for a Chauchat for +10 pts.
Any Platoon may have one soldier replace his rifle for a Rifle Grenade Launcher for +5 pts.
Any Infantry Platoon fielded with the maximum number of models may:
Have a soldier replace his rifle for a second Chauchat +10 pts
Have a soldier replace his rifle for a second Rifle Grenade Launcher for +5pts.
Add Pioneering Equipment and be upgraded to Bombers for +1 pt per model.

Reserve Company

	WS	BS	S	T	W	I	A	Ld
Soldier	5+	5+	3	3	1	2	1	5
Captain	3+	3+	3	3	1	3	2	8

After four years of continuous war the manpower of France was bled white. Soldiers were sent to the front without any adequate training, and some concessions were made to the selection of able men. This entry can also represent exhausted troops sent to the rear, and surprised by the quick advance of the German Spring Offensives.

A Reserve Company consists of a Company Command Group and between 3 and 4 Infantry Platoons.
The Company Command Group consists of the Captain and 5 soldiers for 30 pts.

Equipment:
The Captain has a pistol and grenades.
All soldiers each have a rifle and grenades.

Options:
The Command Group may have up to 3 additional soldiers for +4 pts each.
The Company Command Group may have up to 2 Chauchat for +10 pts each
Any Platoon may have up to 3 additional soldiers for +4 pts each.
Any Platoon may have one soldier replace his rifle for a Chauchat for +10 pts.
Any Platoon may have one soldier replace his rifle for a Rifle Grenade Launcher for +5 pts.
Any Reserve Platoon fielded with the maximum number of models may:
Have a soldier replace his rifle for a second Rifle grenade launcher for +5pts.

Assault Platoon

	WS	BS	S	T	W	I	A	Ld
Soldier	3+	4+	3	3	1	4	1	7

In many cases these soldiers were chosen right before the mission, then given instructions on what to do and sent into no man's land.

Assault soldiers were armed with pistols, shovels, grenades and whatever else they thought would be of help.
This unit consists of 6 soldiers for 45 pts.

Equipment:
All soldiers each have a carbine and grenades.

Special Rules:
Infiltration Tactics.
Pioneering equipment

Options:
An assault platoon may have up to 3 additional soldiers for +9 pts each.

Machine Gun Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

This unit consists of 1 Hotchkiss Heavy Machine Gun and 3 crewmen for 50 points.

Equipment:
All crewmen have either pistols or rifles.

Options:
The machine gun section may have one additional crewman for +15 pts.

37mm Trench Gun

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

The late war French army added light guns to help improve a units firepower and to deal with pillboxs and strongpoints.

This unit consists of a Light Field Gun and 3 Crewmen for 35 pts.

Equipment:
The crewmen have either pistols or rifles.

Options:
The Trench Gun may have up to two additional crewmen for +10 pts each.

75mm Field Gun

	WS	BS	S	T	W	I	A	Ld
Crew	4+	3+	3	3	1	3	1	8

This unit consists of a Medium Field Gun and 4 crewmen for 75pts.

Equipment:
All crewmen have either pistols or rifles.

Options:
The Field Gun may have up to two additional crewmen for +10 pts each.

Light Mortar Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

The 58mm mortar was the standard light mortar of the French army.

This unit consists of a Light Mortar and 3 crewmen for 40 pts.

Equipment:
All crewmen have either pistols or rifles.

Options:
The Light Mortar Section may have one additional crewman for +10 pts.

Heavy Mortar Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

The French army had large numbers of mortars, such as the Brandt 90mm or Fabry 150, to use to support any attacks.

A Heavy Mortar Section consists of one Heavy Mortar and 4 crewmen for 60 pts.

Equipment:
All crewmen have either pistols or rifles.

Tanks

Any French tank can be equipped with a Fascine for +15 pts.

0-1 Schneider CA1

	Pts	Front Armour	Side Armour	Rear Armour	BS
Schneider CA1	110	11	10	9	5+

The Schneider CA1 is armed with a 75mm gun (Vehicle Gun) in a side sponson and 2 Hotchkiss (Vehicle Machine Guns), one on either side of the tank.
The French Army of 1918 is allowed only 1 Schneider CA1 tank.

0-1 St Chamond

	Pts	Front Armour	Side Armour	Rear Armour	BS
St Chamond	130	11	11	10	5+

The St Chamond is armed with a 75mm gun (Vehicle Gun) mounted in the front and 4 Hotchkiss (Vehicle Machine Guns) one on each side in addition to the front and rear mounted guns.
The French Army of 1918 is allowed only 1 St Chamond.

Renault FT-17

	Pts	Front Armour	Side Armour	Rear Armour	BS
Renault FT-17	80/90	10	10	10	4+

The Renault FT-17 can be armed with either a turret 37mm gun (a Vehicle Gun) for 80 pts, or a single turret Hotchkiss (Vehicle Machine Gun) for 90 pts.
The Renault FT-17 is a Fast Tank.

French Infantry Battalion 1918

HQ
Battalion Command Group
Colonel and four soldiers

Core Companies

Yellow Company
Company Command Group – Captain and 8 soldiers, two with Chauchat LMG's.
First Platoon – 9 soldiers, two with Chauchat LMG's and two with Vivien-Bessières Rifle Grenade Launchers.
Second Platoon – 9 soldiers, two with Chauchat LMG's and two with Vivien-Bessières Rifle Grenade Launchers.
Third Platoon – 9 soldiers upgraded to bombers.

Red Company
Company Command Group – Captain and 8 soldiers, two with Chauchat LMG's.
First Platoon – 9 soldiers, two with Chauchat LMG's and two with Vivien-Bessières Rifle Grenade Launchers.
Second Platoon – 9 soldiers, two with Chauchat LMG's and two with Vivien-Bessières Rifle Grenade Launchers.
Third Platoon – 9 soldiers upgraded to bombers.

Battalion Support
Two Hotchkiss HMG Sections.

Regimental Support
75mm Field Gun

Divisional Support
FT-17 with Vehicle Machine Gun

Equipment
Officers are armed with pistol and grenades, soldiers are armed with rifle and grenades, except where rifle has been exchanged for another weapon.

Overview
This Infantry Battalion has 9 scoring units and is designed for the offensive. It is just less than 1000 points and each platoon has plenty of firepower. Exchanging the tank for an additional HMG and a Light Mortar would make the Battalion particularly effective in defence with a number of template weapons to hamper an attacker's progress.

The Imperial German Army Of 1918

In 1916 the German army began experimenting with the idea of "storm troops" or "assault troops." In their plan an infantry unit would be given extra firepower by the addition of machine guns and mortars, and then be taught to infiltrate enemy positions in small numbers and attack from the sides and rear. They also gave greater control to smaller units in the army, letting junior officers make decisions without clearing them through higher command.

On March 21st 1918, the German army launched its Kaiserschlacht or Michael Offensive. With the soldiers from the Russian front, the Germans felt that they could knock the British out of the war before the Americans numbers could make a difference. Over 6000 guns fired a hurricane bombardment that stunned the British soldiers and left them in no shape to resist the German infantry infiltrating their positions to attack them from the flanks and rear. On the first day the Germans took 21,000 prisoners and within a week they had advanced 65km on a 80km wide hole in the allied lines. The offensive then began to run out of momentum as French troops arrived to stiffen British resistance and German soldiers stopped to loot food stores. Further offensives brought the German army to within 90km of Paris but they also exhausted the German army. The net effect of the Kaiserschlacht was to use up irreplaceable manpower without achieving any decisive victory.

