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**Introduction and basic concepts**

The standard unit used in the game is a division. A division is generally made up of 12 infantry stands and a number of fire support stands [represented by machine gun and mortar stands, but would also include field guns directly supporting the infantry] and tank stands. These are all known as combat stands. The infantry stands are roughly equal to a battalion or around 1,000 men, 4 stands in a hex being roughly a brigade. This isn't meant to be prescriptive as there were enormous variations. There were 12 battalions in most divisions at the start of the war but only 9 per division in some armies from 1917.

I designed the rules using the excellent Kallistra figures, stands and four inch hex Great War terrain. These are 12mm figures mounted on 40mm by 20mm stands. Of course any scale figures and stands are usable as long as the required number fit into the size hex you are using.

All combat stands have 2 strength points [SP] and a battle strength [BS] of 1. Four combat stands can be in a hex. Combat stands in the same division must stay within 2 hexes of one of their HQ stands to be fully effective. Every time 2 strength points are taken from a hex due to combat and artillery fire a combat stand is removed.

There are also 2 HQ stands. HQ stands can be in a hex with any number of stands and may be in a hex alone so long as they are adjacent to a stands of their own division.

Artillery batteries operate semi-independently and do not need to stay within 2 hexes of their HQ stands. Each division generally has 1 attached divisional battery and there are usually a number of corps level artillery assets available. Artillery can support combat, fire barrages and move at different stages of the round. See the artillery section [Page 7, Section 5] towards the end of the rules. Artillery has 3 or 4 strength points and counts as two stands for stacking purposes so can be in a hex with 2 other stands only.

All stands can move, fight and fire in any direction, facing is not important.

Divisions operate under general orders which determine what actions they can undertake each round. These orders are issued at the start of every round.

Six sided dice are used throughout these rules, a single dice being referred to as 1D6, 2 dice as 2D6 etc.

## **1. The Game Turn**

The game is played in a series of rounds during which all divisions move one at a time. The round ends once they have all had a turn. The last phase of each round is the artillery round when artillery can fire any unused ammunition, or move if able. Four Day Rounds and a Night Round make up a day.

### 1.1 Orders

At the start of each round the commander determines what orders a division is operating under: move [M], hold [H], dug in [D] or retreat [R]. A marker with these initials is placed face down with the GHQ stand of each battalion. They are revealed before the round starts. The status of a unit affects its ability to move and fire during the round. A Defensive unit can only be changed to Hold, and only a [H] unit can go [D].

### 1.2 The Turn Sequence

Both sides throw 2 D6 and the person with the highest number chooses which division to move first. The move of a single division is called a turn. A division in M status is the only kind of unit that can move out of the hexes it commences the round in. The chosen division moves and conducts combat with its stands. The stands attacked fight back. Whilst a division can only move and initiate combat once per round a division that is attacked by multiple divisions throughout the round fights back normally against all of them.

Once the division has finished its turn both sides throw again to determine who moves next. One side cannot move 3 divisions in a row so if they move twice in a row the next move is automatically the other sides.

## 2. Movement

| Unit             | Normal | Strategic* |
|------------------|--------|------------|
| All combat units | 2      | 4          |
| HQs              | 4      | 6          |

\*cannot start, move or finish adjacent to an enemy stand. Cannot launch attacks [but will defend normally if attacked later in the round.] All stands in a division must be considered to be moving strategic if any stand of the division moves this way.

### 2.1 Movement and Terrain Restrictions

The 6 hexes around a brigade are its Zone of Control [ZOC]. Movement always halts on entering an enemy ZOC.

Halt on entering woods, fordable stream, town if moving normal. Halt before entering any of these if moving strategic [except towns, you can move into a town without halting if moving strategic but stop on entering].

All units except tanks halt before entering **barbed wire** and halt on entering, but move out normally. Tanks destroy barbed wire if they enter the hex containing it.

All units halt before entering large river and halt on entering, but move out normally.

Artillery and tanks halt on entering trench hexes.

