

Ten Rounds Rapid - White Heat of Change

Fast play Rules for 20 mm World War One .

Introduction.

The third set of rules in this series covers the unfashionable period of the early 20th century with the primary war being World War One, between August 1914 and November 1918. They also cover the Russian civil war, the major actions in the Boer war, and various other actions involving major forces. Despite the experience of the Western Front much of the fighting carried out during the period was mobile warfare as with the opening campaigns in 1914, most of the fighting on the eastern front and the western front from March 1918 onwards.

There were considerable technical advances in this period in all the weapons, seeing the introduction of AFV's, indirect artillery fire, effective counter battery fire, and most important the appearance of effective aircraft. The only area in which there was no advance was communications and it was this lack which caused most of the problems on the western front. It was also the only period of warfare which saw consistent and heavy use of chemical weapons, therefore the rules for this are not optional in this period.

Even in basic weapons such as machine guns and grenades there were considerable changes. Light machine guns were first used in numbers by the British from late 1915 reaching almost modern levels by 1918. The Germans issued small numbers in 1915 and 1916, but appear to have been dissatisfied with these weapons, and instead concentrated on lightening their standard maxim weapon. The French introduced an appalling weapon from 1916 onwards, whilst the Americans arrived with the BAR, and were experimenting with a strange device to convert their rifles to SMG's. Grenades were only available to the Germans in 1914, but not used until 1915. The rest of the armies had to improvise initially but rapidly developed proper weapons. Mortars also appeared initially in the German army but later in almost all the fighting powers.

Organisations also adapted to meet the new situations and the addition of new weapons. Unfortunately there is not as much detail on the organisations for this period. In particular the minor powers are hard to chase down. In general units became smaller, but with larger supporting services, a trend which has continued until the present day.

The changes to the rules are designed to reflect the developing situations from 1900 to about 1934. Therefore there is little data on AFV's simply because there are few of them. However I have included data on the various artillery pieces, since many will need to be on table to fire from one end of the table to the other. Remember that in this period artillery was the killer, rather than the machine gun as has been the popular conception.

The title of these rules is derived from a book by the distinguished historian John Terriane who specialises in this period.

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Scales and Figure representation

In rules of this type all scales are something of a fudge, particularly time and movement scales. So :-

Time Scale is 1/2 to 1 Hour per move. Use which ever suits, the times have been chosen to allow some engineering and vehicle repair to be carried out.

Ground Scale is 1 cm = 20 m, approximately. All distances are quoted in centimetres, so there is no need to work anything out. Use this scale for 15 mm, 10 mm, and 6 mm figures as well.

Figure and Model Representation.

This is somewhat more complex. The exact ratios vary between various armies, and at various times. Some fudges will be needed to account for this, so a few example units are included, to help make the process clear. Firstly the ground rules or guide lines are :-

Infantry and Calvary:

1 Rifle Section is an infantry company. Therefore a rifle company will have between 6 and 10 figures. This restriction is deliberate, and ignores the sections, or squads if you insist, which have more than 10 figures these should be reduced to that size. Additionally any LMG, and any support weapons or other specialist weapons operated must be represented. Flame thrower teams must be correctly modelled, and specialist infantry such as Stosstruppen should be appropriately modelled. Cavalry who can operate dismounted should be provided with duplicated mounted and dismounted figures. You may find it easier to base the bulk of figures in multiples of 2 or 3, leaving specialists on single bases.

A platoon HQ represents a battalion HQ. This means that there must be a recognisable officer figure.

Tripod MG models represent two weapons.

This means that a scaled battalion will have about 20 to 50 figures with some support weapons. Unfortunately for this period you will need about a brigade/regiment of infantry due to the lesser dispersion used particularly in the earlier years.

Vehicles :

Fighting vehicles each represent 1 Platoon of the prototypes, except in the rare cases where this would be 6 vehicles. This means that a vehicle represents between one to five real vehicles. The actual organisations changed considerably between 1914 and 1925 by which time they had settled down.

Transport vehicles represent enough of their prototypes to lift or tow their assigned passengers or guns.

Therefore : Artillery and Mortars.

Artillery and Mortar Models represent from one to eight weapons, as one battery. This is due to the lack of communications which made artillery much less flexible than it became in the later periods.

Unit Organisation.

I've included an appendix of the Great Powers organisations for 1914, with speculated amendments up to 1918. A full set on the lines of those for the World War Two and Modern sets will be prepared when I can do the necessary research. The Serbs, Rumanians and Bulgarians are a major problem here.

Game and Move Sequence.

Unlike World War II and Modern warfare there was a tendency in World War One to fire long slow bombardments stretching over weeks. These, despite popular opinion, did cause much damage to those under them. However they do make for a very boring game. To reflect this use the following rules. They are comparatively ineffective over very long periods with sustained bombardment, however Hurricane or Intense bombardments may not be used until 1917/18 depending on the army and theatre. Rather use burst patterns an area of the table which contains a defined feature such as a ridge or defence line is used as the target. The factors used are as follows :

Basic Factor 4

If Using Gas +1

If Intense Bombardment +2

Reduce these by the cover modifiers. Note in particular the reductions for shrapnel ammunition.

Roll once for each HQ unit company, squadron, battery, or vehicle under the fire using a D10. Add to the die roll for each extra day after the first if using a slow bombardment up to + 3.

At the start each move both players roll a D10. The higher score then attempts to motivate his first unit. This is covered under Section 4 Morale. Once this unit has finished all its actions the opposition may activate a unit. In a big game with multiple players divide the table into sectors, and assign at least one battalion sized unit to each sector. Check to see who moves first in each sector. Both sides should use the same sectors, and are restricted to operating only in that sector.

When testing roll for company sized units, and supporting platoons, i.e. as detailed in the examples above.

Off table artillery activates when it's OP team, if it has one, is activated.

On table artillery is treated in the same way as any other unit.

Off table artillery with no OP team must be programmed, and fires at the start of the move.

Aircraft attack during the first phase of the move at the same time as programmed artillery.

Most units may move and fire, or fire and move. However units attempting to fire indirect, or engage aircraft may not move and

fire.

Morale.

In these rules morale is called motivation, and must be checked by each unit in any move that it attempts to carry out any combat action. This includes moving forward, firing on located enemies, and rallying if it has broken. Motivation is checked by Company, or Independent Weapons or Support Platoon. All battalion sized units must be grade at one of the following three levels :

- Green - this represents poorly trained or motivated units.
- Normal - this represents the bulk of most armies.
- Elite - Highly motivated units such as Sosstruppen.

Units have a motivation number based on grade and type :

- Green have a motivation number of 5
- Normal other have a motivation number of 6
- Elite other have a motivation number of 9.

To see if a unit is motivated roll a D10 and add the motivation number. Modify this as follows :

- Advancing or firing artillery + 1
- Enemy AFV within 20 cm - 2
- Officer lost - 2
- No friendly units within 20 cm - 1
- In Field Defences +/- 1
- Per Figure Lost - 1
- Per Figure this move - 1
- Under Flame attack - 2
- Under gas attack - 2
- Subject to Sustained Bombardment - 1*
- Subject to Intense Bombardment - 2*

* These factors apply throughout the game to all units which have been attacked in this way, to reflect the long term morale effects of such attacks.

