

Draft Copy

A black and white photograph showing the silhouettes of a line of soldiers standing on a ridge against a bright sky. The soldiers are holding rifles and are spaced out across the ridge. The image is reflected in a dark, glossy surface below, creating a mirror effect.

Raging Empires™

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WW1 - 1914 to 1918

Fast Play, Hex Based Rules from Kallistra
Written by James Clark and Paul Kerrison

Raging Empires™

WW1 1914-1918

Authors
James Clark and Paul Kerrison

Design, Photography and Layout
Sally Kerrison

Published by Kallistra Limited
www.kallistra.co.uk



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WW1 1914-1918

FOREWORD

The First World War or 'The Great War' has its origins in the second half of the nineteenth century which was very much the age of European empires. The assassination of Archduke Franz Ferdinand, the heir to the Austro-Hungarian Empire provided the spark that ignited a conflict that would change the world forever. The various empires of Europe, forced together and apart by treaties and alliances, fought each other in some cases to the point of mutual destruction. The German campaign of 1914 based on the Schlieffen Plan aimed to defeat France in six weeks, but the mobile war of the autumn had turned into trench warfare and stalemate on the western front by the close of the year. The trench lines would eventually stretch for 350 miles from the Alps to the North Sea, and the major offensives designed to break through these lines resulted in the deaths of millions of soldiers. The allied defensive line in the west did eventually break under the onslaught of the German attacks of 1918 as the collapse of Russia released a million soldiers from the east to fuel the attacks in the west. Having weathered the German storm the British, French and recently arrived American armies eventually pushed the exhausted German armies back eastwards to the eventual Armistice line of the 11th November.

The Eastern Front saw far greater mobility and opportunity to make more effective use of cavalry in a more open type of warfare than in the west. The Russian advance of 1915 would take their front line more than a hundred miles west of Warsaw, and yet by November of the same year they were forced back a thousand miles to the east, deep into Russia itself.

As the conflict raged in Gallipoli, Palestine, Serbia and East Africa each of these very different theatres presented their own particular set of difficulties and challenges for the troops and generals to overcome. The Italian Front offered perhaps the most challenging conditions in which men were expected to fight. The Italian –Austrian Front was very much a mountain war; it weaved its way through the Alps for virtually its entire length, and like the western front saw a great loss of life without any significant territorial gain from 1915 to 1917.

The aim of Raging Empires rule system is to provide a set of straight forward and yet refined game mechanics which enables gamers to re-fight significant scenarios involving a few companies of infantry up to Brigade or even Division level. It is designed as a genuine 'fast-play' system which deliberately excludes unnecessary repetition and detail so that games can be concluded in an evening and much larger multi – player games in a day. It is flexible enough to handle a wide range of different scenarios in all the various theatres of the conflict outlined above. It provides a framework onto which gamers can add additional detail as required - the rules can be customised easily because the play sheets are deliberately kept separate from this the core publication, as are specific details about the fighting characteristics of particular troop types. The unit quality, morale, training, weaponry and tactics demonstrated and employed by troops of many nations varied considerably throughout the war, and the use of differentiated play sheets enable these changing characteristics to become an intrinsic part of each game scenario.



INTRODUCTION

All the game mechanics within this rule system have been developed to create a fast flowing game which aims to create the feel and flavour of this fascinating conflict without burdening the player with too much detail during play. This draft version of the rules contains all the game mechanics necessary to refight historical battles or period based scenarios for all theatres and periods of the conflict. We are currently revising the rules in regards to the use of air power, tanks and armoured cars – these will be ready for the autumn release of the full rule set when we have carried out further play testing.

The play sheets for the early stages of WWI (autumn 1914) on the western front – ‘the mobile war’ before the trench lines became established are included at the back of the rules along with those for 1915 western front. The policy is to keep all further play sheets and important information required to play the game to the same format – condensed on to two sides of A4 paper. The main rules need only be consulted occasionally for as situations requiring greater clarification arise. Our aim is to steadily build a fairly comprehensive range of double sided A4 play sheets to cover the different periods, specific battles and geographical areas involved in the conflict. An ambitious project, yes, but with a solid set of core rules providing a datum, the different play sheets required for each period/battle/location will provide all the differentiation required to create fast, efficient and enjoyable games.

The core game mechanics of the ‘Raging Empires’ system is based on set of rules originally written by James Clark specifically for an epic Battle of Cambrai game. Working together, James and myself with the help and input from many others have gradually refined the system to make it quick and easy to play, but retain the feel and flavour

of the period. James has provided most of the key historical, tactical, and developmental knowledge. As a result of extensive play testing we have designed the play sheets so that the weapon factors and tables can be easily referenced and memorised. The 1914 and 1915 play sheets are available as a separate download, and a quick scan of these will communicate far more about our aims and objectives than many paragraphs of text!

At this stage of the project we decided to make this ‘draft’ version of ‘Raging Empires’ available as a free download in order to keep people informed of developments, encourage greater involvement and welcome valuable input and feedback. Our aim is to release the first ‘official’ core set of this rule system in the autumn of 2014, and gradually build up a comprehensive catalogue of differentiated play sheets with the help of other gamers. We intend to keep a head, or at least in step with the 100th anniversary of the war in regards to the release of our WWI miniature ranges starting with early then late war western front. The late war miniatures will be available from summer 2014 onwards.

WWI was an artillery war, especially so on the western front and we firmly believe that a hex based rule system is the most affective way of representing this on the table top. Artillery barrages can be pre-plotted using hexes and the movement of troops, tanks and planes can be undertaken quickly and easily without time wasting measurement. The same applies to ranging of weapons, line of site, spotting targets etc. Major historical battles or at least significant sections of battles can be fought quickly and easily using small scale (preferably 12mm!) miniatures and achieve a great visual effect.

Join the Raging Empires forum on the Kallistra website and take part in the discussions and development of these exciting WW1 rules, www.kallistra.co.uk/forum



THE RAGING EMPIRES GAME

This publication contains all the core rules for Raging Empires and should be read in conjunction with the relevant play sheets which contain specific information about unit types, weapons, movement etc. These are available to download from the Kallistra website along with information about the organisation of different units within each army and example scenarios

SEQUENCE OF PLAY

1. **Side A moves commanders and units of troops**, then remove all suppression markers. Place 'ready to fire' markers on machine guns and deployed field guns that have not moved.
2. **Side B fires. Artillery first then small arms** – the total number of 'hits' on any hex can be added together.
3. **Side B moves commanders and units of troops**, then remove all suppression markers. Place 'ready to fire' markers on machine guns and deployed field guns that have not moved.
4. **Side A fires. Artillery first then small arms** – the total number of 'hits' on any hex can be added together.

WHAT DOES EACH BASE/STAND REPRESENT

The exact size and composition of units would vary between the various armies depicted on the table top, but the representation of each individual stand would stay the same with the number of stands (and sub-commander stands) increased or decreased accordingly.

The total number of stands which go to make up a battalion or regiment of infantry, regiment of cavalry, battery of field guns etc. can be adjusted to account for changes in unit size and organisation throughout the war as well as non-replacement of casualties before a particular scenario begins.

Specific and detailed information about the composition of different units of the various armies during different time periods is available from a wide variety of sources and publications.

Example: A British infantry battalion of the BEF in 1914 at full paper strength of just over 1000 men could comprise:

16 x infantry stands - each stand representing a platoon of 50 to 60 men.

2 x machine gun stands – each stand representing a machine gun and its support and transportation team

1 x Battalion commander stand

2 x sub-commander stands

By early 1915 the number of machine guns per battalion was increased to 4 (4 stands). At the battle of First Ypres in 1914 a number of the British infantry battalions were fighting at or below half strength (approximately 8 infantry stands per battalion).

An infantry stand (40 x 20mm base) represents a platoon of 50 to 60 men. 4 platoons (stands) to a company, and 16 stands to a battalion.

A cavalry stand represents a troop (40 x 20mm base) of approximately 40 men, 4 troops (stands) to a squadron and 3 squadrons to a regiment.

Dismounted cavalry can be represented by 3 stands of dismounted troopers plus one stand of horse holders and mounts with a D6 placed next to the latter to indicate number of mounts present.

A heavy machine gun stand (40 x 20mm base) represents one machine gun and the section of men required to carry the gun, ammunition and generally keep it serviced.

A field gun stand (40 x 25mm base) represents one gun and the men, limber, horses etc required to operate and move it as required. This model can be interchanged for limbered artillery models when moving, and limber teams can be moved away to 'safer' hexes until required.



British Infantry Advancing



French Field Gun



German Uhlan Cavalry



German HMG

DIFFERENT TROOP CLASSES

Infantry and cavalry are designated as either A,B, or C class which effect which 'target level' they fall under – 'A' being the best in that they are a tougher target. There are no hard and fast rules in regard to which battalions or regiments etc of any armies are given the honour of 'A' status or 'C' status. It is all very much dependent upon the period, theatre of war, training of troops and particular scenario being staged. The BEF of autumn 1914 could qualify as 'A class', but by mid 1915 the majority of units would more likely be 'C' class. German stormtroopers of 1917 by virtue of their training and equipment might be regarded as 'A', with the normal infantry units 'C'. Some or all of the Canadian units engaged at the battle of Vimy ridge could be given 'A' status. This variation in troop class will go to make various scenarios more interesting and entertaining to game.

All cavalry are regarded as 'C' class when mounted targets for shooting, but adopt their 'true' designated class when dismounted. However, in mounted hand-to-hand combat with other cavalry their class counts!

The allocated class for infantry units primarily affects their response to shooting and artillery, more indirectly it also influences their performance during 'close assault.'

Field guns, machine guns, etc have 'no class' as such but their particular characteristics are reflected in their target level. (see Combat Results Table, page 15)

Morale and Breaking Point

The point at which the morale of any unit breaks is crucial in that morale is usually the deciding factor in any battle rather than casualties sustained or inflicted.

Each unit can be allocated a 'breaking point' which is the number of stands it can lose and still follow orders and function as a cohesive unit.

Once a unit has passed its breaking point it must start retreating towards its own table edge during its sides next movement phase.