### 2.2 Moving **M** status Divisions

A Division with Moving orders is the only kind of unit that can move its combat stands freely with normal and strategic movement.

### 2.3 Moving **HQ** stands

HQ stands can always move irrespective of the orders their division is operating under.

HQ stands are not affected by most movement restrictions and can move 4 hexes in almost any terrain and through enemy zones of control. They cannot move through enemy stands and must halt on entering a large river. They must always finish their move adjacent to or in a hex with one of their own divisions combat stands. If in a hex by themselves they will move out of the way if an enemy combat stand attempts to enter the hex. They will join the nearest combat stand of their own division in this circumstance.

### 2.4 Moving **D and H** status Divisions

Divisions on D or H orders can move combat stands which *commence* the turn in range of a HQ. These stands can only be moved into hexes which are already occupied by stands of the division. These can be combat stands, artillery or HQ stands. No stand may move further than 2H. No stand may cross an unoccupied hex to join another stand. Terrain and movement restrictions apply to this shuffling of

stands. HQ stands of D and H divisions are moved after every combat stand in the division has moved and can be moved into unoccupied hexes adjacent to stands of their division.

2.5 Special Trench Movement

Divisions on H or D can move stands from an occupied trench hex into an adjacent unoccupied trench hex. No stand may move further than 2H and the only external hex that can be entered is a trench hex that was adjacent to one of the divisions stands at the start of its turn. H stands that move this way may initiate combat subject to the combat rules. ZOC movement restrictions apply.

2.6 Retreating Units

A unit with a Retreat order moves before any other unit. It can move strategic distance even if it moves into an enemy ZOC. If a stand has to move adjacent to any enemy it loses a SP for each hex in an enemy ZOC. Retreating units are vulnerable to fire and combat.

2.7 Artillery Movement – see artillery section at end of rules [Section 5, Page 7].

3. Combat

| Unit Chart           | Strength Points [SP]. | Battle Strength [BS] | Ranged BS    |
|----------------------|-----------------------|----------------------|--------------|
|                      |                       | Adjacent             |              |
| Infantry             | 2                     | 1                    |              |
| Fire Support         | 2                     | 1                    | 1 [2 hexes]  |
| Divisional Artillery | 3                     | 2                    | 2 [6 Hexes]  |
| Corps Artillery      | 4                     | 2                    | 2 [10 Hexes] |
| Tanks                | 2                     | 1                    |              |

| Combat Chart - Status of unit                                                                                                                 | D6 result that produces a hit |
|-----------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------|
| <b>Moving</b> or <b>Holding</b> unit <i>attacking</i> <b>H</b> old or <b>D</b> ug <b>I</b> n.                                                 | 6                             |
| <b>H</b> unit <i>attacked by</i> <b>H</b> or <b>M</b> unit.                                                                                   | 5, 6                          |
| <b>M</b> vs <b>M</b> attacking and defending.<br><b>H</b> unit attacking <b>M</b> unit.<br><b>M</b> unit defending against <b>H</b> attacker. | 6 or Double 5                 |
| <b>D</b> Unit attacked by <b>M</b> or <b>H</b>                                                                                                | 5,6 or Double 4               |
| <b>M</b> , <b>H</b> or any Art vs <b>R</b> etreating                                                                                          | 5,6 or Double 4               |

3.1 Combat Overview

Combat only occurs between adjacent hexes. No unit is ever required to attack even if adjacent.

Combat is described as hex vs hex, with the total modified Battle Strength points of the stands in each hex being the number of six sided dice [D6s] thrown. Artillery and fire support are the only stands who conduct distant firing and this occurs either in a Combat Support role or, in the case of artillery, individually in the Artillery Phase [see 5.1].

A **Moving** division can initiate combat using two hexes of its own stands per attack against one hex of enemy stands. Three or more hexes cannot attack a single enemy hex. A moving division can launch more than one attack in a round but a single enemy hex can only be assaulted by a maximum of two adjacent hexes worth of stands from the division.