Results :-

Any unit other than artillery scoring over 18 will advance at full speed towards the nearest located enemy, or position which could be concealing one. Artillery will carry on with its current orders.

Any unit scoring 8 or more carry out any action they wish.

Any unit scoring 4 or more may only move forward at 1/2 speed, and may not move closer than close range to any located enemy. Artillery will carry on with its current orders.

Any unit scoring 1 or more retire to the nearest cleared terrain feature, and halt until they can motivate with a score of 10 or more. Off table artillery will carry on with its current orders. On table artillery will attempt to limber up and move out of sight of any visible enemy.

Any type of unit scoring 0 or less routs, moving towards the edge of the table it entered from. If it cannot get off table it will surrender to the first enemy unit in its path.

Observation.

One of the most important features of World War I was the appearance of the empty battlefield, with few or no men visible to the enemy at any time in the front lines. This can cause problems, since a table top general can see all of the units deployed by his opponent, and if not restricted to react to them unrealistically. So we need to include an observation test to limit what can be seen, and therefore fired at. The real situation is very complex, so this section is very much simplified. It is covered by the use of both maximum visibility distance and a test to see models in terrain features. The distances can also be modified by weather and night, but these are left as optional rules. To be seen there must also be a line of sight, which may not be broken by :

- Building models
- Patches of wood.
- Areas of higher ground.
- Planned Linear Bombardment.

Models do not break line of sight, and it should be checked from centre to centre. In the case of foot figures the centre is the top

of the head, even if prone.

The maximum visibility distance is 150 cm.

Moving foot troops can be seen at 100 cm.

Stationary foot troops, and vehicles or heavy weapons on the edge terrain features can be seen at 50 cm.

This applies to hull down vehicles.

Foot on the edge of a terrain feature, or stationary along a wall or hedge can be seen at 25 cm.

However if models are concealed in or along a terrain feature they will only be seen automatically at half the distances shown above. Otherwise they can only be seen after a successful location test. Roll a D10 :

Vehicles and heavy weapons are located on a score of 7 or better at 25 to 50 cm.

Infantry are located on a score of 9 or 10 at 12.5 to 25 cm.

Troops who are firing are not concealed unless in broken ground, if firing small arms, MG's or mortars they will be seen at 100 cm, if firing heavier weapons 150 cm.

Movement.

All move distances are quoted in centimetres. The distances that AFV's can move are based on their cross country speed. When moving in poor or bad terrain, or trying to cross a linear obstacle such as a hedge fence or wall units and individual roll terrain penalties. These take the form of a D10 centimetres deducted from the distance moved. I have included some examples of vehicle speed classes to allow others to be fitted in. It is not comprehensive. Similarly the definitions of poor and bad terrain are not comprehensive.

<u>Movement</u>	<u>Road</u>	<u>Cross Country</u>	<u>Penalties</u>			
<u>Type</u>	<u>Rate</u>	<u>Rate</u>	<u>Poor</u>	<u>Bad</u>	<u>Impassable</u>	<u>Linear(1)</u>
Infantry	20 cm	20 cm	1 P	2 P	3 P	1 P
Cavalry / Bicycles	30 cm	30 cm	2 P	3 P	N/A	1 P or 2 P*
Horse Transport	30 cm	25 cm	2 P	3 P	N/A	N/A
Manhandled Gun	10 cm	5 cm	3 P	N/A	N/A	N/A
Wheeled Vehicles	60 cm	30 cm	2 P	3 P	N/A	2 P
V. Slow Tracked	25 cm	20 cm	1 P	2 P	3 P	1 P
Slow Tracked	40 cm	30 cm	1 P	2 P	4 P	1 P
Medium Tracked	60 cm	40 cm	2P	3 P	6 P	1 P
Fast Tracked	70 cm	45 cm	3 P	4 P	7 P	1 P
V. Fast Tracked	80 cm	50 cm	4 P	5 P	8 P	1 P

* Where two penalties are shown, as with Cavalry and Bicycles the first figure is for the first list type, i.e. cavalry.

(1) This applies to normal types of hedge, fence, wall or drainage ditches. For large obstacles, such as walls or fences of over 1.5m high, (figure height on a standing model) and rivers or larger streams add 1 penalty. For particularly solid hedges such as Bocage add 2 Penalties. Specialist hedgerow cutters and bulldozers subtract one penalty when crossing linear obstacles. Barbed wire is impassable to cavalry and wheeled transport. Infantry take one penalty per cm width, if it is deeper than 3 cm roll three dice and subtract the result. This continues until the wire is fully traversed.

Poor going woods to AFV's and cavalry, infantry moving off roads in towns, soft ground, vehicles going up shallow slopes and similar.

Bad going woods to other vehicles, boggy ground to all vehicles, marshes, rubble and crossing wide trenches or A/T ditches to infantry, and steep slopes to all.

Impassable is swamp to all, rubble to vehicles, A/T Ditches to vehicles. Cliffs to all.

Tracked AFV's crossing barbed wire count as if bad going, and reduce the remains to poor going for infantry.

Infantry take 1 penalty from their move to mount or dismount vehicles, except bicycles, which are free to dismount.

Vehicles take 2 Penalties to unlimber towed weapons, or unload passengers.

Cavalry take one penalty to dismount, and must leave 1 figure in 4 to hold the horses (round this to the nearest whole number).

Any figure or vehicle moving and firing takes one penalty to do so. Towed weapons, Tripod MG's, Medium or heavier mortars, and weapons firing at aircraft may not move and fire.

Some examples of Tracked Vehicle Speeds :**Very Slow :** British and French Heavy Tanks, Renault FT, A7V.**Slow :** Whippet, Medium B and C . MS-1**Medium. :** Vickers Mediums Panzer I, T26's.**Fast :** Japanese Tankettes.**Very Fast:** Vickers Lt Tanks.**Firing at Infantry and Soft Targets., except Indirect Fire.**

This covers infantry small arms fire, support weapons fire from tripod MG's, auto cannon, and firing HE from vehicles and deployed guns. All use the casualty chart to see what results occur.

Ranges.

There are five range brackets for firing, Point Blank, Close, Medium, Long, and Extreme. They are different for different weapons. These are measured from closest point to closest point.

	Point Blank	Close	Medium	Long	Extreme
Small Arms/ Pivot MG's	to 4 cm	to 8 cm	to 24 cm	to 40 cm	to 60 cm
Tripod, Turret MG's	to 4 cm	to 20 cm	to 40 cm	to 60 cm	to 75 cm
Auto Cannon	to 4 cm	to 24 cm	to 50 cm	to 60 cm	to 100 cm

Basic Small Arms Factors.