German Army Strategy Rating:
3

Stellungsbataillon Strategy Rating:
1

Command Range:

All Command Groups in a 1918 German Army have a 12" Command Range.

Looted Equipment

Despite a good allocation of German manufactured light machine guns, German soldiers continued to use looted Lewis Guns as it proved to be lighter and handier in an assault.

In all lists, you may exchange up to half the MG08/15 in your platoons for Lewis Guns for free.

The 1918 Reorganization of the German Army

During the winter 1917-1918 the German army under the leadership of Ludendorff underwent a massive change in preparation for the forthcoming 'Peace Offensive'. Some divisions, around a quarter of the total manpower, were designated as Angriffdivisionen (Attack Division) and their soldiers underwent a three weeks camp training during the winter. Only the most capable and youngest soldiers were selected for this training, that had the ambition of spreading the Stormtroopers experience and tactics to the bulk of the German Army. The remaining divisions were labeled Stellungsdivisionen (Trench Division) that would only perform garrison duties and kept to hold the line. They were left with the oldest soldiers (unfitted for the new tactics) and had to do their job with less support and obsolete material.

Stellungsbataillon (Trench Battallion)

The Trench Battalion had the thankless duty of holding the long frontline in northern France and Belgium. As the best soldiers had been taken for the attack formations, the Stellungsdivisionen were left with the oldest and less performing troopers, and soon these units were overwhelmed with the general war weariness.

1 HQ
Battalion Command Group

2–4 Core Companies
Infantry Company

Battalion Support (0–1 per Core Company choice)
0–3 Machine Gun Section
0–2 Mortar Section
0–2 Grenade Launcher

Regimental Support
(0–1 per Core Company choice)
77mm Gun

Divisional Support
(0–1 per 2 Core Company choices)
Heavy Mortar Section

Angriffbataillon (Attack Battallion)

The Attack Battalions were mainly composed of the youngest and more capable men, with an average age below 25 years. They all received special training during winter 1917–1918 that consisted of theory courses on infiltration tactics and practice with real weapons. By spring 1918 they were ready for the Kaiser's Battle, the plan that they believed would be the turning tide of The Great War. They had everything that was needed to complete their task: experience, the best equipment, a good officer corps and the will to defeat the Allies. Unfortunately what missed was an opponent that would be willingly crushed.

1 HQ
Battalion Command Group

2–4 Core Companies
Assault Company

Battalion Support (0–2 per Core Company choice)
0–4 Machine Gun Section
0–2 Light Mortar Section
0–1 Anti-tank Rifle Detachment
0–4 Grenade Launcher

Regimental Support
(0–1 per Core Company choice)
77mm Gun
Flamethrower Detachment
37mm Gun
0–1 General Staff Officer

Divisional Support
(0–1 per 2 Core Company choices)
0–1 Stormtrooper Company
Stosstruppen Company
Heavy Mortar Section
0–1 Tank

Sturmabteilung (Assault Detachment)

Nicknamed the 'Gladiators' the Stormtroopers and Stosstruppen had acquired by 1918 considerable experience of combat and infiltration tactics. They followed the path opened by the Rohr Sturm-Abteilung in 1915, with the concept of dedicated and highly supported assault troops. Between 1916 and 1917 most German divisions built their own shock battalion, but none reached the excellence of the 17 centrally controlled Sturm-Bataillons. They rarely fought on their own and had often a company or two dispatched to support an assaulting division in the frontline. They also formed the Austro-Hungarians Stormtroopers (with limited success).

These assault units often had an impressive amount of support. The 3rd Assault Company of the Third Jäger Assault Battalion was sent to support the 50th Reserve Infantry Division with no less than 2 Light Mortars, 2 Infantry Guns, 8 Maxims and 7 Flamethrowers!

1 HQ
Stormtrooper Command Group

2–4 Core Companies
Stosstruppen Companies
0–1 Stormtrooper Company

Battalion Support (0–3 per Core Company choice)
0–5 Machine Gun Section
0–4 Light Mortar Section
0–4 Grenade Launcher Team
0–1 Anti-tank Rifle Team
Flamethrower Team

Regimental Support
(0–1 per Core Company choice)
37mm Gun
77mm Gun (must be designated as a Light Gun)

Divisional Support
(0–1 per 3 Core Company choices)
0–1 Tank

GERMAN ARMY UNITS 1918

Battalion Command Group

	WS	BS	S	T	W	I	A	Ld
Colonel	4+	4+	3	3	1	4	2	9
Major	4+	3+	3	3	1	4	2	8
Soldier	4+	4+	3	3	1	3	1	7

A Battalion Command Group consists of an officer and 2 soldiers (aides, staff, messengers, etc). If led by a Colonel, the Command Group costs 50 pts. If led by a Major, it costs 20 pts.

Equipment:
The Commanding Officer has a pistol and grenades.
All the soldiers each have a rifle and grenades.

Options:
The Command Group may have up to 3 more soldiers for +10 pts each.
One soldier may replace his rifle with a Bergman Sub-Machine Gun for +6 pts.
The Battalion Command Group may have two smoke barrages for +30pts.

General Staff Officer

	WS	BS	S	T	W	I	A	Ld
Officer	4+	4+	3	3	1	3	1	8

The German General Staff was a highly developed organisation to aid in troop movements and deployments.

The General Staff Officer consists of one model for 45 pts.

Equipment:
The officer has a pistol (and usually a monocle!)

Special Rules:
The General Staff Officer becomes part of the Battalion Command Group for the duration of the game.
As long as the General Staff Officer is alive the Battalion Command Group unit has +1 to their Leadership for any rolls (i.e. a Major now has a LD of 9) and the Commanding Officers Leadership radius is extended to 18" to represent improved communications.
If the General Staff Officer is killed both bonuses are lost and if the Colonel or Major is killed the General Staff Officer takes over as Commanding Officer but the bonuses are still lost.

Infantry Company

	WS	BS	S	T	W	I	A	Ld
Soldier	5+	4+	3	3	1	2	1	6
Captain	3+	3+	3	3	1	4	2	8

An Infantry Company consists of a Company Command Group and between 2 and 4 Infantry Platoons.
The Company Command Group consists of the Captain and 2 Soldiers for 20pts.
An Infantry Platoon consists of 9 soldiers and costs 45 pts.

Equipment:
Captains are armed with a pistol and grenades.
All soldiers each have a rifle and grenades.

Options:
The Command Group may have up to 2 more soldiers for +5 pts each.
Any Platoon may have up to 3 more soldiers for +5 pts each.
Any Platoon may have one soldier replace his rifle for a MG08/15 for +10 pts.
Any Platoon fielded with the maximum number of models may have a soldier replace his rifle for a Rifle grenade launcher for +5pts.

Stosstruppen Company

	WS	BS	S	T	W	I	A	Ld
Soldier	3+	4+	3	3	1	4	1	8
Captain	3+	3+	3	3	1	5	2	9

A Stosstruppen Company consists of a Company Command Group and between 2 and 3 Stosstruppen Platoons.
The Company Command Group consists of the Captain and 2 Soldiers for 30 pts.
A Stosstruppen Platoon consists of 6 soldiers for 65 pts.