There are deliberately no hard and fast rules in regards to which class of troop breaks at a particular level of loss. This all depends upon the scenario being fought and the size of the units engaged. 'A' class infantry unit might 'break' with far fewer losses than a 'C' class who have been given and accepted a specifically challenging task to perform.

Example scenarios and unit compositions are available as separate downloads from www.kallistra.co.uk

Ground Scale

Each hex represents a distance of approximately 200 to 250 yards. This means that the maximum effective range for rifles and machine guns is 4 hexes or 800 to 1000 yards.

MOVEMENT OF DIFFERENT TROOP TYPES

All troop types move by a number of hexes which is effected by different terrain conditions (see table)

Infantry

Infantry stands can move a full move in any direction, regardless of facing and face in any direction.

They can enter built-up area (BUA) hexes or woodland hexes without stopping in an adjacent hex first before entering.

They can only move one hex from one BUA hex or woodland hex to an adjacent BUA or woodland hex.

Machine guns move the same as infantry but they cannot move and fire. A marker is placed with the machine gun if it does not move, indicating that it is deployed and ready to fire.

Infantry Moving Along A Trench

Infantry can move 2 hexes along any trench or into any strong point. This 2 hex movement rate also applies to attacking troops entering and moving along enemy trench lines. Casualty markers are not used in trench systems to slow movement.



Cavalry and Horse Drawn Artillery

These move through any front facing hex side or point and turn by one hex side or point without penalty.

It costs one point of movement to about turn or change direction by more than 90 degrees, dismount or mount, or cross a linear obstacle such as a low wall or fence.

Cavalry must stop before entering a woodland hex and cannot enter a BUA hex unless dismounted.

Dismounted Cavalry

Cavalry can dismount at the cost of one hex of movement, so that a 4 stand cavalry squadron can move 3 hexes and dismount into the 3rd hex, the horse holders and mounts remaining in the second hex as the dismounted infantry advance one hex on foot.

Or in other words, the squadron can move 2 hexes then dismount leaving the horse holders and mounts (one stand+ D6 showing 4, or alternatively 4 stands of horse holders) in the second hex, then advance the 3 dismounted cavalry stands a further hex. This gives greater protection to the horse holder stands which are a 'Level 1' target in comparison with the dismounted cavalry stands which are 'Level 2'. In reverse, dismounted cavalry can move one hex to re-join their mounts, mount up and move 2 hexes.

The standard practice in all nations was to allocate one horse holder to 4 mounts so that the remaining three quarters of the squadron could then fight on foot.

Rather than cram lots of horse holder stands into a hex one simple and more cost effective way of representing the number of horse holders present is to use just one base, plus a small D6 set 1 to 4 uppermost to indicate the number of stands present. As casualties are taken the die can be changed as required.

Horse holder and mount stands are classified as 'Level 1' targets and are therefore just as vulnerable to shooting as mounted cavalry.

Road Movement

All troop types can, if they choose to do so, form a column for faster movement along roads. There is no movement penalty for forming a column, but to gain the extra road movement the entire move must start, finish and travel the entire distance along the road.

Deployment of Field Guns into Woodland Hexes.

Artillery can deploy into a woodland hex. The limbered artillery must stop outside the woodland hex before entering, it then takes a full move to enter the hex and unlimber the artillery piece. Only one artillery piece is permitted per woodland hex and it must face out from the hex side of entry. The limber teams can also occupy the woodland hex or be removed to safety during a subsequent movement phase.



Deployment of Field Guns into Built up Area Hexes.

Horse and limber teams must stay outside BUA hex and in an adjacent hex during deployment. They can move away for safety during their next movement phase. They cannot deploy 'over a wall' into a hex but stay one side of the wall unless there is an opening through a gate etc. Only one artillery piece is permitted per BUA hex and this must face out from the hex side of entry.

TERRAIN HEX DEFINITIONS

Open: Open ground with no major obstructions. Maximum number of occupying stands is 4.



Soft cover: Forest, fields of tall crops etc. Small arms and field guns can shoot into but not through soft cover hexes, even from elevated firing positions such as high ground. This cover can give protection to a maximum of 2 stands.



Linear Soft cover: hedge rows etc. Any hex which gives visual cover and concealment. Small arms cannot fire through these hexes unless they are in an elevated position. Field guns can shoot over linear soft cover hexes into open hexes beyond. The maximum number of stands that can occupy and be protected is 2.

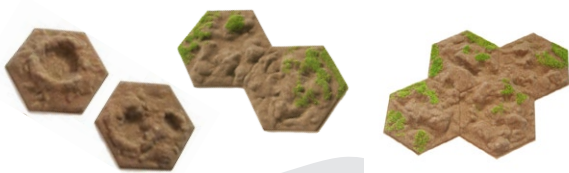
Hard cover: Buildings (Built up Areas, BUAs), stone and brick walls of sufficient height and substance. Maximum number of stands that can occupy and be protected is 2.



Linear hard cover: stone and brick walls of sufficient height and substance. Cannot be shot through by small arms unless in an elevated position. Field guns can shoot over linear hard cover hexes into hexes beyond. Maximum number of stands that can be protected is 2.



Pulverized ground: Heavily cratered ground due to intense artillery bombardment. Treat the same as 'soft cover' although small arms and field guns can shoot through one hex of pulverized ground. Any type of hex i.e. BUA hex, woods, fields, roads, trenches, etc. can become a pulverized hex. Only pillboxes, blockhouses, river and stream hexes are excluded from pulverization. Gives 'soft cover' protection up to 2 stands per hex.



Trenches, dugouts, earthworks: These give the same amount of protection as 'hard cover' but can only be targeted at a range of one hex by small arms and field guns. Opposing stands in adjacent hexes of the same trench system can shoot at each other with each receiving 'hard cover' protection. Some trench intersections can accommodate and therefore give full protection for up to 3 stands.



Barbed wire: In a barbed wire hex a strip of barbed wire should be placed across the middle of the hex to signify its presence.



Mounted cavalry cannot enter a barbed wire hex – they must dismount first before entering leaving their mounts and horse holders behind.

All stands, excluding tanks, must stop in an adjacent hex before entering the barbed wire hex in the next movement phase. Only two stands can enter a barbed wire hex in one movement phase. These two stands can then cross the barbed wire in the next movement phase and enter the other half of the hex. Another two stands can then enter the first half of the barbed wire hex making a maximum total of 4 stands in the hex. Having successfully crossed the barbed wire the first two stands can then move out up to two hexes as normal.

In summary:

Move 1; stands move into an adjacent hex to the barbed wire hex.

Move 2; stands enter the first half of the barbed wire hex.

Move 3; stands cross the barbed wire and enter the second half of the hex.

Move 4; stands move out of the hex and normal move distances and terrain effects apply.

Blockhouses and pillboxes These were very strong reinforced concrete structures which proved to be very difficult for attacking infantry to tackle. They varied in size, the smallest usually accommodating a single machine gun, the larger structures possibly a number of machine guns and/or a platoon of infantry.

For the purpose of this rule system we have designated a 'Pillbox' as capable of providing cover for either one machine gun stand or one stand of infantry.

A 'Blockhouse' can accommodate up to 2 stands which can be either machine gun stands or infantry in any combination.

These are the only structures which remain unaffected by 'partial pulverization' through artillery bombardment.

BARBED WIRE

Can Stands Pass Through Their Own Barbed Wire Hexes?

Yes and with far greater ease! Because passage routes were created through barbed wire for friendly troops to pass through, they only have to stop in the barbed wire hex rather than pass through it.

The same applies to retreating enemy forces that have already passed through a particular barbed wire hex during an attack. A marker (see page 26) can be placed in the hex to show that it can be 'retreated through' by any friendly units, it being assumed that a 'safe route back' has been established and communicated to other friendly stands. However, any friendly units coming to reinforce the attack must follow the 4 move procedure outlined above to cross the barbed wire.

How Can Barbed Wire be Removed?

Hexes containing barbed wire can be turned into 'pulverized' ground by artillery bombardment and the barbed wire removed from play.

Tanks can also remove barbed wire by simply passing through a barbed wire hex and in so doing clear the path for infantry.



CAPTURE/NEUTRALISE A PILLBOX OR BLOCKHOUSE

Using Artillery:

Both can be destroyed by the 'total' pulverization of the hex in which they are located by artillery barrage. The concrete carapace might survive but it is presumed buried along with its inhabitants. A partial pulverization result e.g. 1+6 would leave the pillbox or blockhouse untouched.

Using Infantry or Machine Guns:

Any infantry or machine gun stand can attempt to neutralise a pillbox or blockhouse from any adjacent hex using grenades, bombs, focused machine gun fire, storming through the access point, encourage occupants to surrender, indeed anything that will remove this stubborn obstacle. Any stand which is therefore in an adjacent hex, which is not suppressed, simply needs to roll a 6 on a D6 to neutralise the pillbox or blockhouse. The defenders are then presumed killed or captured.

Machine guns must be deployed in an adjacent hex before they can engage the pillbox or blockhouse - only 1D6 per machine gun stand, same as an infantry stand.

If the hexes adjacent to a blockhouse or pillbox contain barbed wire, this must be crossed first before an attempt can be made to neutralise them.



Using Tanks:

Tanks in an adjacent hex can neutralise a pillbox or blockhouse from an adjacent hex using either a gun requiring a 5 or 6 on a D6, or machine gun requiring a 6 on a D6. The weapon used will be dependent upon the type of tank and its individual armament. Tanks will automatically remove any barbed wire present in their hex which will make it easier for an infantry assault on the pillbox or blockhouse.

HOW MANY STANDS CAN OCCUPY A HEX?

(Sometimes referred to as stacking!)

Each hex can contain up to; 4 infantry stands, 4 cavalry, 2 field guns, 4 machine guns, or any combination of these. Or 1 field gun and up to 2 other stands of other troop types in any combination.

A maximum of two tanks or other vehicles in a hex plus up to two infantry stands.

As long as the command and control rule of always occupying an adjacent hex to other stands in the same unit is observed, then a number of different stands from different units can occupy the same hex.



Effect of Hard and Soft Cover on 'stacking'

The maximum number of stands which can benefit from the added protection of hard or soft cover in any hex is two.

Any hard or soft cover hex occupied by 3 or 4 stands is treated exactly the same as an 'open hex' when using the shooting table. This also applies when firing into the hex using field guns.

