

Raging Empires - WW1 (1914) Western Front

Movement Table

Troop Type	Open/Trench	Road	Woods	Built up Areas
Infantry	2 Hex	+1 Column	1 Hex	1 Hex
Field Guns	3 Hex	+2 Column	No entry Deploy only	No entry Deploy only
Cavalry	4 Hex	+2 Column	1 Hex Dismounted	1 Hex Dismounted only
Horse Artillery*	4 Hex	+2 Column	No entry Deploy only	No entry Deploy only

* Horse artillery move 2 hexes and deploy + fire

Shooting Table Small Arms

Weapon Type	1 Hex			2 Hex			3 Hex			4 Hex		
	Open	Soft	Hard	Open	Soft	Hard	Open	Soft	Hard	Open	Soft	Hard
BEF 1914 - Rifles	3	5	7	4	6	8	6	8	10	8	10	12
Rifles	4	6	8	6	8	10	8	10	12	10	12	-
Cavalry Carbine	5	7	9	7	9	11	9	11	-	-	-	-
Machine Gun 4D12	5	7	9	7	9	11	7	9	11	8	10	12

Shooting Table Field Guns - Open sights

Weapon Type	1 - 4 Hexes			5 Hexes - Sight Limit		
	Open	Soft	Hard	Open	Soft	Hard
Field Guns 5D12 Horse Art. BEF 4D12	5	7	9	7	9	11

5-9 Hexes, drift 1 hex (Use drift template)
10+ Hexes, drift 2 Hexes (Use drift template)

Any die score of 12 = 2 hits

WW1 (1914) COMBAT RESULT TABLE

Class 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 stand lost	Suppressed, 1 stand lost	Suppressed, 1 stand lost	Suppressed
6	Suppressed, 2 stand lost	Suppressed, 2 stand lost	Suppressed, 1 stand lost	Suppressed, 1 stand lost
7	Suppressed, 3 stand lost	Suppressed, 2 stand lost	Suppressed, 2 stand lost	Suppressed, 1 stand lost
8	Suppressed, 3 stand lost	Suppressed, 3 stand lost	Suppressed, 2 stand lost	Suppressed, 2 stand lost
9	Suppressed, 4 stand lost	Suppressed, 3 stand lost	Suppressed, 3 stand lost	Suppressed, 2 stand lost
10	Suppressed, 4 stand lost	Suppressed, 4 stand lost	Suppressed, 3 stand lost	Suppressed, 3 stand lost

Any number of hits greater than 10, all stands in the hex are lost. Any 12 scored counts as 2 hits.

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ARTILLERY - FIELD GUNS (DIRECT FIRE)

Short Range 1 to 4 hexes

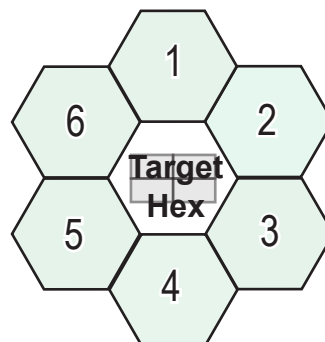
Any hex within this range can be targeted by field guns as long as there is a clear line of hexes to the target hex. The only target priority is that enemy stands in hex-to-hex contact with a field gun hex must be targeted before any other. Normally 5D12 are rolled for each hex targeted per gun. Any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

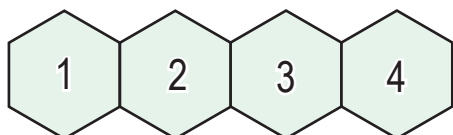
Same as medium range, but drift is 2 hexes as from the target hex using the artillery drift template.



Artillery Drift Template A

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.



Creeping Barrage Template

BOX BARRAGE

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 (see above). 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).

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

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