Equipment:
The Captain is armed with a pistol and grenades.
All soldiers each have a carbine and grenades.

Special Rules:
Infiltration Tactics.
Pioneering Equipment.
Assault training.

Options:
The Command Group may have up to 2 additional soldiers for +11 pts each.
One soldier in the Command Group may replace his weapon with a Bergman Sub-Machine Gun for +6 pts.
Any platoon may have up to 3 additional soldiers for +11 pts each.
Any platoon may have up to two soldiers replace their carbines for a MG08/15 for +10 pts each.
Any platoon may be upgraded to Bombers for +1 pt per model.
Any platoon without a MG08/15 may have one soldier replace his carbine for a flamethrower for +15 pts.

Stormtrooper Command Group

	WS	BS	S	T	W	I	A	Ld
Major	3+	3+	3	4	1	5	1	10
Soldier	3+	4+	3	4	1	5	1	8

A Stormtrooper Command Group consists of the Major and 2 soldiers for 70 pts.

Equipment:
The Major has a pistol and grenades. All soldiers each have a carbine and grenades.

Special Rules:
Infiltration Tactics. Pioneering Equipment.
Stormtroopers can move 6" in the assault phase even if they are not assaulting (this represents their improved tactical training). Stormtrooper Command Groups have a Command Range of 18''.

Options:
The Command Group may have up to 2 additional soldiers for +15 pts each.
One soldier in the Command Group may replace his weapon for a Bergman Sub-Machine Gun for +6 pts.
The Command Group may get 2 Smoke Barrages for +30 pts.

Stormtroopers

	WS	BS	S	T	W	I	A	Ld
Soldier	3+	4+	3	4	1	5	1	8
Captain	3+	3+	3	4	1	5	2	9

A Stormtrooper Company consists of a Company Command Group and between 2 and 3 Stormtrooper Platoons.
The Company Command Group consists of the Captain and 4 Soldiers for 80 pts.
A Stormtrooper Platoon consists of 6 soldiers for 90 pts.

Equipment:
Captains are armed with a pistol and grenades. All soldiers each have a carbine and grenades.

Special Rules:
Infiltration Tactics.
Pioneering Equipment.
Storm troopers can move 6" in the Assault phase even if they are not assaulting (this represents their improved tactical training).

Options:
One soldier in the Command Group may replace his weapon with a Bergman Sub-Machine Gun for +6 pts.
Any platoon may have up to 3 more soldiers for +15 pts each
Any platoon may have up to two soldiers replace their carbines for a MG08/15 for +10 pts each.
Any platoons may be upgraded to Bombers for +1 pt per model.
Any platoon without a MG08/15 may have one soldier replace his carbine for a flamethrower for +15 pts.

Stormtroopers and Stosstruppen

The use of the words Sturmtruppen (Stormtroopers) and Stosstruppen (Shocktrooper) are somehow confusing. Contrary to the general belief, the Germans never used them to designate any specific unit, but more generally for any dedicated assault troop. In the accounts, there was mention of British Stosstruppen that was used to designate the Bombers thrown against the German lines! Basically, as explained by Prof. Gudmundsson in his 'Stormtroop Tactics' the word Stosstruppen replaced the old word of Sturmtruppen that existed in the German army since the 18th Century.

But despite this lack of proper designation, it cannot be denied that the German assault units were basically divided in three kinds.

The first, for which we have decided to use the word Stosstruppen, was the assault battalions raised in almost all divisions. They were allocated the best weapons, kept away from fatigue duties and spent their times training and practicing infiltration tactics. They became soon the best soldiers of their parent unit and spearheaded each major offensive.

The Stormtroopers (as we call them) are the assault troops that are attached to the Sturm-Bataillons, the 17 shock units that were under the direct control of the German Oberste Heeresleitung (High Command). The selection process of these battalions was rigourous and only the best soldiers could hope to be admitted. They were placed under the leadership of the best officers and NCOs and learned all the modern combat techniques, including the grenade assaults that made them famous.

Finally, the last assault unit covered in this list are the units raised during the 1917 winter in preparation of Operation Mikaël. These are referred to as Assault Companies in this list and despite being better than the average infantryman, do not deserve the gaming efficiency of the aforementioned formations.

As you may have noticed Stormtroopers have a Toughness of 4. We have restricted this increased resistance to the few soldiers of the 17 Sturm-Bataillons, without doubt the best soldiers of the German Army, if not of the war. By many aspects these German Stormtroopers were the ultimate soldiers of their time, with an innovative training and precursory battlefield techniques. They made great use of cover, were able to move quickly and independently on the battlefield. Their increased Toughness represents all that, and saves the complications of a whole set of special rules to represent their revolutionary efficiency on the battlefield.

Assault Company

	WS	BS	S	T	W	I	A	Ld
Soldier	4+	4+	3	3	1	4	1	7
Captain	3+	3+	3	3	1	4	2	8

An Assault Company consists of a Company Command Group and between 3 and 4 Assault Platoons.
The Company command group consists of the Captain and 2 soldiers for 35 pts.
An Assault Platoon consists of 9 soldiers for 60 pts.

Equipment:
All soldiers each have a rifle and grenades.
Captains are armed with a pistol and grenades.

Options:
The Command Group may have up to 2 additional soldiers for +7 pts each.
One soldier in the Command Group may replace his weapon with a Bergman Sub-Machine Gun for +6 pts.
Any Platoon may have up to 3 more soldiers for +7 pts each.
Any Platoon may have one soldier replace his rifle for a MG08/15 for +10 pts.
Any Platoon fielded with the maximum number of models may have a soldier replace his rifle for a second MG08/15 for +10 pts.
One Platoon in each Company may have up to two soldiers replace their rifles for Rifle Grenade launchers for +5 pts each.
Every second Platoon in each Company may be upgraded to Bombers for +1 pt per model.

Anti-tank Rifle

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

Anti-tank rifle teams were introduced to help combat the growing numbers and growing effectiveness of British and French armour.

This unit consists of one soldier and an Anti-tank rifle for 15 pts.

Equipment:
The soldier has an Anti-tank rifle and grenades.

Special Rules:
Scouts, Infiltration Tactics.

Machine Gun Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

This unit consists of 1 Maxim MG08 Heavy Machine Gun and 3 crewmen for 50 pts.

Equipment:
All crewmen have either pistols or rifles.

Options:
A fourth crewman can be added for +15 pts.

Special Rules:
The Machine Gun section can be equipped with 'K' Armour Piercing bullets for +15 pts. When using *Sustained Fire* against a Vehicle within 18", the Machine Gun has a Strength of 5.

Flamethrower Detachment

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

These were one of the many new and horrible weapons introduced during the war. Flamethrowers were used to help destroy pillboxes or force enemy soldiers out of fortifications.

This unit consists of 5 soldiers for 40pts.

Equipment:
Four of the soldiers have rifles and one has a flamethrower and a pistol.

Options:
A Flamethrower Detachment may add up to 4 additional soldiers for +6 pts each.

3.7cm Anti-Tank Gun

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

Late in the war the German army began introducing a 37mm Anti-Tank Gun to help combat the newer and more powerful British and French tanks.