Passing Through Friendly Units

As a general rule any type of friendly troops can pass through a hex containing other friendly troops provided that they have the movement distance to do so.

Most troop types such as mounted cavalry and infantry can interchange hexes with each other without any movement penalty. Field guns once unlimbered cannot move from one hex to another, but they can be passed through by friends.

Tanks can also pass through or be passed through by other troops as well as other tanks provided that the 2 tanks per hex stacking limit is not exceeded. They can only move to the front or rear and not to the side which does limit their ability to interchange position with other troops, tanks, vehicles etc.

Suppressed troops cannot move, cannot be passed through by other troops and therefore cannot interchange their position with other friendly troops.

COMMAND AND CONTROL

Each battalion or regiment of infantry or cavalry, has its own commander (mounted on a round disc). Commanders and sub commanders move at the same time and speed as the other stands in the unit. This command symbol is moved along with any stands from the unit. Once all movement is completed, the unit stands must be in hex-to-hex contact and must form an unbroken line of contact with each other and their unit commander(s). For greater flexibility some units can qualify for additional sub-commanders (mounted on small round discs), they can lead any number of separate companies/stands in the same way as the commander. The number of commanders in a unit can greatly influence its performance in action. For example, a sub commander could perhaps be in charge of a machine gun section acting independently but in support of the rest of an infantry battalion.

Commanders and sub-commanders cannot be targeted or killed by small arms shooting or artillery fire, including barrages, but they are subject to 'Zone of Control' rules.

No stacking limit is applied to commanders – they can occupy any hex in addition to the maximum number of other friendly stands.

Commanders and sub-commanders cannot become suppressed and can freely move from or through a hex(s) in which other friendly stands are suppressed.

Commanders and sub-commanders can be attacked hand-to-hand and displaced. They are lost in the same way as other stands if they become surrounded and have no hex to displace to after a close assault.

The priority for the movement of commanders, sub-commanders and stands during the movement phase must be to maintain hex-to-hex contact with other stands of the same unit.

A commander or sub-commander can 'link' 2 or more hexes together to maintain the required unbroken line of contact.

Example: A British 1914 (BEF) infantry battalion of well trained professionals would qualify for 2 sub-commanders in addition to the battalion commander. This flexibility would enable the battalion to function as three separate units and be potentially far more effective in combat, especially with the 1914 BEFs superior marksmanship. A characteristic which would become diminished during 1915 with the arrival of 100's of thousands of replacements and reserves.



In the above photo the battalion commander occupies a central hex and the stands in the picture are under his command and control as they are in hex-to-hex contact with each other.

Command and Control of Cavalry

Each cavalry Regiment has a commander who may have various numbers of squadrons under his command. For a British WWI regiment this would usually be 3 squadrons with 4 stands (or troops) per squadron. Because reconnaissance and scouting were the primary function for the cavalry, each squadron of cavalry can act independently with its own sub-commander. The Regimental cavalry commander and his 2 sub-commanders could then scout a wide area. Also this flexibility enables the cavalry to be used as mobile independent infantry companies.



Command and Control in Trenches & Strong Points

Defenders

When whole units or independent companies are allocated the task of defending a section of a trench line all stands within the trench system can be regarded as being under command and control. As long as the line of communication along the trench is not interrupted by enemy intrusion the command and control can pass through empty hexes along the trench line. Each stand of infantry (platoon) or machine gun stand (section) is following its orders to defend the trench. Therefore, as long as individual stands stay within the hexes of the trench system they can respond to circumstances and events as they arise. Once they for whatever reason leave the trench system they must either;

- A) move to hex to hex contact with their commander or sub commander
- B) move towards their own table edge or
- C) move toward the safety of another part of their trench system

The same rules apply to stands defending strong points, pillboxes or blockhouses.

Any stands allocated the task of defending a pillbox or blockhouse or indeed any significant concrete defensive structure can continue to function independent of any command and control. They may receive an order to abandon their position, if they can trace a line of friendly occupied hexes to a commander or sub commander.

Attackers

Units and stands attacking trench systems, strong points etc., must follow the normal command and control rules of hex to hex contact until they have entered the enemy trench system. The same command and control rules outlined above will then apply.



ZONE OF CONTROL

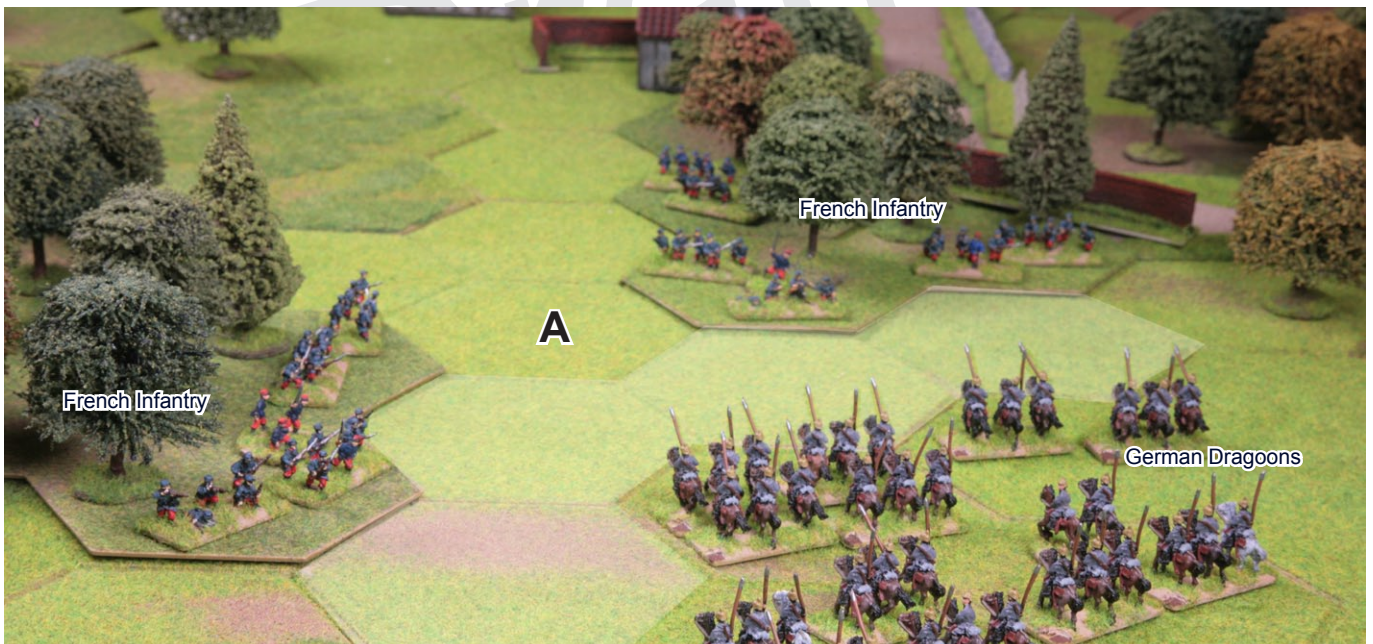
Every occupied hex exercises a Zone of Control. Any enemy unit must stop as soon as it enters an adjacent hex occupied by opponents. However, if the enemy unit is 'suppressed' the Zone of Control around the unit is neutralised. This enables suppressive fire to assist advancing troops to out flank and surround opponents and is an important feature of the rule system.

Infiltration Tactics (Special Units)

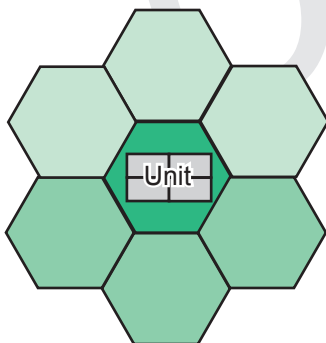
Some specially trained units such as Jägers and late war German storm troopers can ignore the normal Zone of Control rule for units which are not suppressed. This enables them because of their training, to more easily surround and infiltrate enemy positions. These units are sometimes also classified as 'elite' infantry, 'A class', and are therefore more difficult to kill and suppress. This makes close assaults much easier than for 'ordinary' units, which must follow the normal Zone of Control rules.



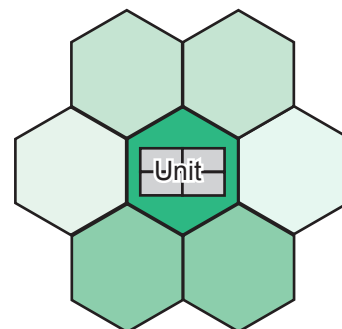
The single stands of German Uhlán cavalry are strategically placed at the wings of the main body of horsemen to prevent it being outflanked by the French dragoons who must stop rather than enter single stand of Uhlán's Zone of Control.



The German dragoons cannot enter the Zone of Control of the French infantry occupying the woods without attempting to charge into contact. The gap between the two areas of woodland can therefore not be passed through by the German cavalry until the infantry have vacated one of the woodland hexes on either side of the open hex 'A'



Unit Facing Hex Side



Unit Facing Hex Point

LINE OF SIGHT

The line of sight rule is the most important factor when targeting any enemy occupied hexes at any distance greater than one hex.

In order to see and therefore target an enemy occupied hex, **more than half of the hex must be visible**. This applies to all arms including field guns. For extended ranges when firing field guns, an extended steel rule or straight edge may assist in deciding whether or not more than half a hex is visible.

Line of sight cannot pass through woodland hexes or Built-up-area (BUA) hexes, over hills etc unless the viewing stand is situated on an elevated position.

Any enemy stand(s) situated on the reverse slope of a hill or ridge cannot be seen or targeted unless the opposing stands are in hex-to-hex contact.

Woodland or BUA hexes can be targeted if there is a clear line of sight to these enemy occupied hexes.