The basic factor for small arms fire is 1 per firing figure, but no more than 10 figures may fire in the same group. The basic factor is amended as follows :

- + 4 If Carrying LMG
- + 3 If Assault Company at Point Blank or Close Range (optional)
- 1 If Assault Company at medium, Long or Extreme Range.
- + 2 Target is Green
- 2 Target is Elite
- 3 Firing Mounted

Factors for Support Weapons

These are primarily LMG's, tripod MG's and auto cannon up to 40 mm. The calibre of a Machine Gun makes little difference to soft targets, larger weapons fire slower, and therefore generate less fire, but it is more effective when it hits. Fire is resolved by MG platoon, or single heavy weapon or vehicle. The basic factors are :

- Single Vehicle Pivot mounted MG/HMG/Auto Cannon 4
- Twin Vehicle Pivot mounted MG/HMG/Auto Cannon 6
- Single Tripod or Turret mounted MG/HMG/Auto Cannon 6
- Twin Tripod or Turret mounted MG/HMG/Auto Cannon 8
- Triple Tripod or Turret mounted MG/HMG/Auto Cannon 9
- Quad Tripod or Turret mounted MG/HMG/Auto Cannon 10.

Fire modifiers.

The two sections above give the basic fire values. These are increased or reduced by the target circumstances. The table below gives the final factor after such modification. This takes account of range, cover, movement and other factors. Any shift which would move the factor off the table to the right means that the fire is ineffective, if to the left use the left most column. The basic factor is used on Column C.

For Range		For Cover	
At Point Blank	2 Left	Light Cover	1 Right
At Close	1 Left	Medium Cover	2 Right
At Long	1 Right	Heavy Cover	3 Right
At Extreme	2 Right	Total Cover	4 Right

Point Blank may only be used if the unit in question has grenades.
Vehicles firing on the move 1 Right.

Vehicles running over Infantry count as if firing a Quad MG/HMG, and only take cover modifiers.
 Shrapnel moves an extra 2 right for targets in cover.

Final Fire Factors.

A	B	C	D	E
2	2	1	1	1
4	3	2	1	1
6	4	3	2	1
8	6	4	3	2
10	8	5	4	2
12	9	6	4	3
14	11	7	5	3
16	12	8	6	4
18	14	9	6	4
20	15	10	7	5
22	17	11	7	5
24	18	12	9	6
26	20	13	9	6
28	21	14	10	7
30	23	15	11	7
32	24	16	12	8

Factors over 15 are lost, as the casualty table does not go over this value.

Casualty Table.

Fire Factor	Die Roll									
	1	2	3	4	5	6	7	8	9	10
1										1
2									1	1
3								1	1	1
4							1	1	1	1
5						1	1	1	1	1
6					1	1	1	1	1	1
7				1	1	1	1	1	1	2
8			1	1	1	1	1	1	2	2
9		1	1	1	1	1	1	2	2	2
10	1	1	1	1	1	1	2	2	2	2
11	1	1	1	1	1	2	2	2	2	3
12	1	1	1	1	2	2	2	2	3	3
13	1	1	1	2	2	2	2	3	3	3
14	1	1	2	2	2	2	3	3	3	3
15	1	2	2	2	2	3	3	3	3	4

Allocating Casualties.

Once the number of casualties has been decided they must be allocated. This is important to see if any specialist weapons are removed. These hits are permanent. To decide which figures are casualties roll a D10 for each hit taken, count from the right, any duplications are not re-rolled, this shot was absorbed by the terrain. Soft transport takes 1 damage marker per 2 hits, as does deployed artillery under fire at point blank range, or being fired at by Auto Cannon or HE Shells. Passengers take hits as normal, in addition to any on their transport, so that it offers no protection to its passengers.

Direct Firing HE.

This section covers firing High Explosives over open sights. Tanks may fire with any weapon carried. Casualties are decided in a similar way to those from small arms fire. However first you need to see if the target has been hit. There is also a minimum range of 5 cm, to keep the firing model out of it's own HE fire. To hit a target roll a D10, and **subtract 4** if the firer is moving :

Range	Die Roll Needed
Up to 30 cm	2 +
Up to 60 cm	4 +
Up to 90 cm	6 +
Up to 120 cm	8 +
Up to 150 cm	10 +

Deployed artillery and stationary vehicles may fire twice with HE at soft targets. Firing at armoured targets they may only fire once.

The factors for HE fire are listed below. They take the modifiers for cover, but not range which is covered by the roll to hit. To keep things simple hits which miss are ignored. This is somewhat unrealistic, so players can if they wish use the following. Instead of ignoring misses the shells will land 5 cm short of the target point for each point the modified score is lower than that needed. So if a score of 8 is required and 4 is rolled the shell lands 20 cm short of the intended target.

Gun Calibre	HE Factor	Shrapnel Factor
MG's	-	4
Up to 46 mm	4	5
Up to 70 mm, 60 mm Mortars	6	7
Up to 85 mm	7	8
Up to 125 mm 3" & 81 mm Mortars	8	10
Up to 160 mm, 4.2" & 120 mm Mortars, Rockets	9	11
Up to 240 mm Guns and Mortars	10	12
Larger Guns and Mortars	11	-

Flame-throwers.

All figures and models between the firer and it's maximum range are attacked with a factor of 16. Range modifiers are not used, but cover ones are. The Range is 4 cm

Firing at armoured targets (AFV & Pillboxes)

This section covers the firing of anti-tank weapons. They may be used against armoured vehicles, soft transport, deployed artillery and located bunkers. This period saw some specialist weapons appearing, but they were few, normally restricted to A/T rifles and light cannon. The procedure is fairly simple, and the number of modifiers has been kept to a minimum. Similarly one die roll will decide the result. The calculation used is as follows :

$D10 + \text{Gun Strike Value} - \text{Vehicle Defence Value} - 1$ per damage marker.

- +/- Range Modifier
- Movement Modifiers
- Concealment Modifiers

Gun strike values and Vehicle Defence values are shown later. However it should be noted that the Strike values are generalised, since most weapons only had HE ammunition.

Range Modifiers.

There are 5 ranges used, as for small arms fire. The modifiers are :

- Point blank +2
- Close +1
- Normal 0
- Long - 1
- Extreme - 2

The distances vary with the type of weapon being fired, and are covered below. Measure from closest point of the hull to closest point of the hull.

Weapon	Point Blank	Close	Medium	Long	Extreme
Rifle Grenades	to 2 cm	to 4 cm	to 8cm	to 10 cm	to 12 cm
AT Rifles	to 4 cm	to 8 cm	to 24 cm	to 40 cm	to 60 cm
HMG's and Auto Cannon.	to 4 cm	to 20 cm	to 40 cm	to 60 cm	to 75 cm
Field Artillery	to 4 cm	to 15 cm	to 30 cm	to 40 cm	to 100 cm

Movement Modifiers

Self Moving - 2

Target Moving - 1

Concealment Modifiers

Concealed in Wood or Built Up Area - 1

Concealed behind hill or Dug In - 2 (Vehicles claiming this may not fire sponson mounted weapons)

Camouflaged Target - 2

Results.

The final score must be 6 or more to damage a vehicle.

A Result of +6 gives one damage marker

A Result of +7 gives two damage markers

A Result of +8 gives three damage markers

A Result of +9 gives four damage markers

A Result of +10 gives five damage markers.

If the number of markers **exceeds** the remaining strength of the vehicle or weapon it is destroyed, if it is equalled it is out of action, and may be repaired. Mark destroyed models with smoke, and out of action ones with a suitable marker. Passengers in vehicles which take damage roll on the casualty table once for each marker added, using the final score as the factor. If the vehicles are destroyed by the fire the passengers are also eliminated.

Examples of Vehicle Defence Values .

