

STORM OF STEEL: FROM MONS TO THE MEUSE-ARGONNE

Supplement Rules for Combat in World War One, 1914 - 1918

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Storm of Steel

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Beta version

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1. INTRODUCTION

From Mons to the Meuse-Argonne is designed to supplement the Storm of Steel set, and contain a number of rules and tables that will help gamers wanting to refight the battles between the Allies and the Central Powers during World War One, 1914 - 1918.

2. SPECIAL RULES

A. Discipline Levels. In general, German, British, French, Italian and American armies are Regular. Russian, Austro-Hungarian, Serbian, Turkish, Bulgarian, Belgian and Romanian armies are Raw. There are exceptions, however. U.S. Marines, German Guards, British Highlanders and French Colonials are generally Veteran.

B. Trenches and No Man's Land. The area between rival trench lines, churned up by artillery barrages on a massive scale, is known as No Man's Land. Only infantry, cavalry and tracked vehicles may enter it, and must then take a difficulty test. No Man's Land has a protection value of 4. The trenches themselves are treated as entrenchments in the core rules, with the exception that a difficulty test is required to cross or enter them.

C. Dismounting Cavalry. Cavalry units may dismount. To do this, they must remain immobile for one movement phase, at the end of which they are simply replaced with a infantry unit. The procedure is the same, but reverse, if the unit want to mount.

D. Cavalry Charges. Cavalry units performed the occasional charge during WWI, an outdated tactic that worked only occasionally. To reflect this, a assault attack by a mounted cavalry unit is labelled a charge if ; 1) the unit attacked is a foot unit in open terrain, and 2) the attacking unit immediately prior to moving into contact spent at least half it's movement allowance moving in a straight line over open terrain, only. A unit performing a cavalry charge add 1d4 to their assault attack die roll.

E. Support. In an attack/defense scenario, the attacking players support deck contains 6 x "One artillery bombardment" and 4 x "No support this turn". The defending players support deck contains 4 x "One artillery bombardment" and 6 x "No support this turn". In a meeting engagement scenario, both players support decks contain 4 x "One artillery bombardment" and 6 x "No support this turn". All artillery is classified as Rigid, High Volume of Fire.

F. Pre-Plotted Artillery Barrages. All off-board artillery must be pre-plotted. Prior to the game each player must write down the location of up to six impact points for artillery. The first time a player employs a bombardment he must choose which of the pre-plotted impact points will be used.

G. Tank Scare. The first time in the game a tank unit moves to within 15cm of an enemy unit, roll 1d6 for each enemy unit. If 5 that units panics, and is immediately moved to a position 10cm from the owning players table edge. If 6 the unit simply runs away: it is removed from play.

H. Poison Gas. In scenarios from 1916 on, when performing an artillery bombardment each player may choose to launch a Poison Gas attack. Place a 10cm diameter gas cloud template on the bombardment impact point. All units touching the template, friendly or enemy, must check for casualties. Poison gas attacks use a 1d10. The protection value for the attacked units depends on their quality, rather than the terrain. The protection value for Raw troops is 4. For Regulars it is 6, and for Veterans it is 8. each turn that a gas cloud is on the table, roll 1d6. If the roll is 5-6, the cloud dissipates and is removed. Otherwise it remains on the table. Gas clouds that remain on the table may drift. Roll 1d6 to determine the wind direction, with 1 being north, 2 north-east, 3 south-east, etc. Roll a second 1d6 to determine how many centimeters the gas cloud moves in the indicated direction. The wind direction will remain the same during the game, but the wind speed should be re-rolled each turn, as necessary.

I. Trench Raiders/Stosstruppen. In any scenario on the Western Front including trenches each side may use Trench Raider units, at a rate of two per battalion (a battalion being about 12 units). Trench Raiders only have a range of 10cm for ranged fire, but use 3d6 for assault combat. In 1918, the Germans organized their Stosstruppen units into specialized *Sturmbataillone's*. These units have a range of 20cm and use 3d6 for assault combat. A typical *Sturmbataillone* would

have 12 Stosstruppen units. Both Trench Raiders and Stosstruppen are treated as Veteran units, regardless of the skill level of the rest of their army.

3. NEW RANDOM EVENTS CARDS

The following Random Events cards are added to the Standard Random Events Deck. Note that the procedure for preparing and using this deck is still the same.

2x The Lines have been cut!

Heavy Artillery Fire has cut a large number of Telephone wires connecting the HQ with the Fighting units. Both players roll 1d6, with the low roller being affected. The affected players roll for Cpts is halved for 1d6 turns (rounding fractions up).

1 x Oh no, another officer is down!

In WWI officers traditionally lead their men at the front, taking extreme risks. Consequently the officer losses were often crippling. Both players roll 1d6, with the low roller being effected. The next roll for Cpts made by the low roller - be it this turn or next - is halved, fractions rounded up.

1x Look, Airplanes!

Both players roll 1d6. The high roller recieves one free fighter air strike. However, on a roll of 6 on 1d6, the fighter targets a friendly unit by mistake (the low roller places the impact marker).

SPECIAL TABLES

4. AFV CAPABILITY TABLE

Type	Movement	Armour Value	AT Die	Soft Die	Assault Attack Die	Note
Mk.IV "Male"	5cm	3	d6	d8+HMG	d10	Main guns are side mounted
Mk.IV "Female"	5cm	3	-	HMG	d10	
Whippet	15cm	2	-	HMG	d6	
St. Chamond M-16	10cm	3	d6	d8+HMG	d10	Main gun is front mounted
Renault FT-17	10cm	2	d4	d6/HMG	d8	Has either a gun or HMG, not both
A-7V	10cm	3	d6	d8+HMG	d10	Main gun is front mounted
Armored Car	20cm	1	-	HMG	d4	

Range modifications: If range is short +1 on die roll, if range is long -1.

Note: When two values are given, e.g. d6/HMG, the owning player may use either. It represents the Tank commander choosing between using the Artillery piece or the Machine gun. Two values with a plus means that both may be used (but strict LOS rules must be observed).

2. AT GUN TABLE

Die used Gun type

d4 AT Rifle, 20mm, 37mm (short), 45mm Infantry Gun

d6 37mm (long), 65, 70, 75, 76, 77, 80, 87mm Infantry, Mountain or Field Gun

d8 100, 105, 107, 114, 122, 127, 149, 150, 152 or 155mm Howitzer or Field Gun

Range modifications: If range is short +1 on die roll, if range is long -1.