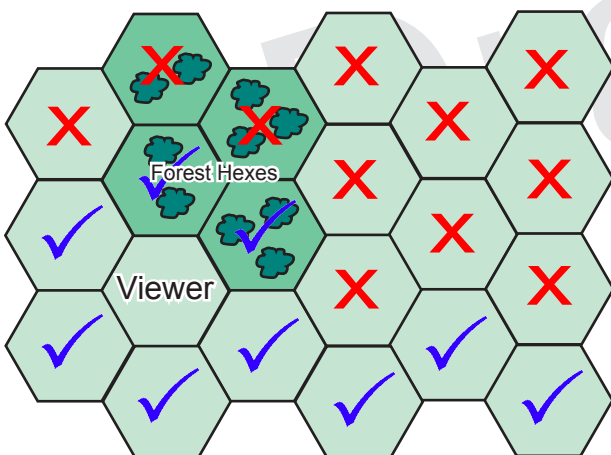
Line of Sight and Shooting from Elevated Positions

Any unit on a hill, slope, or high feature, can see over and therefore target any hex which is behind the last intervening woodland or BUA hex as long as the distance to the target hex is at least twice that of the distance to the intervening hex. Any units occupying a reverse slope of a hill from the shooter cannot be seen or targeted.

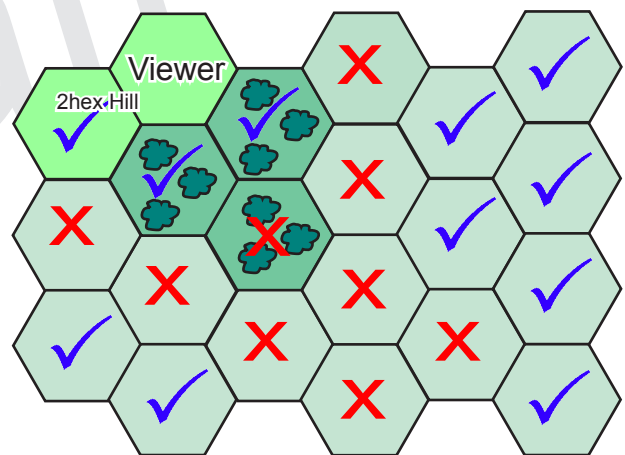
Reconnaissance and Spotting

Any enemy stands occupying an open hex to which a clear line of hexes can be traced can be sighted and therefore targeted by any friendly troops.

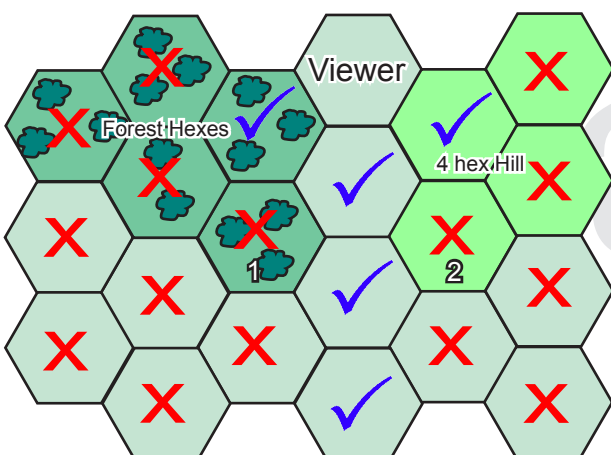
Any enemy stands occupying a woodland or BUA hex can be spotted at a range of 4 hexes provided that there is a clear line of sight to these hexes from the observation hex. Once spotted, these units can be targeted by artillery which has a clear line of sight to the target hex.



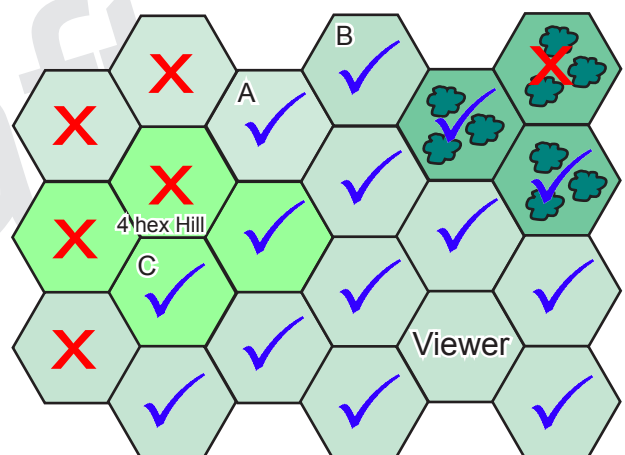
From the viewer hex all adjacent hexes can be seen and targeted and any other hexes where more than half of the hex is visible from the centre of the viewing hex.



In this example the viewer is on a hill looking over a small forest of 3 hexes. Only hexes that are more than twice the distance from the viewer hex to the furthest intervening forest hex can be seen.



Here the viewer hex can see a line of hexes between a forest and a hill. However, because of the half hex rule, hexes 1 and 2 cannot be seen through the adjacent forest or hill hexes.



The viewer in this example can see hexes A, B and C because in all cases despite the presence of the hill and forest more than half these hexes are visible from the centre of the viewer hex.

SUPPRESSION

Suppression in this rule system is a generic term which means that a stand or a number of stands within a hex have been subjected to enough effective firepower, from small arms and or artillery, that they have gone to ground and have been prevented from moving or using their weapons effectively, until such time as the effect of this firepower upon them is reduced or less effective.



Mounted Cavalry Suppressed by Shooting from an Adjacent Hex

Mounted cavalry suppressed by shooting from an adjacent hex must automatically turn and flee 4 hexes away from the shooters and towards their table edge.

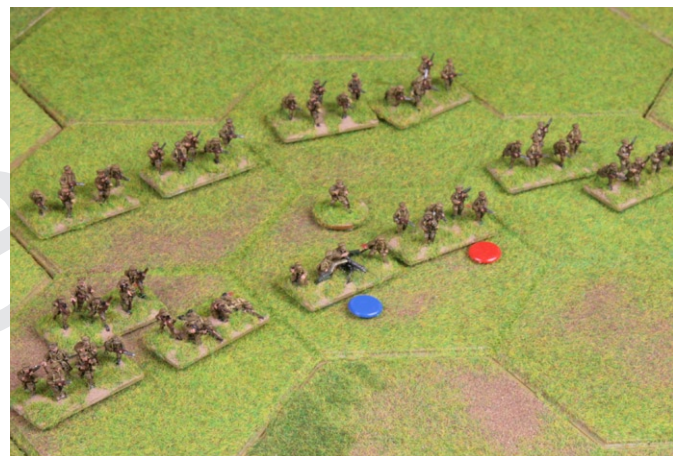
When mounted cavalry become suppressed through shooting at a distance greater than one hex, they can choose to dismount in their present hex. By doing so they become a slightly harder target to hit and can shoot once they are no longer suppressed. Alternatively, they can turn and evade up to 3 hexes. Any cavalry stands in the same unit must also respond in the same way if they are in adjacent hexes to the targeted hex.



Suppression of Different Troop Types within the Same Hex

One or all stands receiving fire can become 'suppressed' as dictated by the Combat Results Table (page 15). Some types of stands are harder to suppress than others by virtue of their physical characteristics. Therefore, for example, a machine gun stand may remain unsuppressed whilst one or more infantry stands sharing the same hex will become suppressed.

A suppression marker is placed in the hex – one for each type of stand suppressed in order to differentiate between the different troop types contained within the hex.



Removal of Suppression markers

Once side A or B has completed all its movement, all the suppression markers can be removed. Units in hex-to-hex contact with enemy stands which are occupying an adjacent hex can still remove any suppression markers. They have been prevented from moving but can now function as normal until they become suppressed once more.



SHOOTING - SMALL ARMS

Small arms (rifles, machine guns, carbines, grenades etc)

The different play sheets for the various periods and theatres of the conflict contain all the information required to ascertain the effect of each type of weapon used by the various forces engaged. The total number of 'hits' achieved on a particular hex is then cross referenced with the type of stands contained in the hex on the Combat Results Table. Any losses and suppressions are then applied to the target hex.

All ranging of small arms must normally be at the closest target in hexes. As many stands as possible located in different hexes can be directed to fire at the same target hex as long as it is deemed to be the closest target. However, there are a few exceptions to this rule. Open hexes can take priority over closer woodland or built-up-area hexes as long as these hexes are not in actual hex-to-hex contact with the shooter. Woodland or BUA hexes which contain more than 2 stands can also be treated as 'open' hexes for target priority purposes and terrain cover effect on firing.

Machine guns must place a 'ready to fire' marker in their hex instead of moving during their sides movement phase in order to fire.

The maximum range for small arms is 4 hexes.

D12's are used for all shooting. One D12 is rolled for each infantry or dismounted cavalry stand and 4D12 for each machine gun stand.

The score needed to hit depends upon the type of weapon used, distance to the target, and if the target is in the open, soft cover or hard cover. Any score of 12 on a D12 equals 2 hits with all weapon types.

All combat results for small arms and direct artillery fire are ascertained from the Combat Results Table (Direct Fire).

Order of Firing During and Recording of 'Hits' During the Shooting Phase.

It is good practice for the shooting side to make its stands fire from left to right in order to keep an accurate record of which have fired and which are still to do so. The target hex can be specified and changed as shooting progresses and hits accumulated in different hexes. Six or twelve sided dice can be placed in the target hexes to record the number of hits scored until all shooting is completed. This method of recording is particularly important when using artillery, in particular, field guns which might affect the same hex a number of times during the shooting phase because of the 'drift' effect at medium and long ranges.

What happens when hits are scored on a hex containing different types of stands?

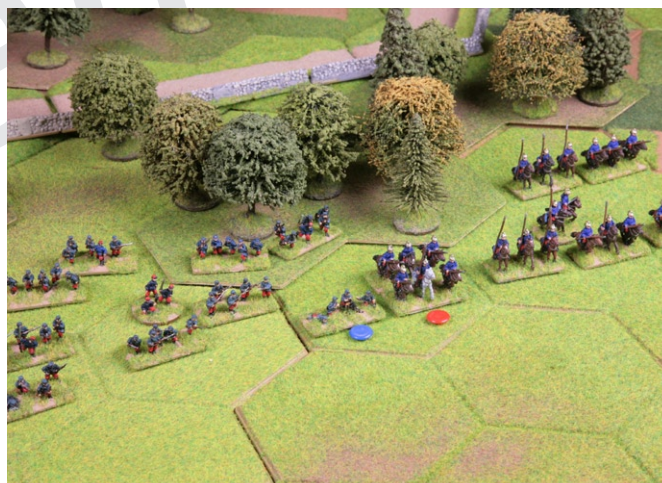
There are 4 different troop categories, 'Level 1' to '4', on the Combat Results Table and a 'Level 1' target is easier to hit than a 'Level 4' target. Use the guide outlined below to differentiate between them. It's quite a simple system once you try a few examples. Sometimes it can prove costly to have different troop types in the same hex.