Defence Value	Vehicles
1	Most A/Cars, Tank Mk I-III, Tank Mk X, Vickers Lt Tanks, Medium Mk I & Mk IIA., Gun carriers, St Chamond, Schneider,
2	Tank Mk IV, Tank Mk V, Tank Mk VIII, Whipet, Medium B, C & D, Medium Mk III, Renault FT, Char D1, A7V, PnzI MS-18, T26
5	Char 2C

Gun Strike Values

Strike Value	Example Weapons
1	French 37 mm, A/T Rifle, HMG's, Grenades
4	Field Guns and Howitzers up to 100 mm, Specialist A/T Guns, Flame-throwers
6	Field guns and Howitzers up to 155 mm

Special Weapons.

Grenades. These are of two types, hand hurled and rifle launched. Rifle launched count as Infantry Launchers. Hand hurled are fired in the same way as other weapons, with the ranges being Point Blank - in contact with the vehicle, Close 0.5 cm, normal 1 cm, long 1.5 cm, extreme 2 cm.

Flame-throwers. These are not very effective against armoured vehicles. Fire is always at normal range, aspect modifiers are not used, and only the Concealed behind a Hill or Dug in modifier applies.

Firing Medium and Heavy Mortars and Off Table Guns or Rockets.

This section covers the use of "*Indirect Fire*". Its use is restricted to off table guns, all rockets, and mortars of 60 mm or more calibre. It may either be requested, or planned, unless being fired by on table mortars or rockets which can see their target, who request themselves. It cannot be used by on-table guns which have a visible target, these must fire as covered in Section 7. No weapon may move and fire indirect. All successful fire is resolved on the casualty table for soft targets, with the factors listed in Section 7, armoured targets are covered below.

Requesting Fire

60 mm and larger Mortars which can see their target need to make no request to engage stationary targets. They must score 6 or more on a D10 to engage moving targets moving over 6 cm in a move. If successful on table mortars may fire twice. Mortars may only be requested by the Battalion or Regiment to which they are attached. The type of ammunition must be specified and can only be either HE or Shrapnel. Gas and Smoke may only be used in planned missions.

Off table weapons, and guns which cannot see their target. These must be requested. There are two types of request, with a Telephone. Telephones may only be used by observers who have not moved at all. Both require a 4 or better on a D10 to make a successful request. 8 or more is needed to fire on a target moving at more than 6 cm. The die roll can be reduced by the following :-

For Telephones - 3 if there is artillery fire falling between the observer and his base line.

Requests may only be directed to the observer's own battery. Off table weapons fire once per move, unless over 240 mm calibre which may fire only every other move.

Planned Fire.

Fire from weapons which do not have an observer must be planned. Such plans must be in writing, and specify the point of aim, firing battery or batteries, the ammunition to be used and move it is fired. The first five moves must be planned before opponents deploy, and move six plans must be written at the start of move one, and so on. Such fire is resolved at the start of each move, before any other elements are moved. Planned fire may be observed by any observers who can see the point of impact. Points may also be specified as SOS points, to be fired on a known signal, such as a flare or phone call. These must be requested as per requested fire above. The entire mission will fire on request, and may be planned for more than one battery.

Hitting The Target.

Once a request has been made the landing point of the fire must be found. To do this place a marker on the intended target and roll a D10. Adjust this for each turn of fire at the same point by + 2 if the fire is at a visible point or observed. The test may be taken per battery, or per target as the players wish.

On a roll of 9 or 10 it lands on target.

On a roll of 7 or 8 it lands over the target.

On a roll of 5 or 6 it lands short of the target.

On a roll of 3 or 4 it lands to the right of the target.

On a roll of 1 or 2 it lands to the left of the target.

If the score is less than 9, roll a D10 to see how far the fire scatters,

Fire visible to the weapon scatters by 1 D10 cm in the direction shown.

Observed fire (where the target point is visible to the observer), scatters by D10 x 2 cm in the direction shown.

Unobserved fire scatters by D10 x 3 cm in the direction thrown.

Therefore if a battery is firing at an observed target and it rolls 5 it would scatter short, if the second roll was 4 it would be 8 cm short of the target. If the target had been visible the scatter would have been 4 cm, and if unobserved 12 cm.

Area Covered.

All batteries firing cover an area **10 cm by 10 cm**. Where more than one battery is firing and after 1915 use the same scatter roll the areas covered may be superimposed, or laid so that all sides are parallel, and at 90 degrees to the line of fire i.e. :

Where batteries are superimposed add the factors for the batteries together (these are listed in section 7) ,

Effects of on Armoured Vehicles Fire.

There are two types of armoured vehicle, open and closed. Any vehicle under the area covered by fire must test to see if they are hit. Roll a D10.

Open vehicles are hit on a 9 or 10.

Closed vehicles are hit on a 10.

Once hit test as for an A/T hit using the artillery factor as the strike value, but reducing the die roll by 5. Note that MG's have no effect on enclosed AFV's.

Counter Battery Fire.

This is restricted to specialist weapons, allocated to counter battery fire. It may be used against medium mortars or larger firing indirect, even if on table. It is a three stage process. First the counter battery has to be requested. Assume it is attempting to engage a moving target. Second the target needs to be located, this requires a 10 on a D10 for the first move, add 1 if the firing battery has an air observer. Add 1 for each turn that the target battery has fired from it's current location. Third the effect of the fire must be assessed. If the target is on table use the normal procedures. This can also be used against off table batteries if you wish, but it would really need a side table with models to keep track of the effects. To avoid this an abstract procedure can be used. Roll a D10 for the target and firer, with the target adding 1 if it is dug in or SP. Subtract the two, if the firer has a positive score it is subtracted from the target's next activation roll. Counter battery fire must stay on the same target until it's target ceases fire, either due to the effects of the counter fire, or voluntarily.

Gas

All the major powers in World War One had the ability to fire gas. It was not used, but was always available to all of them. It may be fired by any gun or howitzer with smoke rounds. It moves downwind 1 D10 cm per move, and remains for the rest of the game. The effects depend on the type of target, and it's level of preparedness. Use the normal factors for the firing weapon when resolving attacks, except that armour is always hit. Modify the die roll as follows :

For unprepared foot or open vehicles 0

For unprepared enclosed armoured vehicles - 2

For prepared foot troops - 4

For prepared enclosed armour - 6

Gas ignores cover modifiers, and all prepared troops take a move penalty.

Engineering : Mines, Entrenching, Bridging, and Demolition's.

Engineering is very important to modern warfare. Many of the tasks take times measured in days, rather than hours, so the timings here are fudged somewhat to allow players to carry them out. Obviously some things cannot be done, so the construction of concrete fortifications is not allowed.

Minefields

There is only one type of minefield Mixed, which will attack all targets. All minefields are given a density, in terms of a number between 1 and 10. This number or less must be rolled on a D10 to hit models crossing the field. Roll once per 4 cm moved in the field to see if a model is hit. So a score of 6 would hit models crossing a field of density 6. Armoured targets do not test crossing an Anti-personal field don't test, and troops on foot, or cavalry don't test crossing an Anti-Tank field. All test crossing a mixed field.

If hit soft targets are hit they test on a factor of 8 on the casualty table.

Armoured targets are attacked with a strike value 3, there are no other modifiers.

