

Army Commander Great War

Second Battle of Ypres 22-24 April 1915

A large bulge in front of the Entente line was formed as a result of the First Battle of Ypres in 1914. This bulge protected the strategically important town of Ypres but was also an obvious target for a German attack. This was the first battle on the Western Front where large quantities of poison gas were used. Despite some early German success as a result of the gas the fighting dragged on for many weeks. This scenario is a condensed version of several of the battles fought during the German Ypres offensive.

Entente Forces Divisions		Central Powers Divisions	
French	12 Inf Bns 2 Support 1 Artillery 2 HQ	46 th	12 Inf Bns 2 Support 1 Artillery 2 HQ
Canadian	As above	52 nd	As above
28 th British	As above	53 rd	As above
27 th British	As above	54 th	As above
Geddes Detachment	6 Inf Bns 2 Support 1 HQ	39 th	As above
Corps Artillery	2 Guns	30 th	As above
		Corps Artillery	4 Guns



Divisions can deploy as far forward as in the trenches of their starting positions. The Entente can deploy combat stands one hex behind the trenches but no further back. Divisional artillery can deploy anywhere within 3 hexes of one of their divisions HQs.

The starting position of the Corps level artillery is marked on the map.

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German Gas Attacks

The French count as being in M status on the first turn to reflect the confusion caused by the German Gas attack.

The Germans can launch more gas attacks from turn 2 onwards, although these are less effective than the first one.

The 53rd 54th 39th 30th can launch a single gas attack each. These attacks remove any cover benefits of the stands being attacked for one round of combat only.

Reinforcements

Geddes Detachment arrives turn 4 the stands arriving on the hexes marked by the green arrows. It can move a full move from that position either normal or strategically counting its arrival hex as one hex moved.

There is no night recovery end of day 1. 2 Strength Points per full division on the board each night after that.

Victory Conditions

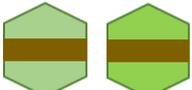
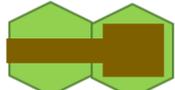
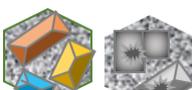
Germans must capture 2 towns to win, at least 1 of which must be Zonnebecke or Hooge.

Turn				Night
22/04/1915			1	
23/04/1915	2	3	4	
24/04/1915	5	6	7	
25/04/1915	8	9	10	

Notes on Map

The half hexes at the edges of the board cannot be entered.

Standard Map Symbols

	River		Divisional Boundary
	Hillside		Corps Artillery
	Hill top		Victory Point Hex
	Trench on a hilltop Trench on the flat		Strongpoint
	Towns		Barbed Wire
	Woods on a hilltop Woods on the flat		