This unit consists of a 3.7cm Anti Tank Gun and 3 crewmen for 35 points.

Equipment:
All crewmen have either pistols or rifles.

Options:
A fourth crewman may be added for +10 pts.

77mm Field Gun

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

By 1918 some German gunners had been trained to fire on moving targets with their guns.

This unit consists of a Medium Field Gun and 4 crewmen for 60 pts.

Equipment:
All crewmen have either pistols or rifles.

Special Rules:
The 77mm Gun may be designated as a Light Field Gun (free) to represent the Infantry Guns used by the Assault units.

Options:
The Field Gun may have up to 2 additional crewmen for +10 pts each.

Grenade Launcher

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

The grenade launcher team unit consists of 2 soldiers and a grenade launcher for 20 pts.

Equipment:
One soldier has the Grenade Launcher and the other has a rifle. Both have grenades.

Special Rules:
The Grenade Launcher team may be attached at the start of the game to any Command Group of its Battalion. If joining a Command Group, the Grenade Launcher team becomes part of that Command Group for the game duration and may not leave it. The stat lines for the Grenade Launcher crew are replaced by the stat lines of Soldiers from the relevant Command Group, gaining all the Special Rules of these Soldiers. Only one Grenade Launcher team can be attached to a particular Command Group.

Light Mortar Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

The German army used the 7.6cm mortar throughout the war.

This unit consists of a Light Mortar and 3 crewmen for 40 pts.

Equipment:
All crewmen have either pistols or rifles.

Options:
The Light Mortar Section may have one additional crewman for +10 pts.

Heavy Mortar Section

	WS	BS	S	T	W	I	A	Ld
Crew	4+	4+	3	3	1	3	1	7

A Heavy Mortar Section consists of one Heavy Mortar and 4 crewmen for 60 pts.

The German Army used the 170mm mortar throughout the war.

Equipment:
All crewmen have either pistols or rifles.

Tanks

0-1 Tank

The German army was late in developing the tank, but did make use of captured allied models. The German army in 1918 is allowed only one tank of any type.

A7V

	Pts	Front Armour	Side Armour	Rear Armour	BS
A7V	145	12	11	11	5+

An A7v is armed with a 57mm gun (Vehicle Gun) mounted in the front and 6 MG08s (Vehicle Machine Guns), 2 to each side and 2 more to the rear.

Captured Mark IV Male tank

	Pts	Front Armour	Side Armour	Rear Armour	BS
Mark IV	120	11	11	10	5+

The Mark IV Male tank has two 6lb guns (Vehicle Guns) mounted in side sponsons and 3 Hotchkiss guns (Vehicle Machine Guns), one firing forward, one left and one right.

Captured Mark IV Female tank

	Pts	Front Armour	Side Armour	Rear Armour	BS
Mark IV	130	11	11	10	5+

The Mark IV Female tank has 5 Hotchkiss Guns (Vehicle Machine Guns), two mounted in each side sponson and one Hotchkiss gun (Vehicle Machine Gun) firing to the front
You may exchange one side sponson Machine Gun for a Vehicle Gun (upgrading the Female to a Hermaphrodite).

German Attack Battalion 1918

HQ

Battalion Command Group
Colonel and 4 soldiers, one with a Bergman SMG

Core Companies

Assault Company "Grey"

Company Command Group – Captain and two soldiers
First platoon – 10 soldiers, one with an MG08/15 LMG
Second platoon – 10 soldiers, one with a Lewis LMG
Third platoon – 10 soldiers

Assault Company "Camo''

Company Command Group – Captain and two soldiers, one with a Bergman SMG
First platoon – 9 soldiers, one with an MG08/15 LMG
Second platoon – 9 soldiers upgraded to bombers, one with an MG08/15 LMG
Third platoon – 9 soldiers, one with an MG08/15 LMG

Battalion Support

One Light Mortar Section
One MG08 HMG Section
One Grenade Launcher

Regimental Support

One 77mm Field Gun with 6 crewmen
Flamethrower Detachment – 9 soldiers, one with a flamethrower

Divisional Support

One A7V Tank

Equipment

Officers are armed with pistol and grenades, soldiers are armed with rifle and grenades, except where rifle has been exchanged for another weapon.

Overview

This Attack Battalion has 8 scoring units and is designed for the offensive. At less than 1000 points there is potential for the HQ to take a smoke barrage. Using these spare points and exchanging the tank and flame thrower for a Stosstruppen Company would increase the number of scoring units and increase the offensive options as scoring units win games.

Additional Army Rosters

Earlier in Operational Missions you will have come across the Attack and Defend options. Here we show two Defend army rosters to use as opposition to the example army rosters shown earlier in this section.

Remember as Defender you only need one Core Company and can still take the maximum permitted of any limited weapons, usually HMGs.

British Infantry Battalion 1918

HQ

Battalion Command Group
Colonel and five soldiers.

Core Company

Infantry Company
Company Command Group – Captain and four soldiers.
First Platoon – 12 soldiers, two with Lewis LMGs and two with rifle grenade launchers.
Second Platoon – 12 soldiers, two with Lewis LMGs and one with a rifle grenade launcher.
Third Platoon – 12 soldiers, two with Lewis LMGs and one with a rifle grenade launcher.

Battalion Support

Two Vickers HMG Sections.

Regimental Support

One Light Mortar Section.

Equipment

Officers are armed with a pistol and grenades, soldiers are armed with a rifle and grenades, except where a rifle has been exchanged for another weapon.

Overview

This Infantry Battalion is a straight swap for our earlier roster with the platoons brought up to full strength. As the Germans have less access to tanks, HMGs and LMGs are more effective, and a Field Gun might be worth having if your opponent regularly makes use of a tank.

German Trench Battalion 1918

HQ

Battalion Command Group
Colonel and five soldiers.

Core Company

Infantry Company
Company Command Group – Captain and four soldiers.
First platoon – 12 soldiers, one with a MG08/15 LMG.
Second platoon – 10 soldiers, one with a Lewis LMG.
Third platoon – 12 soldiers, one with a MG08/15 LMG.

Battalion Support

One Light Mortar Section.
Three MG08 HMG Sections.

Regimental Support

One 77mm Field Gun with 6 crewmen.

Equipment

Officers are armed with a pistol and grenades, soldiers are armed with a rifle and grenades, except where a rifle has been exchanged for another weapon.

Overview

This Trench Battalion has plenty of HMG firepower. The platoon with the Lewis LMG is used as a mobile reserve. The Field Gun helps as an anti-tank weapon. The Infantry platoons will generally be in cover and this compensates for their low Initiative.

ARMY INTELLIGENCE

PAINTING GREAT WAR MINIATURES

Uniforms tended to vary in shade depending on where they were made and how long they had been in the field. Painting units in slightly different shades can help when identifying individual units.

Before painting your models, you will need to remove any mould lines and undercoat them with a suitable primer. There are many ways of painting model soldiers and hobby magazines and other publications often include specialist articles. Games Workshop stores and many hobby stores often organise painting tutorials and will always be pleased to help.

Here we explain the basics for painting a miniature and what colours can work. The paints selected all come from the Games Workshop Hobby range.
For all the models the following techniques were used as standard with all of the models.