Mines can be cleared by troops on foot. They move forward at bad going rate, leaving a path as wide as the model. all figures must be engineers.

Entrenching.

This is a form of movement, although the units attempting it don't move. It may be attempted by any element who move at foot rate, taking penalties as if in impassable terrain. The unit must "move" a total of 40 cm to prepare a basic trench, weapons pit or vehicle run-in. Providing overhead cover requires an extra 20 cm movement, and camouflaging takes a further 20 cm.

Bridging and Water Crossing.

This is another type of movement.

Bridges take a long time to build and are not normally built under fire. They may only be erected by engineers. One cm of river

model represents 20m of foot movement, but take impassable penalties.

Water crossing requires boats, which may either be rowed or powered. One boat model represents enough boats to lift one company. Powered boats count as slow tracked vehicles, and rowed ones count as very slow ones. Optionally if operating at sea or in a river roll one D10 and move the boat that far down tide or stream.

Demolitions.

These may be with fire, earth moving equipment for obstacles, (this is covered under movement) or with explosives.

Demolition by fire may be used either with either Direct or Indirect HE fire.

An engineer figure moving up to a bunker may place a demolition charge on it, counting as a hit by 240 mm + guns.

Flame-throwers attack the occupants as if in total cover.

Direct and Indirect fire is carried out as normal i.e. rolling to hit in the normal way, treating the bunker as an armour target for indirect fire. The effect is resolved using a defence value of 6.

Bunkers have 1 damage marker per 3 figures occupying it. A bunker can have a maximum of 5 in any one section, if it would have more divide it up into sections, which can be hit separately.

Indirect fire can also destroy built up areas, barbed wire and woods. This is purely on moves of fire. Any such area under fire becomes poor going for one move's fire, bad for two move's fire, and impassable after three move's fire. Paths through these areas may be cleared by earth moving equipment, as shown under movement. Wire is different. It can only be damaged on a roll of 10, proceed as above.

Flame-throwers will set fire to buildings and woods on an odd roll when attacking them. The fire will spread downwind at a rate of 6 cm per move, minus the roll of 1 D10. Burning areas must be evacuated by any figures occupying them.

Mining operations are best covered as part of a scenario or as part of a campaign. Base the time needed to dig a mine on the real time required. Much information on this is available, particularly on the mines on Messines ridge.

Smoke.

Smoke was much used to cover movement and on occasion attack troops in cover using phosphorus. It comes in two basic types, long term screens, and emergency smoke used by vehicles and infantry.

Long Term Screens.

There are two types of these, Pots and Artillery.

Pots. These are used to mask areas of terrain, and must be set up before a game. They lay a screen 20 cm long per pot,, and last 2 D10 moves.

Artillery . These may be fired by any mortar of 60 mm to 120mm, and guns of 60 mm to 160 mm. Phosphorus covers one 4 cm square, and other covers 2 such squares. Phosphorus lasts for 2 moves, other for 3 moves. Each firing battery must test individually to see where it lands.

Emergency Smoke. This represents smoke grenades carried by the infantry. It produces a screen sufficient to cover the firing group, 1 cm in front of it. It lasts one move. It may only be used once in a game.

Aircraft Operations.

This section covers air attacks and air combat. They have been kept basic to avoid the mass of data and complex rules needed to cover the real situation.

Air Attacks .

The effect of an air attack is the same as an artillery barrage. Aircraft models are moved to their target point, were they may be fired at, by their target and any specialist AA unit in range. They then release or fire their weapons and the attack is resolved. The factors used depend on the size of the aircraft and the year of the attack. There are two types of attack, Bombing and Strafing.

Bombing.

This is carried out either in level flight, or as a divebomber. Air attacks may be requested or programmed, using the rules for indirect fire. Air attacks can only scatter long or short, the aim point of scatter depends on the altitude, and type of delivery. The distances are as follows :

On a roll of 9 or 10 the attack is on target.

On a roll of 5 to 8 the attack scatters over the target
 On a roll of 1 to 3 the attack scatters short of the target.

For low altitude attacks they scatter by 1 D10 cm.
 For Medium altitude attacks they scatter by 2 D10 cm.
 For High altitude attacks they scatter by 4 D10 cm.

Factors are :

Year of Game	Type		
	Scout	Light Bomber	Heavy Bomber
1911 - 1915	-	3	-
1916 - 1917	3	6	8
1918 -	6	12	20

One model represents one flight, and makes one attack.

Strafing.

This represents fighter type aircraft spraying an area with it's MG's. It counts as small arms fire, but can kill open topped AFV's. It is resolved in the same way small arms fire, counting the number of barrels the aircraft carries., as a tripod mount. Calibre is ignored. AFV's are tested as if under artillery fire.

Air To Air Combat.

This is very simplified. Only one side is allowed to have aircraft making attacks over the table at one time. Scouts chase off all other types. If both sides have these attempting to attack, both roll a D10. The higher scorer may attack, but is delayed by the roll of the lower scorer. It is also limited Strafing attacks, as bombs or rockets would jettisoned during the air to air combat.

Anti-Aircraft Fire.

This is restricted to the target of an attack, and specialist AA units. Aircraft are armoured targets, and fired at using the procedures for shooting at tanks, using the following factors :

For the target* of an attack : 1

For Lt AA MG 2

For Heavy AA 6

* If it is an AA unit, use the AA Factors.

These are modified for altitude :

Type	Low	Medium	High
Target	0	No Fire	No Fire
AA MG	+1	0	- 4
Heavy AA	- 4	+ 1	0

Divebombers attack from medium altitude, but their target may fire at them at low altitude before they attack.

Aircraft have the following defence values :

Balloons 2

Single engined 3

Twin engined 4

3 or 4 Engines 5.

Armoured aircraft increase it by 1.

One damage marker subtracts 3 from the targets die roll for scatter, or fire effect.

Two damage markers subtract 5 from the targets die roll for scatter, or fire effect.

Three damage markers abort the model fired at. It will crash on a 5 or less on a D10.

Optional Rules.

This section covers some odds and ends that add a bit of complexity, or were options available to but not used by the various fighting powers.

Snipers.

This is used to represent the specialists available to each infantry battalion. A sniper is represented by a single figure who operates alone. He fires at a factor of 4, and ignores range modifiers, but not cover ones. He may only hit one figure, and if a hit is scored he will remove firstly an officer figure, then a radio operator, then a specialist figure of players choice. Regardless of his actual circumstances he must be located, and is never automatically seen.

Logistics.

Unfortunately the most important aspect of World War I is logistics. It is very difficult to represent without recourse to extensive bookkeeping, which is not the intention of these rules. The following is an attempt to avoid just that. The amount of supply required is dependant on the type of unit and the role it is undertaking. The need to supply units is restricted to on table combat elements, and the mechanisms are much simplified but based on real practice. I have assumed that all armies worked in the same way, which they did not. Supply is covered by moving soft transport to a battalion HQ, which will then automatically distribute the supplies to it's companies. Artillery differs in that one transport model is required for each firing model. The mode being used by the unit decides when resupply is needed. The type of unit decides how much supply is needed. The size of models used reflects the amount of supply. The amount of supply is based on the "standard" military vehicle, the 2 1/2 or 3 tonne 4 horse Wagon. Larger vehicles are ignored, the equivalent for smaller vehicles is as follows :

3 pack horses are equal to 1 Wagon.