The basic rules are:

- 1) Always use a separate suppression marker next to each troop class/level in a hex to avoid any confusion.
- 2) If the number of hits scored results in more losses of stands in a category than are present in the hex, any additional losses are not transferred to higher category stands if no losses are indicated in their column.
- 3) If the combat table requires the loss of one stand from a hex containing 2 or more stands from the same class/level (e.g. machine guns and 'A' class infantry), then use a D6 to decide which type of stand is lost.
- 4) If the combat table prescribes the loss of 2 stands from one category and one from another then all three stands are lost. This is worth bearing in mind when 'stacking' different types or categories of troops together in the same hex.

Example 1: Two mounted cavalry stands occupy the same hex as a machine gun stand which receives 2 hits.

The 2 mounted cavalry units are 'Level 1' targets and become suppressed. The machine gun is a 'Level 3' target on which the 2 hits have no effect. A suppression marker is placed next to the 2 mounted cavalry stands.



Example 2: A hex containing 3 'B' class infantry stands and a machine gun stand receives 6 hits.

The machine gun stand is removed and 2 of the 3 'B' class infantry stands. A suppression marker is then placed in the hex next to the one remaining 'B' class infantry stand.



Example 3: A hex containing 2 'C' class infantry stands and a deployed artillery stand receives 5 hits.

Both 'C' class infantry are lost and the field gun is suppressed.



Moving in Column Along a Road and Shooting

Any stands/units moving along a road in column are limited to 1 stand of shooting per hex. With only one stand in the road hex there will be no effect but 4 stands advancing in column will have their fire power significantly reduced.

COMBAT RESULTS TABLE (DIRECT FIRE)

Target Hits	Level 1 Target Mounted Cavalry, Limbered Artillery, 'C' Class Infantry	Level 2 Target 'B' Class Infantry	Level 3 Target Machine Guns and 'A' Class Infantry	Level 4 Target Deployed Artillery
1	Suppressed	No Effect	No Effect	No Effect
2	Suppressed	Suppressed	No Effect	No Effect
3	Suppressed, 1 stand lost	Suppressed	Suppressed	No Effect
4	Suppressed, 1 stand lost	Suppressed, 1 stand lost	Suppressed	Suppressed
5	Suppressed, 2 stands lost	Suppressed, 1 stand lost	Suppressed, 1 stand lost	Suppressed
6	Suppressed, 2 stands lost	Suppressed, 2 stands lost	Suppressed, 1 stand lost	Suppressed, 1 stand lost
7	Suppressed, 3 stands lost	Suppressed, 2 stands lost	Suppressed, 2 stands lost	Suppressed, 1 stand lost
8	Suppressed, 3 stands lost	Suppressed, 3 stands lost	Suppressed, 2 stands lost	Suppressed, 2 stands lost
9	Suppressed, 4 stands lost	Suppressed, 3 stands lost	Suppressed, 3 stands lost	Suppressed, 2 stands lost
10	Suppressed, 4 stands lost	Suppressed, 4 stands lost	Suppressed, 3 stands lost	Suppressed, 3 stands lost

Any total hits greater than 10, all stands in the hex are lost.

Any score of 12 on a D12 equals 2 hits with all weapon types.

ARTILLERY SHOOTING - FIELD GUNS

All the main types of field guns used by the various different armies from 1914 to 1918 were all of very similar performance. Some fired a heavier shell than others but were slower to reload than lighter pieces. The only differentiation made is between the faster moving horse artillery which in the case of the British was a 13pdr as compared to the 18pdr of the standard field guns. The vast majority of field gun shells were shrapnel during the opening phases of the war, designed to kill infantry using open sights. As the war progressed and trench warfare developed, high explosive shells sometimes intermixed with shrapnel became more the norm for field guns. Box barrages and creeping barrages which we have termed 'indirect fire' became more commonly used. At various stage throughout the war the production quality, quantities and type of shell manufactured by the various countries struggled to keep pace with the changing requirements of the armies in the field.

Artillery Movement and Deployment Ready to Fire (field guns)

Field guns, excluding horse artillery, cannot move and fire in the same phase. They can either, deploy and place a 'ready to fire' marker in their hex during the movement phase, or move, but not both.

If field guns are already deployed and ready to fire they can, in their movement phase, either:

- Limber up and face in any direction ready to move in their next movement phase. Horse artillery can limber up and move 2 hexes in any direction.
- Change facing of the gun to face any other hex side or point. Each gun in the battery doing so, removes its 'ready to fire' marker which can be replaced during the next movement phase provided the gun(s) remain stationary, and do not change their direction of facing. This same rule applies to horse artillery because of the requirement to man-handle and re-position the gun(s).



The above diagram shows the shooting arcs of the field guns. They can face either point of hex or hex side. If they need to change facing they must do so during the movement phase, in which case the ready to fire marker (blue counter), is removed. This marker can be replaced in the next movement phase as long as the gun has not moved or changed its facing.

Gun Limbers and Teams

Because of the vulnerability of horses, it became standard practice to remove the limber teams to a safe location away from the guns once they were deployed. They would then return and retrieve the guns when required.

Limber teams can always move to their guns, 3 hexes for field guns and 4 hexes for horse artillery and limber up in the same phase. Horse artillery teams can in fact move 4 hexes to their guns, limber up and then move a further 2 hexes.

Rather than have a model limber team for each gun, a more cost effective and way of representing 2 limber teams is to use one model to represent 2 limber teams. A D6 set at 1 or 2 next to the model can indicate the number of teams present in the hex and allow for the removal of casualties to be recorded. Therefore, a field gun battery of 6 guns would be represented by 3 limbers and team models and a 4 gun battery 2.

Deployment of Field Guns into Hexes Containing Soft and Hard Cover and Fixed Defences

When deploying field gun batteries each gun must stay in hex-to-hex contact with each other, with the usual maximum limit of two guns per hex.



Deployment of Field Guns into BUA Hexes

Field guns can be unlimbered and positioned behind stone and brick walls provided that there is open access for the limber teams to the hex where the guns are to be deployed. This is the only time field guns can really be positioned in hard cover other than fixed defensive positions which we will explain later. They cannot be deployed 'over the wall' and recovered later by their limber teams. Neither can field guns be positioned in built up area hexes containing buildings whether these are intact or partially demolished.



Deployment of Field Guns into Fixed Defences

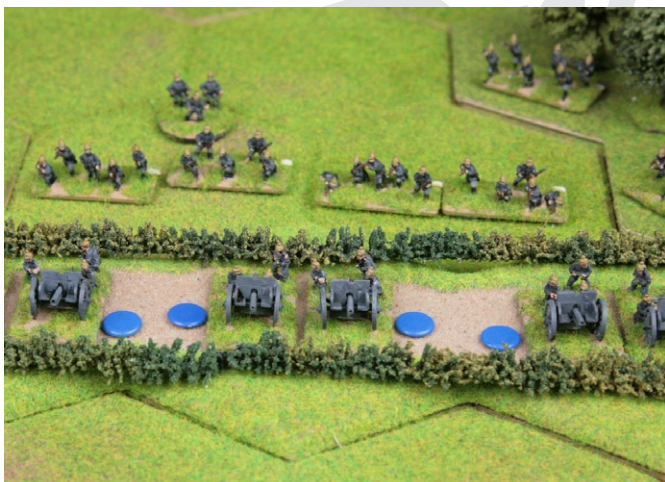
Field guns were often placed in well protected more permanent defensive positions as the trenches were established and protection of men and material against enemy artillery became vitally important. A battery of field guns would often be separated and spread out along a defensive trench line. 'Gun pits' or strong points were created to house the guns which were often positioned individually rather than as a battery. This practice therefore gives the field guns the same level of protection as that of other trench dwellers.



Deployment of Field guns in Woods and Behind Hedgerows

Field guns can be deployed behind hedgerows as long as there is access for limber teams. The hedgerow will afford soft cover. It cannot be passed through by limber teams and the guns cannot be passed through the hedgerow for deployment.

Field gun teams cannot pass through a wood land hex but can deploy their guns into a wood hex from an adjacent hex side. The gun or guns are positioned facing out of the woodland hex through the aforementioned hex side. They cannot alter their facing once positioned and must be collected by their limber teams from the same hex side to be limbered for movement once more. The limber teams can be said to be sheltering in the same wood hex behind the guns. The wood hex affords soft cover to the deployed artillery.



Movement of Horse Artillery

Horse artillery can move up to 2 hexes and still unlimber and fire provided that they were limbered and not deployed to fire during their previous movement phase. When unlimbered they place a 'ready to fire' marker in their hex. Horse artillery can then limber up and move up to 2 hexes during their next movement phase but cannot deploy and fire regardless of the distance travelled.

Firing Field Guns Over Friendly Troops

Any field guns can shoot over the top of friendly troops provided that there is one clear hex in front of the guns.



Any friendly field guns on a slope, hill or elevated hex can safely shoot over friendly troops occupying an adjacent hex on a lower level.

Enemy occupied hexes at medium and long ranges which have at least one clear hex between them and any friendly troops can be targeted. Please note that at extended ranges the 2 hex drift might expose these friends to 'blue on blue' or 'friendly fire'.

Short Range 1 to 4 hexes

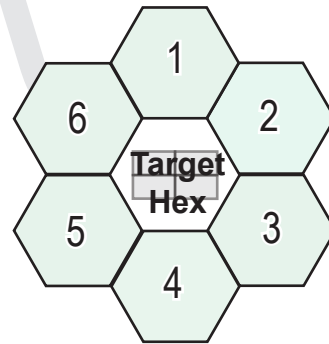
Any hex within this range can be targeted by field guns as long as there is a clear line of hexes to the target hex. The only target priority is that enemy stands in hex-to-hex contact with a field gun hex must be targeted before any other. Normally 5D12 are rolled for each hex targeted per gun. Any 12 scored counts as 2 hits.