Undercoat – Black
Flesh – Dark Flesh highlighted with Dwarf Flesh and then a final highlight of Elf Flesh
Guns – Bestial Brown highlighted with Vermin Brown and Boltgun Metal

BASING & IDENTIFYING YOUR UNITS

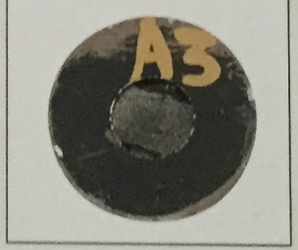
Earlier in this book we suggested you base your models individually on 1" diameter bases, yet as you have looked through the pictures you will have seen some alternatives like these here.

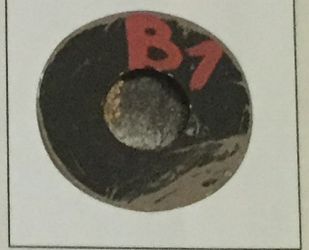
Multi-based Models

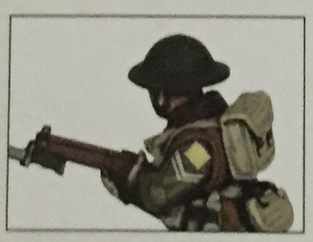
It is absolutely fine to multi-base your models like this, as it helps move large groups of models around the battlefield quickly and helps with identifying units. Within the rules the only thing that needs consideration if using models based in this way is moving in-between gaps between units. Generally you will not find this is an issue due to the way the game flows. The only other point worth noting is removal of casualties, so a couple of singularly based models within a unit will help here, or make use of some casualty models to keep track of the unit's status.

Identifying Units

As many units in a Great War army can look very similar, it is well worth coming up with a method of identifying the different units. There are many ways of doing this and here are a few examples.
Dave Andrews has gone for historical accuracy and painted the unit markings on his late war British Infantry *(below)*.

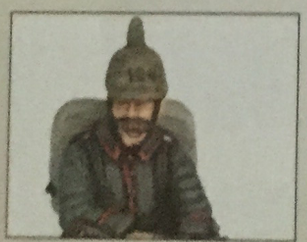






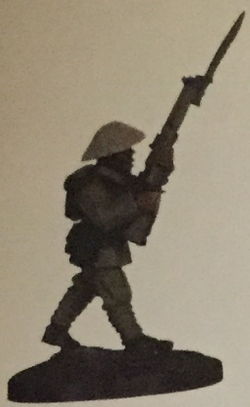
Alex Buchel has simply marked different companies and platoons by using A1, B2 etc on the underside of the base *(above)*. This is very quick to do, and means Alex can change around his formations easily.

Tom Weiss has done the same with his German Infantry *(below)* from the 124th Infantry Regiment. Whilst this is the method to aspire to, you need good eye sight and a good memory for some regiments.



Rob Broom has used a simple colour coding, one mark of colour for the first Company *(above)* and two marks for the second and so on. The different colours then identify the platoons within each Company.

PAINTING A BRITISH 1918 INFANTRYMAN

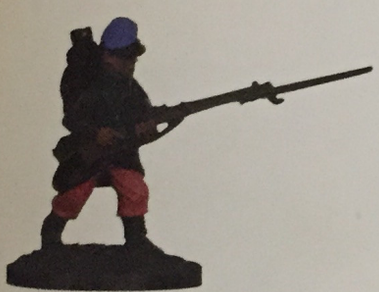


A base coat of Charadon Granite was painted on all the uniform areas and the helmet.

Once dry, the uniform was then highlighted with Graveyard Earth. The webbing was painted with an initial coat of Kommando Khaki.

The helmet and webbing were then highlighted with Bleached Bone and a yellow unit marking added on his shoulder.

PAINTING A FRENCH 1914 INFANTRYMAN



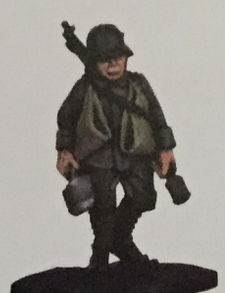
Paint the coat with a Necron Abyss/Chaos Black mix and the trousers with Mechrite Red. The hat was painted with Mordian Blue.

The coat was then highlighted with Necron Abyss and the trousers with Blood Red.

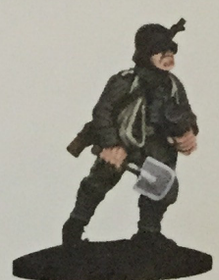
Finally the trousers were highlighted with a Blood Red/Blazing Orange mix and the hat with a Mordian Blue/Skull White mix.

PAINTING A GERMAN 1918 INFANTRYMAN

The uniform was painted with Charadon Granite, the grenade bags with Kommando Khaki and the helmet with a Adeptus Battlegrey/Chaos Black mix.



Then each was highlighted; the coat with a Charadon Granite/ Skull White mix, the grenade bags with Bleached Bone and the helmet with Adeptus Battlegrey.

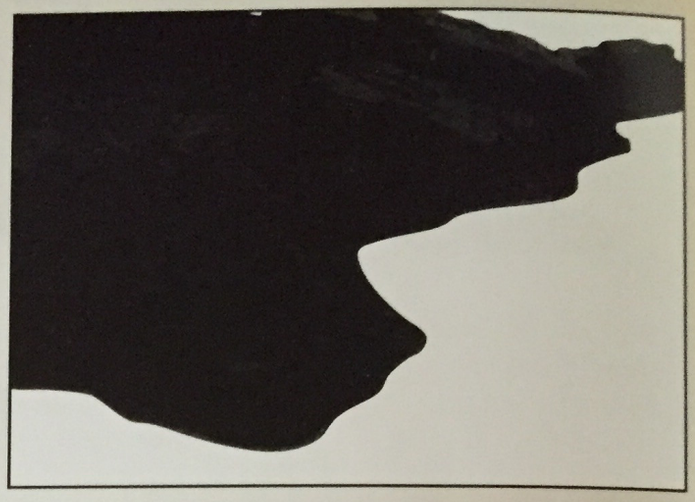


Additional highlights of lighter shades were added on all areas with the helmet painted with an Adeptus Battlegrey/Skull White mix.

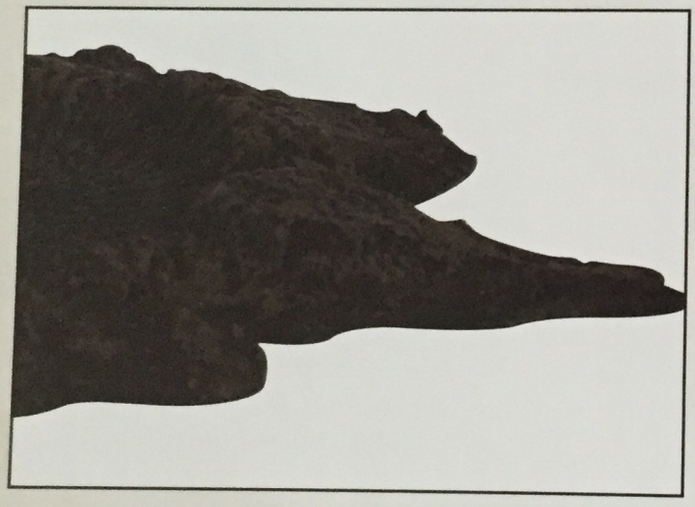
PAINTING BATTLEFIELD CRATERS

Games Workshop and Forgeworld produce a range of craters suitable to be used as shell holes. Here we show a stage-by-stage modelling and painting technique for a crater from Games Workshop's Hobby range.