Specialised gun tractors or horse teams towing Field , medium, and AA guns are equal to one truck.

The supply requirements are :

Infantry battalions attacking they need to be resupplied every other move, if on defence every five moves.

Medium Mortar Platoons (70 - 90 mm) require 1 Wagon Load per 2 moves they fire.

Companies of armoured vehicles attached to infantry units add 1 wagon load to their requirements.

Artillery models and heavy mortars (4.2" or larger) require 1 Wagon per move they fire. They may use their teams to do this.

Weather and Night.

Weather affects both movement and visibility, night just reduces visibility. Deciding weather and night conditions is left to the players.

Mobility effects.

5 moves of rain turns normal cross country going into poor going, poor into bad, and bad into impassable going.

Lying snow turns roads and tracks into poor going, poor into bad, and bad into impassable going, but Russian medium tanks and assault guns can ignore 2 penalties, due to their lower ground pressure.

Fog adds three penalties if moving cross country, two if on a road or track.

Visibility Effects.

Clear moonlight nights, and falling rain reduce the maximum visibility by 50%, but do not affect location distances.

Moonless nights, falling snow and mist reduce the maximum virility by 75%, and the location distances by 5 cm.

Fog, blizzards and sandstorms reduce visibility by 90 %, and location distances by 7.5 cm.

Assault Infantry Companies.

The Western Front saw the growth of specialist assault troops equipped with a large numbers grenades plus pistols, and later SMG's. They lacked firepower at long range for open warfare but were vital in the close confines of the trenches. Their effect is covered by modifying the factors for infantry fire. British bombing companies and German Stosstrupen are the primary examples but the Italians and Austrians also formed such units.

Cavalry Charges.

Despite the popular vision of the First World War there were many successful cavalry charges, particularly on the Eastern Front and in Palestine. To reflect this use the following procedure. On activation declare the target of the charge. It need not be able to reach the target, and it may not be measured. Roll one penalty die and add the result to the move for activated squadron. A charge may not be launched if any penalties would apply. The target of a charge activates automatically and fires at the charging troops at the end of their normal move. Mounted enemies may declare a countercharge. Therefore if the cavalry have managed to contact within a normal move they will do so. Otherwise take another activation test for the charging cavalry to charge home. A charging unit that manages to contact fights as an assault company. It's targets fight as if at medium range. However lancers take a

minus 2 factor if fighting non-lancers.

The Major Powers Organisations 1914 to 1918.

Introduction.

This section covers the organisations of the Great Powers . They are approximately correct for 1914, and estimated thereafter. I have given some guidelines on the level that the troops should be used. Remember that these are only guidelines. There are no specific organisations for AFV's during World War I since they tended to be used as individual vehicles. I have not included the Americans here, due to lack of time to research their organisations.

Austro-Hungarian Organisations.

The Dual Monarchy has been unjustly compared to the Corpse shackled to the leg of the German empire. Despite its problems with race and nationality it fought to the end and was able to hold its own. The various races should be graded as follows but in 1914 and 1915 count all as Green targets :-

Austrians Elite or Normal (Bulk Normal) 27 % of Army.
 Hungarians Elite or Normal (Bulk Normal) 22 % of Army
 Czechs Normal or Green(Bulk Green) 18 % of Army
 Poles Normal, 11 % of Army
 Rutherians Green 8 % of Army
 Croats Elite 6 % of the Army
 Serbs Normal 4 % of Army

Slovenes Normal 3 % of Army.

Austrian Infantry Rgt HQ. 1914 - 15. (No grenades, may command 4 Battalions.)

HQ 1 Mounted CO, 1 Mounted Officer, 2 Signallers with Radio Wagon.

MG Company 2 - 4 Schwarzlose Tripod MG with 4 Crew each.

Notes The number of Mg's appears to have varied considerably. Pre-war they were held in pairs(one model) at battalion level.

A brigade had two regiments with one rifle battalion attached at brigade level. Use this organisation for a Brigade HQ, deleting the MG Company.

For cavalry brigades use this organisation as the HQ, deleting the MG company.

Austrian Infantry Battalion 1914 to 1915 (No Grenades).

HQ 1 Mounted CO, 2 Signallers with telephone wagon.

4 Rifle Companies 10 Figures with rifles.

Notes A Jager battalion is organised like this with an MG company of 2 Weapons, and one source gives it a Cyclist company. Engineer battalions have 3 Companies and Pioneer battalions 4.

Austrian Cavalry Regiment (No Grenades)

HQ 1 Mounted CO, 1 Mounted Officer, 4 Mounted Pioneer Figures.

6 Squadrons 6 Mounted figures with Sabre and Carbine.

MG Detachment 2 Wagons(2) carrying Schwarzlose Tripod MG with 4 Crew each.

Notes Two regiments like this make up a brigade, the Mg's were not present in all regiments, one source gives only 18 regiments with them. In 1914 divisions had a 1/2 regiment of cavalry, use 3 Squadrons with no MG's.

Austrian Divisional Artillery 1914 to 1918(No Grenades)

HQ 1 Mounted CO, 1 Mounted Officer, 1 Radio Wagon, 1 Telephone Wagon, 4 Mounted men.

1 Field Gun Rgt 5 Horse Teams(6) towing 8 cm M.5 Guns(6) with 5 crew.

1 12 cm Mortar(4) with 4 crew, 1 22 cm Mortar(4) with 4 crew.

1 Field Howitzer Rgt 6 Horse Teams(6) towing 10 cm M.99/M.14/M.16 Howitzers with 5 crew.

1 Heavy Field Rgt 4 Horse Teams (4) towing 15 cm M.94/M.99/M.15 Howitzers with 6 Crew.

1 Mountain Arty Rgt 2 Horse Teams(4) towing 7 cm M.8/M.9 Mountain Guns with 4 Crew.
1 Horse Team(4) towing 10 cm M.16 Mountain Howitzers with 5 crew.

Notes This represents a 1916 + divisional artillery brigade. In 1914 the division had 8 Field batteries of 6 guns, with a further 3 batteries at Corp level, as well as 2 heavy batteries of 4 guns. The mountain batteries were added as the primary operational areas were all very rugged terrain. Cavalry Divisions had 3 4 gun batteries of 8 cm Guns and 1 or 2 4 gun batteries of 10 cm howitzers were added in 1917-18.

Austrian Infantry Regimental HQ 1916 to 1918.(Commands 3 Battalions with grenades)

HQ 1 Mounted CO, 1 Mounted Officer, 2 Signallers with Radio Wagon.
1 3.7 cm IG(2) with 2 Crew (1918 only), 1 12 cm Mortar(1) with 3 crew,
1 24 cm Mortar(1) with 4 Crew.

MG Company 4 Schwarzlose Tripod MG with 4 Crew each.
Assault Company 10 Men with Rifles, 1 Man with Flame-thrower,
2 Schwarzlose Tripod MG with 4 Crew each.
1 9cm Mortar(1) with 2 crew.