Medium Range 5 to 9 hexes - automatic drift of 1 hex. (see reconnaissance and spotting, page 12)

Use 5D12 as above. Designate a target hex which must be in direct line of sight. Place the 'drift template' over the hex and roll a D6 to ascertain in which direction the shells drift by 1 hex. This might turn out to be an empty hex in which case no D12 are rolled. Please note that the target hex does not have to contain any enemy stands.

Long Range 10+ hexes

Same as medium range, but drift is 2 hexes as from the target hex using the artillery drift template.



Artillery Drift Template A

HAND-TO-HAND COMBAT - CLOSE ASSAULT

All hand-to-hand combat occurs through close assault and works by 'displacement'. **The basic rule is 'any greater number of stands can move into a hex from any number of adjacent hexes and displace any lesser number of enemy stands into an adjacent hex'.** The attacking stands cannot displace others if they are themselves suppressed, and if the defending stands are already suppressed they are removed from play rather than displaced to a vacant hex.

Even suppressed stands in a hex can only be displaced by a greater number of attacking stands, but they are lost if forced to displace through close assault.

Stands which are displaced can move into any vacant hex that is not adjacent to an enemy occupied hex, unless all the enemy stands contained therein are suppressed. They can retreat into a hex containing other friendly units provided that the stacking limit of 4 stands is not exceeded. If it is exceeded then any extra stands can displace by 'domino' affect into other connecting hexes.

Displaced stands cannot enter a hex containing friendly stands which are already suppressed. The basic rule is that if stands are forced to retreat but are unable to do so they are lost presumed killed, wounded or captured.

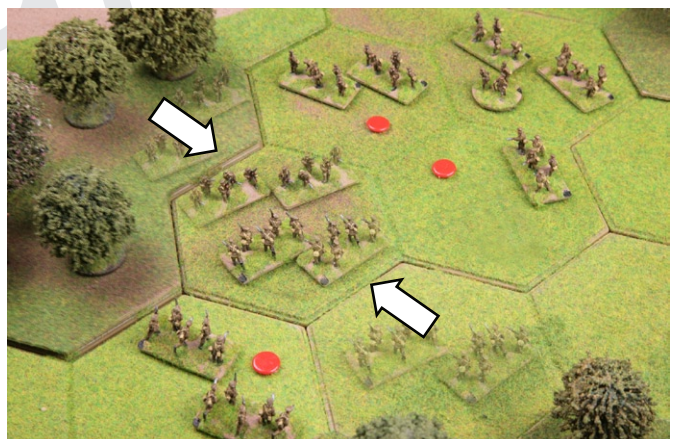
Stands displaced by close assault cannot enter the Zone of Control of enemy units, unless these units are suppressed. This means that units which become isolated and surrounded are much more vulnerable to close assault than those forming part of a defensive line.

Field gun and machine gun stands cannot fight hand-to-hand or displace enemy stands. However, they do count their numbers when defending a hex. Field and machine gun stands are automatically lost rather than be displaced by close assault.

Example: A hex containing a field gun and 2 machine gun stands cannot be displaced by 3 stands of infantry but can if attacked by 4. The 4 attacking stands, which can come from different adjacent hexes, occupy the hex and the field gun and machine gun stands are lost.



In the photo above the German field gun and machine guns have fired at their three target hexes resulting in the loss of a total of 7 stands of infantry. However 4 other stands of infantry can still assault from 2 adjacent hexes which remain unsuppressed.



Hand-to-Hand Combat (Close Assault) Along Trenches and into Strong Points

The same 'close assault' rules apply in that any trench or strong point hex containing less stands than the number assaulting it will automatically be displaced. This displacement may be along a trench line with other friendly stands being displaced in turn as necessary in a 'domino' effect. The displacement may have to be into an open hex behind the trench line if, for example, the adjacent trench hex cannot be accessed due to enemy 'Zone of Control' or already containing suppressed friends.

When 2 assaulting stands displace 1 defender, they can occupy the trench hex and receive 'hard cover' protection in the following enemy shooting phase. However, if for example 3 assaulting stands displace 2 defending stands, the 3 successful assaulting stands will have exceeded the 'stacking' limit of 2 for hard cover protection, and therefore can be targeted as if occupying an 'open hex' in the subsequent shooting phase.

A trench intersection which can accommodate and give hard cover protection for up to 3 stands of infantry can only be close assaulted and displaced by a total of 4 enemy stands from any adjacent hexes. Again, after the displacement move the 4 stands now occupying the hex can be targeted as an open hex in the subsequent shooting phase.

If the defenders of a trench hex are already suppressed, they are lost rather than displaced. However, even if suppressed they can only ever be displaced by a greater number of assaulting stands.



Mounted Cavalry Charging into Hand-to-Hand Combat with Infantry and/or Field Guns

Any movement by mounted cavalry into hex-to-hex contact with an enemy occupied hex is regarded as a charge move. This is 4 hexes the same as normal movement, but the cavalry can automatically move a final hex into the enemy occupied hex if the charge is not stopped by shooting.

Cavalry automatically remove enemy infantry and artillery stands rather than displace them unless they are prevented from doing so by the terrain as detailed below. Infantry and artillery stands caught in the open by cavalry, which they have failed to stop by shooting (i.e. suppress) will be simply charged down. This occurs during the following shooting phase after all the shooting against the cavalry has been completed without causing suppression. The cavalry enter the hex, giving a total of up to 5 hexes of movement. A single stand of cavalry can eliminate up to 4 enemy stands by simply occupying their hex.

Terrain effects of mounted cavalry engaging infantry

Mounted cavalry cannot enter an area of woodland hexes without first stopping in an adjacent open hex and 'displaced' infantry can, if they are not suppressed move into an adjacent woodland hex rather than be charged down as would normally be the case if caught in an open hex by cavalry.

Mounted troops cannot enter BUA hexes without first dismounting in another hex before entering. The horse holders must remain outside the Built-up area hex.

Mounted cavalry cannot occupy by 'displacement' or fight hand-to-hand into hexes protected by linear obstacles such as stone walls, fences or any BUA hexes.

Mounted Cavalry v Mounted Cavalry

When mounted cavalry charge into contact with mounted cavalry the hand-to-hand combat procedure is different to the 'displacement' system used for infantry. The key differences are, mainly in the response options available to the mounted cavalry being charged.

A Mounted Cavalry Charge Move

A mounted cavalry unit attempting to charge into contact with opposing cavalry can move a normal move of up to 4 hexes to a position one hex away from its opponents. Then after their opponents have made their response option, they can move one extra hex into contact having moved up to a total of 5 hexes.

Procedure.

The cavalry regiment/squadron/stands attempting to charge into contact, moves to a position one hex away from the opposing cavalry, at which point the charged cavalry must do one of three things:

1. **Counter charge** and move the one remaining hex into contact.
2. **Evade.** Turn around and ride away 3 hexes away from the chargers (it costs one hex of movement to turn around).
3. **Dismount and prepare to fire** at the chargers as they move into contact.

Any squadrons or bases separated by one hex or more from each other must roll a D6 individually. A full regiment or squadrons from a regiment in hex-to-hex contact with each other should roll for the entire unit and respond together.

The 3 response options for the mounted cavalry that have been charged require a roll of a single D6 to see if the cavalry respond as ordered. (see table below).

Cavalry Response Options

Class Response Options	A Class	B Class	C Class
Counter Charge	2+	3+	4+
Evade	2+	3+	4+
Dismount + Prepare to Fire	2+	3+	4+

If the charged cavalry 'fail' their test they must receive the charge mounted and at a standstill. The chargers then move the final hex into hex-to-hex contact with the stationary cavalry and add a +2 to their die roll in the ensuing combat.

Counter Charge

If successful, the cavalry counter charge by occupying the vacant hex which will bring them into hex-to-hex contact with the charging enemy cavalry. They can only move one hex, but in doing so can concentrate up to the maximum of 4 stands in a hex for hand-to-hand combat. No side receives a charge bonus.

Evade

If successful the charged cavalry turn and evade up to 3 hexes away from the chargers in any direction which does not enter the Zone of Control of an enemy unit. Normal terrain restrictions apply, they face away from the enemy and must retain their command and control connection with their commander or sub-commander.

Pursuit (after hand-to-hand combat)

Once the opposing cavalry have evaded, the charging cavalry can pursue up to the maximum of their movement allowance of 4 hexes. This must include distance already travelled from the hex where they commenced their charge. (We found that putting a die with the cavalry unit to record the number of hexes already travelled very useful as an aid to memoirs)

Flee (resulting from hand-to-hand combat)

A fleeing unit turns moves of 4 hexes away from the charging cavalry. The first hex of movement should be directly away from its attacker and then towards its own sides table edge. It must not enter the Zone of Control of an enemy unit unless that unit is already suppressed. If at any point the loosing stands cannot flee their 4 hexes without entering the 'Zone of Control' of any enemy units they are lost. It can pass through hexes containing friendly troops but will cause them to become suppressed. Any number of fleeing cavalry can pass through the same hex of friendly troops and will displace them to an adjacent hex if necessary to flee their full 4 hex distance. Normal terrain restrictions apply. At the end of the flee move the cavalry become suppressed.

Dismount and prepare to fire at chargers

The unit dismounts with 3 stands of dismounted troopers to 1 stand of horse holders. This ratio must be maintained or the ability for cavalry to dismount is diminished - a full regiment of 12 stands must have 3 stands designated as horse holders. A dismounted squadron of 4 stands therefore only fires with 3.

The horse holders and mounts must be placed in a rear hex behind the dismounted troopers, or alternatively the troopers can deploy into the remaining hex between them and the charging cavalry, leaving the mounts in the original hex.

The chargers then move to occupy the remaining hex between the two sides without changing the number of stands in each attacking unit or hex. In other words, no last second formation changes can be made before attempting to make contact. The dismounted cavalry then shoot at the chargers in their following shooting phase.

Please note: Any mounted cavalry suppressed by shooting from an adjacent hex will automatically turn and flee 4 hexes.

If the shooters fail to suppress their charging opponents they can immediately occupy the hex and all the shooters are lost and can be said to have been charged down. This last hex of movement occurs in the shooting phase.