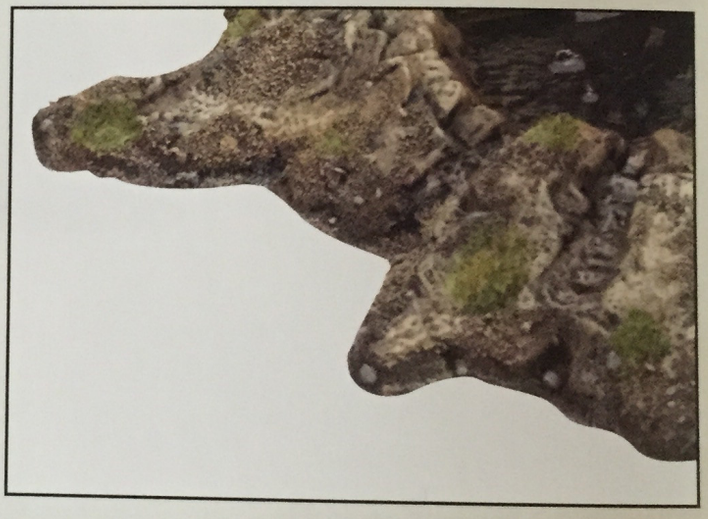
1. Apply some sand with PVA glue around the edges of the crater and you can also add some to the flat surfaces to give extra texture. Leave it to dry.



2. Undercoat with black spray paint the entire top surface of the crater and leave to dry.



3. Using a big brush, apply plenty of Graveyard Earth, trying to highlight most of the top areas but leaving the deeper crevices black.



4. Apply Desert Yellow in a similar way. Then dry brush a mix of Kommando Khaki and Graveyard Earth across the top. Finally, just dry brush Kommando Khaki on its own to give the final highlight.

5. In clumps around the crater, you can apply static grass with PVA glue. For extra detail, duck boards have been made from balsa wood and added with bits of barbed wire ('Razor Wire' from Games Workshop). Games Workshop's 'Water Effect' clear resin has been applied to give the impression of muddied water.

Blast Marker & Flamethrower Templates

To use these templates, simply photocopy them, stick them to a piece of scrap card and cut them out.

Flamethrower Template

Blast Marker

Large Blast Marker

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Reference Tables

Shown here, are all the tables and charts for easy reference during games.

Turn Summary

1) The Movement Phase
During the Movement Phase you can move all, some or none of your units as defined in the rules for movement.

2) The Shooting Phase
The player can shoot with any of his units that are within range of the enemy. See the shooting rules for more details on how to resolve shooting.

3) Close Quarters Combat Phase
The player can move any of his units to assault the enemy if they are close enough. Assaults are desperate, bloody affairs where units are fighting at very close range.
This means that both forces can fight in the Close Quarters Combat phase, but only on your turn can you move into an assault. The rules for Close Quarters Combat will tell you more about this phase.

Movement Phase Summary

1) Chose a unit to move.

2) Move any or all of the models in the unit up to their maximum movement distance.

3) Repeat the above until movement is complete.

Shooting Phase Summary

1) Choose a unit to shoot with, in the following order:

All Support Weapons such as HMGs, mortars and artillery shoot first.

Infantry by company (you must finish all shooting by a given company before proceeding to any other unit)

All other units (including units not allocated to a company).

2) You must finish a step before proceeding to the next.

3) Resolve the shooting process for the chosen unit.

4) Repeat the above until shooting is complete.

Close Quarters Combat Phase Summary

Resolve Assaults
1) Pick one of your units.
2) Declare an assault with it.
3) Move the assaulting unit.
4) Repeat the above until all assaulting units have moved.

Resolve Combats
1) **Pick a Combat.**
2) **Fight Close Quarters Combat.** Troops fight in Close Quarters Combat. Models roll to hit and Wound as required in Initiative order.
3) **Determine Assault results.** Total up Wounds inflicted. The side which inflicted the most Wounds overall in the combat is the winner.
4) **Loser checks Morale.** The loser has to pass a Morale check or Fall Back. If the loser passes the test go to step 7.
5) **Sweeping Advance and Consolidation.** Units that Fall Back from Close Quarters Combat must test to see if they successfully break off, if they fail they are destroyed by Sweeping Advance. The victorious unit may Consolidate.
6) **Pile In.** If units are still locked in Close Quarters Combat then any models not in base-to-base contact are moved 6″ towards the enemy to continue the fight next turn.
7) **Repeat until all combats have been resolved.**

Damage Chart

		TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
S	1	4+	5+	6+	6+	N	N	N	N	N	N
T	2	3+	4+	5+	6+	6+	N	N	N	N	N
R	3	2+	3+	4+	5+	6+	6+	N	N	N	N
E	4	2+	2+	3+	4+	5+	6+	6+	N	N	N
N	5	2+	2+	2+	3+	4+	5+	6+	6+	N	N
G	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	N
T	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
H	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Notes: an N on the chart means it is impossible to wound.

Weapons Chart

Weapon Name	Category	Range	Strength	Traits
Pistol	Close Range/1	8"	3	–
SMG	Close Range/3	12"	3	–
Shotgun	Close Range/2	10"	3	–
Carbine	Rifle	18"	3	–
Bolt Action Rifle	Rifle	24"	3	–
Anti Tank Rifle	Heavy/1	24"	3	–
Rifle Grenade Launcher	Heavy/1	18"	3	Indirect Fire, Blast Marker
Flamethrower	Close Range	Template	4	Flamethrower Template
Grenade Launcher	Heavy/1	24"	4	Indirect Fire, Blast Marker
Lewis Gun	LMG 4/2	24"	4	–
MG08/15	LMG 5/1	24"	4	–
Chauchat	LMG 4/3	24"	4	–
HMG	Support Weapon	36"	4	Pinning, Sustained Fire, Sweeping Fire
Light Mortar	Support Weapon	30"	3	Pinning, Indirect Fire, Large Blast Marker
Heavy Mortar	Support Weapon	48"	4	Pinning, Indirect Fire, Large Blast Marker
Light Field Gun	Support Weapon	48"	3	Large Blast Marker, Pinning
Medium Field Gun	Support Weapon	72"	4	Large Blast Marker, Pinning
3.7cm Gun	Support Weapon	48"	6	Only use against vehicles

Vehicle Movement & Shooting Table

Movement	Tanks	Fast Tanks	Armoured Cars
Stationary	All weapons	All weapons	All weapons
Up to 3"	Up to 1 Gun or All Machine Guns	Up to 1 Gun or All Machine Guns	All weapons
Up to 6"	All Machine Guns	Up to 1 Gun or All Machine Guns	All weapons
Up to 12" (9" for Fast Tanks)	NA	Up to 1 Machine Gun	Up to 1 Machine Gun

Notes: Tanks can always use all their weapons as long as they have not moved.
If moving up to 3" they can use either one gun or all their MGs assuming they actually have a choice.
Other Vehicles can use all their weapons if moving 6" or less, and up to one MG if moving up to 12".
Remember that Vehicle weapons can each pick a different target within their line of fire.