Notes This represents a fully equipped regimental HQ. The assault company is from a divisional assault battalion and may use the assault factors. Some assets have been moved around to reflect the tactics used. Some of the MG's are officially LMG's, but this appears to be very optimistic.

Austrian Infantry Battalion 1916 to 1918(Has Grenades)

HQ 1 Mounted CO, 2 Signallers with telephone wagon.
4 Rifle Companies 7 Figures with rifles.
1 - 2 MG Companies 4 Schwarzlose Tripod MG with 4 Crew each.

Notes Approximately 1/2 the Infantry battalions had effectively 2 MG companies (the second represents the sections within the infantry companies).

British Army.

The British provided the only long term professional army in 1914. They can be considered to be the best of the armies in 1914, although the Imperial German army was almost as good. In 1914 the British were the only army which could operate in modern skirmish order, using infiltration tactics. It was virtually destroyed by 1915, to be rapidly reinforced by both the Territorial and New armies. Through no fault of the material the New Army was not well trained in 1915 to 1916, but rapidly learnt in the fire of the Somme. To reflect this grade the British as follows

1914 Elite
1915 -16 Normal or Green, Canadian and Australian Elite
1917 -18 Normal or Elite.

British Infantry Brigade 1914 to 1915 (No Grenades, Commands 4 Battalions.)

HQ 1 Mounted CO, 1 Mounted Officer,
2 Men with 1 Radio Wagon and 1 Telephone Wagon.

Notes This is also used for a Cavalry brigade HQ from 1914 to 1918, adding grenades as appropriate.

British Infantry Battalion 1914 to 1915 (No Grenades)

HQ 1 Mounted CO, 1 Mounted Officer, 2 Men with Telephone Wagon,
1 Vickers MG with 4 Crew.
4 Rifle Companies 10 Men with Rifles.

Notes In early 1915 troops started to improvise Grenades from Jam Tins. Similarly the Lewis gun started to appear in 1915, to reflect this add 1 to 1 company.

British Cavalry Regiment 1914 to 1918 (Grenades from 1916 onwards).

HQ 1 Mounted CO, 1 Mounted Officer, 2 Men with Telephone Wagon,
1 Wagon carrying 1 Vickers MG with 3 Crew. (Deleted 1915)
3 Squadrons 8 Mounted men with Rifles (See Notes)

Notes From 1915 one Squadron has a Lewis Gun. From 1917 all do.

British Artillery Field Brigade 1914 to 1918 (No Grenades)

HQ 1 Mounted CO, 1 Mounted Officer, 2 Men with Telephone Wagon, 3 FOO's
3 Batteries 1 Horse Team(6) towing 18 pdr(6) or 4.5" Howitzer(6) with 5 Crew.

Notes A Horse Artillery brigade has 4 Batteries of 13 pdr, otherwise it is as the Field Regiment. Heavy (Royal Garrison Artillery) had 4 gun batteries. The 1914 division had one heavy battery of 60 pdr.

British Infantry Brigade 1916 to 1918 (Has Grenades, May Command 4 Btns until 1918 then 3 Battalions.)

HQ 1 Mounted CO, 1 Mounted Officer,
2 Men with 1 Radio Wagon and 1 Telephone Wagon.
MG Company 6 Vickers MG's with 4 Crew each.
Mortar Bty 1 3" Mortar(2-8) with 4 crew.

Notes The strength of the Mortar Battery is a guess. Use the smaller number in 1916, adding weapons up to 1918. Post war this was replaced by an artillery battery with 3.7" Mountain Howitzers.

British Infantry Battalion 1916 to 1918 (Has Grenades)

HQ 1 Mounted CO, 1 Mounted Officer, 2 Men with Telephone Wagon,
0 - 3 Rifle Companies 8 Men with Rifles.
1 - 4 Rifle Companies 1 Man Lewis Gun, 7 Men with Rifles.

Notes 1 Company is a bombing company, and may use the assault factors. The number of companies with Lewis guns increased as the war went on. The official level is 1 per platoon, but pictorial evidence indicated that far larger numbers were used. I would suggest using one in 1916, 2 or 3 in 1917 and 4 in 1918.

British Engineer Companies 1914 to 1918. (Grenades from 1916 onwards)

2 Squadrons 6 Men with Engineer stores.

Notes Cavalry add 3 men and are mounted with wagons for equipment. Cavalry divisions have one squadron, Infantry divisions have 2 Companies. Pioneer companies appear to have been similar.

British AFV's.

Notes No organisation is included for these, as it was in a continual state of flux. Certainly the heavy armour was used as available, and in theory operated under infantry command. The following vehicles can be used :-

1914 - 18 Armoured Cars
1916 Mk I Tanks from September
1917 Mk I & Mk IV Tanks
1918 Mk IV, Mk V and Whippet Tanks.

French Army.

The French army provided the bulk of the forces in 1914, and remained the largest army on the Western Front until 1918. It took amongst the heaviest casualties of any of the combatants and mutinied in 1917. Even so it never abandoned the front lines and was still prepared to defend France up to the end. Morale was restored by Petain in early 1918 but remained fragile which meant that the burden of the allied offensive in 1918 fell on the British. The French should count as the following grades :-

1914 Elite but counting as a Green Target.
1915 30 % Elite, Rest Normal
1916 15 % Elite, 60 % Normal, rest Green
1917 - 18. 60 % Normal, rest Green, but counting as normal targets.

French Infantry Regiment 1914 to 1916 (has Grenades in 1916, Commands 3 Battalions)

HQ 1 Mounted CO, 2 Mounted officers, 2 Men with Telephone Wagon.
4 Men.

Notes The French Brigade had two regiments. Use this organisation adding a wagon with a radio as a Brigade HQ. In 1917 the French removed the Brigade level HQ and one Regiment from each division. Reserve Infantry Regiments had two Battalions.

French Infantry Battalion 1914 to 1916 (has grenades in 1916.)

HQ 1 Mounted CO, 1 Mounted Officer, 2 Men 2 Tripod MG's each with 4 Crew.

4 Infantry Companies 10 men with rifles.

Notes The date for grenades is a guess. The French did issue an LMG in 1916, but it was so bad that I have ignored it. You may add one per company from 1916 onwards. Engineers were organised as Infantry companies and attached at one per Infantry Division.

French Cavalry Brigade 1914 to 1918 (has Grenades from 1916.)

HQ 1 Mounted CO, 2 Mounted Officers. 2 Mounted Men.

2 or 3 Regiments HQ 1 Mounted CO, 1 Mounted Officer, 1 Mounted Man

4 Squadrons 8 Mounted men.

1 Section 2 Mounted Tripod MG's, with 4 Crew.

Notes The notes under the Infantry Battalion apply. In 1914 Infantry Divisions had one regiment, and each Brigade had one squadron. These appear to have been removed by the end of 1914. A cavalry division had 3 Brigades, plus a Groupe Cycliste, which appears to have had 2 Infantry companies mounted on bicycles together with a small HQ element.

French Infantry Battalion 1917 to 1918 (Has Grenades)

HQ 1 Mounted CO, 1 Officer, 1 Man with Telephone wagon.
1 37 mm Infantry gun(2) with 2 Crew.

3 Infantry Companies 1 Man LMG, 9 Men.

1 MG Company 4 MMG with 2 Crew.

Notes The LMG's should probably be removed. Also the strength of the companies is at official levels, and most units would have far less men.