Mounted hand- to-hand combat procedure

Hand-to-hand combat between opposing units of mounted cavalry occurs when charging cavalry are counter charged or receive the charge at a standstill.

Each occupied hex fights against its opponents in an adjacent hex. Their maybe occasions where one hex is engaged from two or more adjacent hexes. 'A' class cavalry add a plus 2 to their D6 score, 'B' class plus one. 'C' class no pluses.

For each side add: any charge bonus, cavalry class bonus, number of stands engaged to the D6 score. The initial charger chooses the order in which these combats occur, each side using 1D6.

The difference between the di scores is the number of stands removed from the losing unit as casualties. The remaining losing stands then flee 4 hexes and become suppressed.

If a draw occurs, both cavalry units must re-roll 1D6 and re-fight the combat but without any +2 charge bonus for either side. The winner follows up into the hex and has the option of pursuit if any movement remains to be used. This can often be a greater advantage to the charged than the charger because they have only counter-charged one hex and their horses are not yet 'blown'.

After the hand-to-hand combat is concluded the cavalry squadrons could possibly be dispersed. Each squadron's first priority in the next movement phase is to reform in hex-to-hex contact with their regimental commander.

Any squadrons under the control of a sub-commander are excluded from this requirement and can continue to act independently.

What happens when mounted cavalry have pursued fleeing opponents and are still in hex-to-hex contact?

It all depends upon which side has the next movement phase. If it is the pursuers move they can enter the hex of the suppressed fleeing cavalry and remove them from play. However, if it is the fleeing cavalry's move, they can remove their suppression marker and turn to face their pursuers. The opposing cavalry can then fight another round of hand-to-hand combat -the pursuers get the +2 charge bonus as their opponents fight from a stand still.

Example: If 6 stands of cavalry in two hexes, let's say 4 stands in one and a 2 in another engage a hex containing 4 opposing cavalry stands of the same class which have successfully counter charged, then the 6 stand 'unit' adds a +2 to the dice roll in the combat phase.



In photograph A above the 6 stands of British cavalry have won the combat by 2 points, the German dragoons lose 2 stands, flee 4 hexes and become suppressed. The British cavalry that were involved in the combat can then pursue using the remainder of their move allowance, which in this case is 2 hexes - having already moved 2 hexes when charging into contact.

AREA OR 'BOX' BOMBARDMENT (INDIRECT ARTILLERY FIRE)

This is carried out using large calibre of 'off-table' artillery and field guns at extended ranges using primarily high explosive shells. The bombardment extends over an area of the seven hexes which is covered by the drift template. The intensity of the bombardment is dictated by the number of 'indirect artillery points' allocated to the bombardment and the score on a D6. The result is then ascertained from the indirect artillery fire table (see below).

Designate a target hex and use the 'drift template' to ascertain any drift, then inflict the damage to the occupants of the hex as prescribed by the Artillery Barrage Table (Indirect Fire) below.

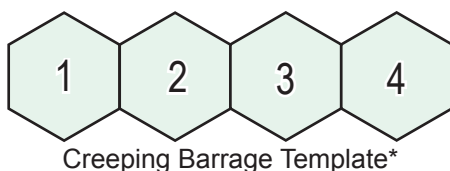
Please note; field guns can be used for area or box bombardment by adding their values together and firing predominantly high explosive shells. One field gun is equal to 1 point of indirect fire. In 1914 field guns were generally not used in this way and mainly fired shrapnel shell over open sights. Greater use of high explosive (HE) and mixed shrapnel and HE was gradually introduced as the war progressed. Field guns firing HE could make a significant contribution to the intensity of a bombardment in conjunction with higher calibre artillery. Gas shells also made an appearance forcing the introduction of gas masks.

ARTILLERY BARRAGE TABLE (INDIRECT FIRE)

Di Score	Points Allocated							
	1	2	3	4	5	6	7	8
1	No Effect	No Effect	Suppressed	Suppressed	Suppressed 1 stand lost	Suppressed 2 stands lost	Suppressed 3 stands lost	Pulverized 1+3
2	No Effect	Suppressed	Suppressed	Suppressed 1 stand lost	Suppressed 2 stands lost	Suppressed 3 stands lost	Pulverized 1+3	Pulverized 1+3
3	Suppressed	Suppressed	Suppressed 1 stand lost	Suppressed 2 stands lost	Suppressed 3 stands lost	Pulverized 1+3	Pulverized 1+3	Pulverized 1+6
4	Suppressed	Suppressed 1 stand lost	Suppressed 2 stands lost	Suppressed 3 stands lost	Pulverized 1+3	Pulverized 1+3	Pulverized 1+6	Pulverized 1+6
5	Suppressed 1 stand lost	Suppressed 2 stands lost	Suppressed 3 stands lost	Pulverized 1+3	Pulverized 1+3	Pulverized 1+6	Pulverized 1+6	Total Pulverization
6	Suppressed 2 stands lost	Suppressed 3 stands lost	Pulverized 1+3	Pulverized 1+3	Pulverized 1+6	Pulverized 1+6	Total Pulverization	Total Pulverization

CREEPING BARRAGE

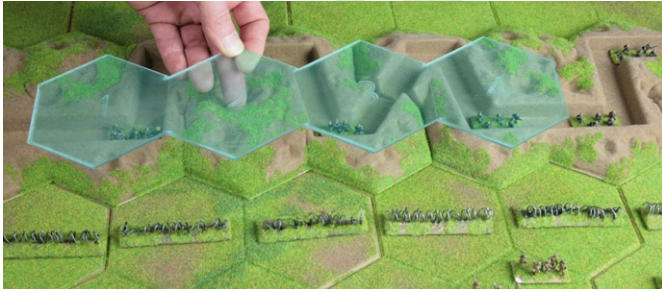
A 'single' creeping barrage extends over 4 connected hexes using the creeping barrage template. Any number of creeping barrages can be joined together to extend across the width of the battlefield provided that enough artillery points have been allocated.



Once the Creeping Barrage Template (CBT) has been placed, it can be moved one hex forward during each subsequent firing phase, or alternatively, maintain its position on the same 4 hexes for one or more shooting phases. All troops, friendly or enemy underneath the template are affected. The strength or intensity of the barrage is dependent upon the number of artillery points allocated to it. The creeping barrage was mostly used to support infantry attacks by suppressing the defenders of a trench line or any defensive position. It generally lacked the concentrated weight and intensity of a boxed barrage but was perhaps more useful tactically.

Example: A 9 point creeping barrage is allocated over 3 firing phases (3 points per phase).

The creeping barrage template (CBT) is placed in its first position and a D6 is rolled to ascertain the effect of a 3 point barrage on all the stands located beneath the template as indicated on the artillery barrage table. No differentiation is made between each of the 4 affected hexes in terms of cover or troop type or concentration apart from those occupying a trench or strong point.



Troops occupying a trench or strong point cannot be killed but only suppressed unless the die roll achieves a 'Pulverized' result, (see Pulverization and partial pulverization)

Protection Afforded by Trenches and Other Terrain Hexes

Any units occupying a trench/dugout hex cannot be killed by shell fire (unless pulverized!) but can be suppressed. No other type of terrain affords any protection from the plunging shells of a barrage.

Pulverized ground means that every stand in the hex is lost and the hex ground inside the hex becomes a mass of interlocking craters and even trenches are obliterated. Only pillboxes and blockhouses and their occupants remain unaffected by partial pulverization, however, total pulverization will destroy pillboxes and blockhouses.

Accuracy of Box Barrages

The accuracy of any box barrage could vary considerably according to the accuracy of reconnaissance, both aerial and ground as well as the competence of the gunnery control. Box barrages could therefore be of a low, medium or high level of accuracy as detailed below:

LOW

Score 5 or 6 (D6) - no drift, 1,2,3,4 drift 1 to 4 hexes as per the die roll in the direction dictated by another D6.

MEDIUM

Score 4,5 or 6(D6) – no drift,1,2,3 drift 1 to 3 hexes as per the die roll in the direction dictated by another D6.

HIGH

Score 3,4,5 or 6 (D6) – no drift, 1 or 2 drift 1 or 2 hexes as per the die roll in the direction dictated by another D6.

Indirect Artillery Points

During a game, indirect artillery points can be allocated to one or both sides. They could be to undertake a preliminary bombardment before an assault on an objective, or used in response to enemy actions. During the early months of the war the amount of mobile heavier artillery available was far more limited and less accurate than during later periods of the conflict when it became far more dominant.

Example: An artillery barrage of 'medium accuracy' with a total point value of 12 is allocated to the attacking side before an assault. The maximum strength of any one 'box' or area barrage is 8 points - a totally devastating amount of artillery power using massive guns such as those used against the forts of Verdun. An 8 point barrage would almost guarantee the effective pulverization of a relatively small area, but might prove to be a waste of resources if it drifts off target. Three smaller 4 point barrages may prove to be more effective and with good luck with the D6 achieve the desired effect over a larger area.

Maximum Barrage Strength

The maximum strength of any creeping or box barrage can be set before a game when creating a particular scenario or historical battle.

A suggested maximum strength of a creeping barrage is 3 points per phase. Over 4 artillery firing phases with one hex of movement forward in each time would cost 12 artillery points from the total allocation for that scenario.

A box barrage can have its maximum points limited per game turn. There can be no hard and fast rule here because of the vastly differing terrain and artillery assets available in different theatres of the conflict, and how these assets were moved, concentrated and supplied during the course of a battle.

Preliminary Bombardments

The use of preliminary bombardments often extending over many days and nights before a major assault became very much the norm during the middle period of the conflict on the western front. In many ways it became a double edged sword in that it pre- warned the defenders about the forthcoming assault as well as 'softening up' their defences. Those defending units that survived the artillery bombardment, often in deep dugouts, would be quickly out to set up their machine guns once the guns fell silent, much to the dismay of the waves of attacking infantry.

* Creeping Barrage, and Drift Template (Box Barrage Template) are available from www.kallistra.co.uk.

Example:

Three infantry battalions have been given the task of capturing a section of enemy front line trenches. Before they go 'over the top' the area is subjected to 16 points of box barrages.