Breakdown Table

D6 Roll	Result
1	Smoke starts pouring out of the tank, any shots it takes are at -1 to hit or an extra D6" scatter for barrages.
2	Overheating, its getting hot and the crew opens the hatches, treat any glancing hits as penetrating.
3	Drive Gear Jams, Tank will move 6" in a straight line from now until it hits something or is destroyed.
4	Throws a track. Can still fire weapons but cannot move for the remainder of the game.
5	Breaks Down. The tank can not move or fire this turn as the crew is frantically working to repair the tank. It will act normally on its next turn.
6	The engine spits and sputters but then catches and runs normally – no effect, the tank acts normally.

Glancing Hit

(Weapon Strength + D6 = Armour Value)

D6	Result
1-2	Crew Shaken
3	Crew Stunned
4	Armament Destroyed
5	Immobilised
6	Vehicle Destroyed!

Penetrating Hit

(Weapon Strength + D6 > Armour Value)

D6	Result
1	Crew Stunned
2	Armament destroyed & Crew Stunned
3	Immobilised and crew stunned
4	Vehicle Destroyed
5	Vehicle Destroyed
6	Vehicle Explodes!

TERRAIN CHART

Terrain	Type	Line of Sight Effects	Difficult Terrain	Cover Save
Hill	Area Terrain	Blocks	No	–
Rough Hill	Area Terrain	Blocks	Yes	–
Hill Crest	Linear Obstacle	Blocks	Depends on Hill type	5+
Craters	Area Terrain	None	Yes	5+
Barbed Wire	Linear Obstacle	None	Yes, only roll 1D6 for the Difficult Terrain test	None
Low Wall	Linear Obstacle	None	Yes	5+
Wall	Linear Obstacle	None	Yes	4+
High Wall	Linear Obstacle	Blocks	–	–
Bushes	Area Terrain	None	Yes	6+
Light Wood/Orchard	Area Terrain	4" Blocks	Yes	6+
Dense Wood	Area Terrain	4" Blocks	Yes	5+
Trenches	Area Terrain	None	No	4+
Buildings	Area Terrain	Blocks	Yes	4+
Ruins	Area Terrain	4" Blocks	Yes, only roll 1D6 for the Difficult Terrain test	4+
Crops	Area Terrain	4" Blocks	Yes	6+
Fences	Linear Obstacle	None	Yes	6+
Pillbox	Area Terrain	Blocks	No	3+
Mud	Area Terrain	None	Yes	–
Crates/Barrels/etc.	Linear Obstacle	None	Yes	5+
Wreck	Area Terrain	Blocks	Yes	5+
Road/Bridge	Area Terrain	None	No	-
Swallow River	Area Terrain	None	Yes	6+
Deep River	Area Terrain	None	Impassable	–

NOTES:

Line of Sight Effects:

Blocks: the Line of Sight cannot cross the terrain feature.

4" Blocks: The Line of Sight cannot cross the terrain feature, even if it is less than 4", but can extend up to 4" into it.

Buildings and Pillbox

These terrain features block Line of Sight, but any models in them and facing an opening (window, door or shooting platform) can be seen from outside and can see freely out.

Barbed Wire

Barbed Wire cannot be crossed by Cavalry or non-tank vehicles. The wire section is removed if crossed by a tank. In order for infantry to cross *Barbed Wire* in a given phase (Movement Phase or Assault Phase for troops with the Assault Training ability), you may only roll 1D6 and use that result rather than the usual 2D6.

Trenches

Models in trenches do not block Line of Sight of those outside trenches where the trench is be dug into the ground. Trenches are considered as Difficult Terrain if you want to move into them, but not if moving outside them (ladders are helpful for troops manning trenches).

Roads and Bridges

If intact, they cancel all effects of any terrain they cross, such as the Cover Save or the Difficult Terrain effects. The same could also apply to duck boards providing the players agree beforehand and the mission warrants it.

...FINAL MEMO FROM HIGH COMMAND...

+++ Common Sense. There will be times when you come across unusual or unique circumstances that are not fully covered by the rules. In these situations, talk with your opponent about what would seem to be the most common sense solution and apply that. Be prepared to improvise and get on with the game as quickly as possible as you are playing to enjoy a challenging battle with friends.

The spirit of the game is more important than winning at any cost... +++

BIBLIOGRAPHY

There are many books about The Great War, and to list them all would need a book in its own right! Therefore here, we just list a few useful ones, and would encourage the reader to investigate further at their local bookstore, library or online.

Alan Axelrod	The Complete Idiots Guide to World War One	Alpha
Henri Barbusse	Under Fire	Penguin Modern Classics
Stephen Bull	World War One German Army	Brasseys
Stephen Bull	World War One British Army	Brasseys
Robert A Douglas	Pyrrhic Victory	Belknap Press
John Ellis and Michael Cox	The World War One Data Book	MPG Books
Martin Gilbert	The Somme	Henry Holt and Company
Gerald Gliddon	The Final Days 1918 (VCs of the First World War)	Sutton Publishing
Paddy Griffith	Battle Tactics of the Western Front	Yale University Press
Ernest Junger	Storm of Steel	Penguin Modern Classics
John Keegan	The First World War	Knopf
Anthony Livesey	Great Battles of World War One	Greenwich Editions
Frederic Manning	Her Privates We	Penguin Modern Classics
John Mosier	The Myth of the Great War	Perennial
Joseph Persico	11th Month 11th Day 11th Hour	Random House
Erich Maria Remarque	All Quiet on the Western Front	Penguin Modern Classics
Jack Sheldon	The German Army on the Somme 1914-1916	Pen & Sword
Peter Simkins	Chronicles of the Great War, The Western Front 1914-1918	CLB
Ian Sumner	The French Army 1914-1918	Osprey

Osprey Publishing have a vast array of titles on the Great War covering battles, uniforms, and military hardware. Their books can be found in most good bookstores or at **www.ospreypublishing.com**

Museums

The Imperial War Museum in the UK has a large collection of material as well as an excellent range of publications.

www.iwm.org.uk/

Other museums around the world such as the National World War 1 Museum at Liberty Memorial in the US are well worth exploring via online access or personal visit.

www.libertymemorialmuseum.org/

Film and Documentary

Here a few movies worth checking out

Lewis Milestone	All Quiet on the Western Front	1930
Stanley Kubrick	Paths of Glory (and inspiration for Storm the Ant Hill!)	1957
Christian Carrion	Joyeux Noël (Merry Christmas)	2005
Jean-Pierre Jeunet	Un Long Dimanche de Fiançailles (A Very Long Engagement)	2004

There are plenty of documentaries on television and DVD about the Great War and this one originally made in 1964 is well worth viewing.

The Great War – Complete BBC Series

This TV comedy show has a very powerful and poignant ending.

Blackadder Goes Forth – BBC Series

Websites

Trenches on the Web – Special Reorganisation of the German Army
http://www.worldwar1.com/sfgermreorg.htm

The Long, Long Trail
http://www.1914-1918.net/index.htm

First World War.Com
http://www.firstworldwar.com/index.htm

RESOURCES

A number of companies make miniatures and scenery so you can recreate your Great War battles. Here we list out the ones that are featured throughout this book, plus some other useful contacts.

Miniatures

Most of the models and much of the terrain featured in this book were made and painted by Dave Andrews and Aly Morrison of Great War Miniatures, and our thanks to them.