French Infantry Regiment 1917 to 1918 (has Grenades , Commands 3 Battalions)

HQ 1 Mounted CO, 2 Mounted officers, 2 Men with Telephone Wagon. 4 Men.

1 MG Company 4 MMG with 2 Crew.

1 Infantry Gun Coy 3 37mm IG with 2 Crew.

French Field Artillery Regiment. 1914 to 1918.

HQ 1 Mounted CO, 2 Mounted officers, 2 Men with Telephone Wagon.
3 or 4 OP teams with Telephones.

3 or 4 Batteries 1 6 horse team(4) towing mle1897 75 mm Gun(4) with 4 Crew.

Notes All French artillery followed this basic structure, in 1914 Corp level units could have had 105 mm Guns, and one regiment of 155 mm Howitzers were attached at this level. Cavalry divisions had a 2 battery Regiment attached.

The German Army.

Known as the motor of the war, the German forces were the single most efficient army in the conflict and dictated the pattern of the war up to August 1918. Although individual soldiers were not as well trained as the British regulars they were certainly better than the rest of the European armies. The general staff had carefully studied the few conflicts there were between 1870 and 1914 and adopted weapons and tactics to reflect this. Treat Germans as

1914 Elite (but Green targets)
 1915 Elite (50 %), Normal (50%)
 1916- 1917 Elite (Storm), rest Normal.
 1918 Elite (Storm), rest 60% Normal, 40% Green.
 MG companies are always treated as elite.

German Infantry Regiment 1914 to 1916. (Has Grenades, commands 3 Battalions)

HQ 1 Mounted CO, 2 Mounted officers, 1 Man with Telephone Wagon

1 MG Company 3 Tripod MG's with 3 Crew.

Notes The same structure applies at Brigade level without the MG company. The number of MG's was rapidly increased up to 21 actual weapons (10 models).

German Infantry Battalion 1914 to 1916 (Has grenades.)

HQ 1 Mounted CO 1 Mounted officer, 3 Men

4 Infantry Companies 10 Men with rifles.

Notes The basic structure was used for all types of infantry. Pioneer companies and engineer companies added extra stores. Pioneers also operated minewerfer up to 1916. I have no details on the numbers attached. Jager battalions also had an MG company added, together with a small cyclist company of 6 figures.

German Infantry Regiment 1917 to 1918. (Has Grenades, commands 3 Battalions)

HQ 1 Mounted CO, 2 Mounted officers, 1 Man with Telephone Wagon

1 Minewerfer Company 3 Lt Minewerfer(4) with 3 Crew, 4 Granatenwerfer(4) with 2 Crew

Notes This organisation appeared in 1917 and replaced the brigade level HQ as an infantry command level. It still remained as an HQ, commanding attached artillery and any other specialist troops under the divisional command. Lt Minewerfer count as 76 of 81 mm mortars.

German Infantry Battalion 1917 to 1918 (Has Grenades)

HQ 1 Mounted CO 1 Mounted officer, 3 Men

4 Infantry Companies 8 Men with rifles.

1 MG Company 3 Tripod MG's with 3 Crew.

Notes Officially the strength of the infantry remained the same right through the war, but the number of available men fell due to the casualties.

German Cavalry Brigade 1914 to 1918 (has grenades)

HQ 1 Mounted CO, 1 Mounted Officer, 2 Men with Radio Wagon.

2 Regiments HQ 1 Mounted CO, 1 Mounted Officer, 2 Men with Radio Wagon.

4 Squadrons 10 Mounted figures with Lance and Carbine.

Notes This organisation does not appear to have changed. Despite designation of a regiment all German cavalry carried a lance. The Germans maintained a large mounted arm due to the conditions on the Eastern front.

German Field Artillery Abteilung 1914 to 1918.

HQ 1 Mounted CO, 3 Mounted Observation Officers.

3 Batteries 1 6 Horse Team(6) towing 7.7 cm Fk(6) or 10.5 cm IFH 96/09.

Notes Horse artillery and heavy regiments used 4 gun batteries, and a horse unit normally had cannon. One Field unit had howitzers in 1914, a ratio that appears to have been maintained throughout the war. The heavy regiment had 2 battalions each of either 4 batteries of 150mm howitzers, or 2 batteries of 210 mm Mortars. Note that in German terminology Mortar means any weapon which elevate to over 45 degrees.

German Sturm Battalion 1917 to 1918.

HQ 1 CO, 2 Officers. 1 Flamethrower Team of 2 Men with 1 Flamethrower.

2 - 4 Sturm Companies 8 Figures with Rifle, SMG and optionally 1 LMG

Up to 1 Minewerfer Coy 3 Lt Minewerfer(4) with 3 Crew

1 MG Company 3 Tripod MG's with 3 Crew.

Notes These were specialist assault formations used from 1916 onwards at first at company level. They were manned by different branches, with flamethrowers and mortars operated by pioneers and the rest by infantry. They often had a small battery of captured Russian mountain guns added for specific operations.

The Russian Army

The Russian army was as always a bit different to those in the rest of Europe. It was huge, and relatively well equipped despite the myths to the contrary. It had been decisively defeated in 1904-5, which had started a reform process. Despite the number of nationalities within the army there appears to have been no problem with this. The Russians appear to have been able to give as good as they got in most actions, disasters being caused by poor generals. Russian troops should be treated as follows :-

Up to July 1917 30 % Elite, 60 % Normal, 10 % Green.

From July 1917 5 % Elite, 30 % Normal, 65 % Green.

Regardless of grade treat all Russian troops as Green targets until 1915.

Russian Infantry Regiment 1914 to 1918 (has Grenades, Commands 4 Battalions.)

HQ 1 Mounted CO, 1 Mounted Officer, 2 Men with Telephone Wagon.

1 MG Company 4 Tripod Maxim MG's with 3 Crew.

Notes The MG company is a best guess, these weapons may have been added to the battalions instead. Two regiments made up a brigade, use the above less the MG company as a Brigade HQ. Russian units had grenades from 1905 onwards.

Russian Infantry Battalion 1914 to 1918 (has Grenades)

HQ 1 Mounted CO, 1 Mounted officer.

4 Infantry Companies 10 Men with Rifles.

Russian Artillery Brigade 1914 to 1918.

HQ 1 Mounted Officer, 1 Telephone Wagon, 4 Mounted FOO's.

6 Batteries 1 Horse Team(8) towing 76 mm Gun(8), or 122 mm Howitzer(8) with 4 Crew.

Notes This is estimated, most sources note the lack of flexibility in Russian artillery. I assume that heavy artillery would have had 4 gun batteries. Similarly there is a Russian Infantry Gun so a proportion of batteries may have had these. In 1914 there was very little heavy artillery in the field, most being in fortresses.

Russian Cavalry Brigade 1914 to 1918.

HQ 1 Mounted CO, 2 Mounted officers.

2 Regiments 1 Mounted CO

6 Squadrons 6 mounted figures with carbines.

Notes Cossacks had lances, one regiment in a division, of two brigades could be Cossack. Other than this there

appears to have been little distinction between the various types of Cavalry.

These rules can be distributed freely as long as Wrexham Wargames Club are credited.