The maximum strength per individual box barrage is, for this example for say 1916, set at 4. Therefore, the attacker could choose 4 x 4 point barrages, 8 x 2, 16 x 1 or any mixture up to the total of 16 points. The aim is always to 'pulverize' the ground thereby destroying all trenches, dugouts and barbed wire.

The drift is designated as low and the box barrage template* (BBT) placed over the affected hexes for each barrage once any drift has been applied as dictated by rolling a D6. Another D6 is then used to ascertain the effect using the Artillery Barrage Table (see page 22).

Only pillboxes and blockhouses can withstand 'Partial Pulverization'. Any stands occupying these remain unaffected by the bombardment and remain unsuppressed. However, any stands occupying the same hex but not inside the structures are destroyed.

Any hexes which do not become pulverized suffer the 'Suppressed 3 stands lost' result which could prove equally as devastating unless the occupants are in a trench or strongpoint in which case they will only become suppressed.



Total Pulverization and Partial Pulverization

Basic rule: Any stands occupying a hex which becomes pulverized are lost – only those stands inside pillboxes or blockhouses are protected from 'Partial Pulverization' but even these are destroyed by a 'Total Pulverization' result.

Partial Pulverization (1+3, 1+6)

A partial pulverization result 1+6 can potentially affect any hex under the 7 hex drift template and a 1+3 result up to 4 hexes. The central hex always becomes pulverized. For a 'Pulverized 1+3' result on the Artillery Barrage Table (Indirect Fire) 3 additional D6s are rolled to see which other hexes adjacent to the central hex become pulverized. Any duplication of numbers e.g. 2 x 5s are not re-rolled. The numbered hexes under the 7 hex drift template become pulverized if their numbers appear on the 3D6's. For a 'Pulverization 1+6' result 6 additional D6's are rolled and these hexes become pulverized. Again, the rolling of any doubles, trebles etc will reduce the number of hexes that will suffer pulverization.

Total Pulverization

A 'Total Pulverization' result means the complete destruction of everything under the 7 hexes of the artillery barrage template including pillboxes and blockhouses. This level of devastation is only possible using a barrage with a point value of 7 or the maximum 8, and even then a score of 6 for a 7 point or 5 or 6 for an 8 point barrage is required (see Artillery Barrage Table - Indirect Fire page 22). This is to represent the sort of bombardment reminiscent of those experienced by the forts during the battle of Verdun using weapons capable of piercing many feet of concrete.



Tunnelling and Mines

For mines exploded under defensive trench lines prior to an assault we suggest using the equivalent to an 8 point artillery box barrage. The barrage template can be placed over the target hex with no requirement for drift. The centre hex of the template is the crater of the exploded mine and experiences 'Total Pulverization'. The 6 outer hexes automatically suffer 'Partial Pulverization' which means that everything but pillboxes and blockhouses are destroyed.



The hex containing the German blockhouse is the central hex of the mine detonation. This hex receives 'total pulverisation' which will destroy the blockhouse. The surrounding 6 hexes also become pulverised.

After the mine has exploded all 7 hexes become pulverised. The trenches and blockhouse are replaced with an area of pulverised ground, or alternatively green pulverisation markers.



Poison Gas Attacks

We have currently not developed any separate rules for poison gas attacks. The effectiveness of poison gas was very much dependent upon when and where it was used, and the extent to which those on the receiving end were expecting its use against them. After initial early success during its use at Ypres in 1915 by the Germans, which was very much dependent upon a favourable wind direction, the introduction of various forms of gas masks limited its effectiveness. Gas shells were often mixed in with high explosive and shrapnel shells for a 'combined' effect. This is one reason why at this stage we didn't feel it was necessary to differentiate between bombardments involving gas and those without.



MORALE

One of the key features of this rule system is that morale is built into the combat results. When stands are removed from place they are not necessarily killed, wounded or captured, but often maybe they have simply decided that they have done their bit for the day and found a shell hole to hide in until things quieten down!

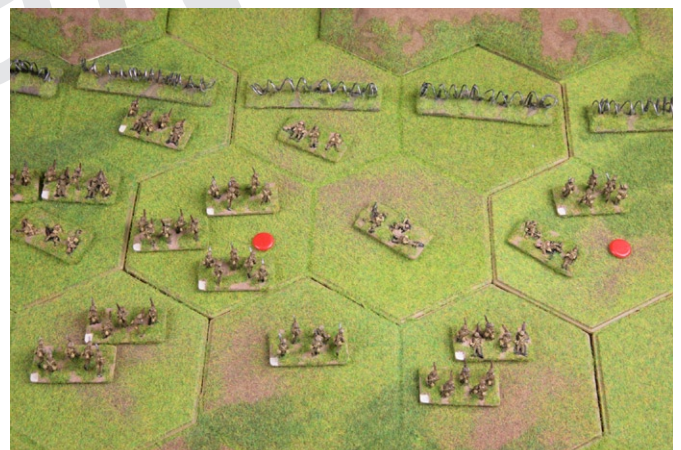
Units left in exposed positions or exposed to overwhelming firepower will soon suffer badly and be quickly diminished. The Combat Results Table differentiates between different troop types and quality and therefore how much punishment they can take. Infantry battalions and cavalry regiments can be given a minimum number of stands with which they can function normally. Once their stand count falls below this number, they must retire from the field.

A class or specially trained units such as Guards, Jägers, storm troopers etc may be given a significantly lower minimum number of stands than other units.

It is the responsibility of the commander-in-chief (YOU!) to try and ensure the survival of his units when conducting actions dictated by orders, objectives and changing circumstances.

Casualty Markers

Casualty markers can be used in open ground hexes when all the stands which occupied the hex are lost. This may be just one stand or the maximum of four – the effect is the same. Any friendly unit (excluding mounted cavalry, limbered field guns and A class infantry) entering the hex thereafter must stop in the hex rather than pass through it. This will in effect slow any advance or retreat. Casualty markers will therefore have a limited but noticeable effect on infantry moving in open ground.



USE OF TANKS

At the time of writing this draft copy of the rules we already have a proven and very well tested set of play sheets which have been used many times for fighting the battle of Cambrai 1917. The core rule system and mechanisms contained within this publication are all derived from this original set written by James Clark. These cover male and female MKIV tanks in some detail and areas such as crossing trenches using fascines, tank distress and breakdown. Other areas covered include ability of field guns to target and knock out tanks, engaging tanks with

infantry etc. Before attempting to include detailed rules for tanks, we want to carefully examine the performance and use of other marks of British tanks including the whippet as well as French and German tanks in various mid to late war battles. The aim is to incorporate the use of all of these different tanks into this one rule set, so that it can be used to successfully wargame these later battles of the war in which these tanks played a crucial part. In order to achieve this we have started to work on a set of specific play sheets which we will make available along with the full version of the rules.

WORLD WAR I AIR POWER

We will be incorporating the effect of air power into in this system, but only to the extent to which it influences the conflict on the ground. Air reconnaissance, aerial observation, use of bombers and the fight for control of the skies were all very influential especially from the middle war years until the end of the conflict.

World War I aerial combat has been the focus of many excellent hex based combat systems. We want to avoid creating another, and simply want to include very simple rule section that recognises and reflects the impact that air superiority can have in particular scenarios.

COUNTERS AND MARKERS

Counters

Using small coloured counters is a very space efficient way of indicating if a unit is Suppressed or Ready to Fire, or for marking Passing Through barbed wire and Pulverized Ground instead of using the markers below: Red for Suppression, Blue for Ready to Fire, Green for Pulverized Ground and Yellow for Passing Through wire.



Markers

Suppression Markers



Ready to Fire Markers



Pulverized Ground Markers



Pass Through Barbed Wire Markers



A CLOSING NOTE

This 'draft' version of Raging Empires has been made available so as to keep gamers informed of progress. Having play tested many scenarios based on the first two years of the conflict, we are now beginning to focus on the later years and in doing so develop the necessary play sheets to cater for the technological developments in artillery targeting, tanks/vehicles, aircraft, infantry equipment and training etc which impacted on the battles of 1916 onwards. There is no substitute for play testing in order to achieve the right feel and balance and at the same time avoid unnecessary complication. The temptation to add layers of detail and comprehensive lists of 'modifiers' which slow the flow of the game but add little in tactical or historical realism has been avoided - gamers can always customise and add extra detail to the core system as required. We have a firmly held belief that all the information necessary to play an historical wargame should be able to be confined to one or two sides of A4 paper – the 'play sheets'. These in turn can be specifically written or modified for a particular scenario or game to suite individual or group preferences. These, along with other information about unit composition for example scenarios are available to download separately from the core rules.

There may still be a little more refinement necessary to the system - only minor adjustments - but the very positive feedback from everyone who has had the opportunity to use the very straight forward core system has been extremely encouraging. It was in 2005 that James and I created the game mechanics specifically to enable a large WW1 game to be fought to a decisive conclusion in a limited period of time – the 'fast play, achieve a result' philosophy was very much at the core of our thinking. We feel that it is now time share 'Raging Empires' with fellow gamers who are welcome to give comment and feedback on the Kallistra forum.

Join the Raging Empires forum on the Kallistra website and take part in the discussions and development of these exciting WW1 rules, www.kallistra.co.uk/forum

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www.kallistra.co.uk

E-mail: info@kallistra.co.uk

Kallistra Ltd.

P.O. BOX 6899, Mansfield, NG20 0NS. UK

Raging Empires™

Raging Empires

WW1 - 1914 to 1918

Raging Empires is a fast play hex based generic game system, which can be used to refight WW1 encounters between all the different armies engaged in this epic conflict, 'the war to end all wars'.



The rule system is quick easy to learn and has been designed to reflect the feel and flavour of the period without too much detail and complication. Because this is a genuine fast play system it is equally suited to mobile small scale encounters as well as large scale battles. The effect of artillery shooting is ascertained using hex templates, which makes the process fast and efficient. Even large scale games involving a preliminary bombardment can be easily concluded within an evening.

The Raging Empires system is flexible enough to be use for all the different theatres of the war from Palestine to Flanders and can be used to refight historical battles or created scenarios.

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www.kallistra.co.uk
E-mail: info@kallistra.co.uk

Kallistra Ltd.
P.O. BOX 6899, Mansfield, NG20 0NS. UK

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