Great War Miniatures – **www.greatwarminiatures.com**

Other companies who are featured in this publication or make suitable ranges are:

Brigade Games – **www.brigadegames.com**
Renegade Miniatures – **www.renegademiniatures.com**
Old Glory – **www.oldgloryuk.com** & **www.oldgloryminiatures.com**
Wargames Foundry – **www.wargamesfoundry.com**
Honourable Lead Boiler Suit – **www.hlbs.co.uk**
The Woodbine Design Company – **www.grippingbeast.com**

You can buy Great War Miniatures model soldiers and tanks and many of the other manufacturers miniatures listed here direct from North Star Military Figures or from retailers around the world:

North Star Military Figures – **www.northstarfigures.com**
Age of Glory Miniatures (USA) – **www.ageofglory.com**
Comitatus Figurines (France) – **www.comitatus-figurines.com**

Scenery

Games Workshop – **www.games-workshop.com**
Grand Manner – **www.grandmanner.co.uk**

Other web sites

Warhammer Historical Wargames
Contains additional Great War material, supporting articles and a blog.

www.warhammer-historical.com

The WAB Forum

Whilst originally established for Warhammer Ancient Battles now contains lively discussions on all the Warhammer Historical game systems including The Great War rules. This has its own section within the forum.

www.wabforum.co.uk

Publications

Wargaming publications occasionally cover Great War topics and amongst those available are:

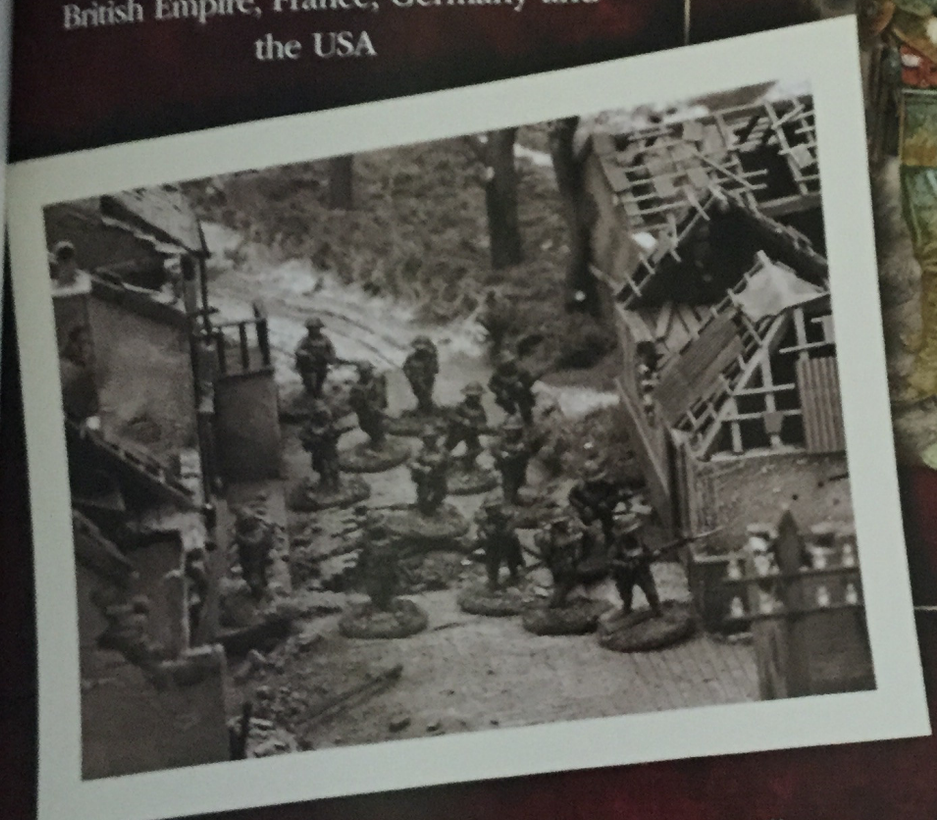
Wargames Illustrated – **www.wargamesillustrated.net**
Wargames, Soldiers and Strategy – **www.revistasprofessionales.com**
Battlegames – **www.battlegames.co.uk**
Vae Victis – **www.vaevictis.com**
Histoire et Collections – **www.histoireetcollections.com**

THE GREAT WAR

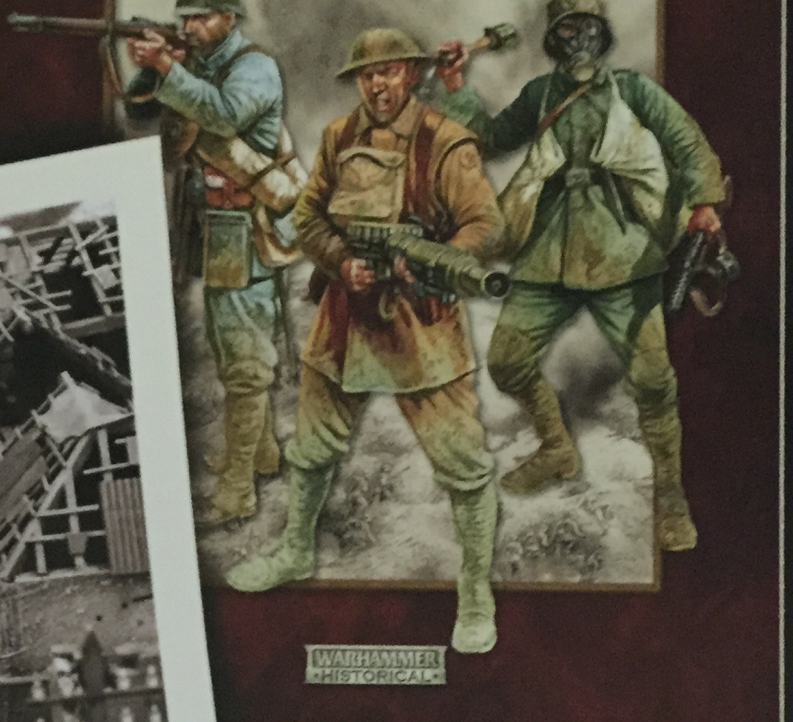
In 1917 America joined the Great War.

Over the Top is the first supplement for The Great War and introduces Battleground Operations and Trench Warfare for Western Front battles between 1914 and 1918

Also included will be army lists for the British Empire, France, Germany and the USA



The second Great War supplement will cover the Gallipoli campaign and Mesopotamia



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THE GREAT WAR

The Great War changed warfare forever.

When war broke out in August 1914, the majority of military commanders felt that the war would be over by Christmas. The early clashes developed into huge offensives all ending in stalemate.

Battlefield technology and tactics evolved at a spectacular pace with the tank, airplane support and coordinated bombardment becoming commonplace.

As 1918 dawned these new weapons of war spearheaded the offensives, but it was still the soldier's war to win or lose, where men endured heroically under fire.

The Great War core rulebook contains the following:

A brief historical overview

Western Front 1914 and 1918 British, French and German Battalion level army lists

Sample army rosters so you can start collecting and playing quickly

Standard and Operational Missions

Inspiring photographs of the armies for reference when painting and collecting

The Great War core rulebook is the first in a series enabling gamers to recreate the conflicts of World War One on the table-top.

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