A **Holding** division can initiate a limited form of close combat with just one hex worth of stands against one hex of adjacent enemy stands.

**Dug In** and **Retreating** divisions cannot initiate combat. Dug In units fight back if attacked but Retreating divisions take losses without responding.

The status of a unit [**M**, **H** or **D**] affects the circumstances in which it can fight and what support weapons it can use.

Infantry and Tank stands are combat stands. Only a hex containing a combat stand can initiate combat. Only stands within range of one of their HQ stands can initiate or participate in an attack.

Stands of different friendly divisions can occupy the same hex, but may not conduct attacks in unison. However, they will defend together, the status of the defender being the worst category of all the stands in the hex. [From worst to best R, M, H, D] And all units can suffer losses and retreat results no matter who initiates an attack. Only one of the divisions can call in fire support or artillery, and this will be the one in the worst status.

### 3.2 Initiating an Attack

Two hexes worth of combat stands from a **Moving** division can initiate an attack on one enemy occupied hex. Several attacks can be launched by the same division but only 2 hexes worth of attackers can attack 1 defending hex, it cannot be subject to several attacks in the same turn from the same division.

The attack strength of the attacking hex or hexes is the combined battle strength of the combat stands [see Unit Chart above, Battle Strength column] plus whatever combat factors they get from artillery and fire support plus or minus items from the Tactical Factors table. The final figure is the number of dice they throw in their attack. Hits are determined by the combat chart above. A stand in close combat will always defend with at least 1D6. Stands in the same hex cannot split their attack against different hexes, they *must all* attack the same enemy hex.

Only one hex of combat stands from a **Holding** division can initiate a combat attack against an enemy stand. It will fight as Moving vs the status of the unit attacked.

Any close combat attack must include at least 1 infantry or tank stand in one of the attacking hexes. Fire support stands cannot initiate attacks on their own, neither can they fire unless supporting a combat.

### 3.3 Support in combat

In all cases a stand can only initiate an attack, participate in an attack or call in support for an attack or defence from outside of its own Hex if it is within 2 hexes of one of its HQs. Being able to call in support enables you to add a number of dice equal to the Fighting Strength of the support stands.

#### 3.3.1 Support When Attacking

**M stands** initiating an attack can call in support from: fire support stands from their own division even if not in one of the 2 attacking hexes [the fire support cannot be in a hex which is involved in, or is supporting, a separate combat]. Their own divisional artillery and corps artillery in range. [2 guns max per division can be called in only 1 of which can be corps level]. Each battery can only support 1 attack per divisional turn.

**H stands** initiating an attack can attack with the stands in the attacking hex plus mortars and artillery support from their own division only.

### 3.3.2 Support When Defending

An **H or D** stand being attacked can call in support from: Fire support from its own division even if not located in the hex being attacked. Their own divisional artillery and corps artillery in range [2 guns max per division can be called in only 1 of which can be corps level]

**M stands** being attacked may respond with the strength of the stands in the attacked hex plus their divisional artillery and any divisional Fire Support stands in range.

### 3.4 Fire Support stand rules

Fire Support stands in a hex that is directly attacking or defending are considered to be part of that combat and cannot support a different attack. In order to support a combat within its division a Fire Support stand must be within 2 hexes of a hex containing some of the enemy stands in the combat. All friendly stands in the combat must be within 2 Hexes of an HQ [this can however, be different HQs within the same division]. The total range that the fire support fires cannot exceed 2 hexes.

- Fire Support stands in a hex without combat stands cannot initiate an attack or join an attack as combat stands, they can however add supporting fire to another hex containing attacking stands.
- Fire support in a hex without a combat stand cannot advance into a hex vacated as a result of a combat even if they supported the combat.
- Two Fire Support stands in the same hex can support different combats so long as their hex is not involved in a separate direct combat.
- Fire Support alone in a hex will defend normally if attacked.

### 3.5 TACTICAL FACTORS. [Stands other than artillery]

Only infantry and fire support can occupy and get cover from trench hexes and pillboxes.

-1D6 from each hex of combat stands attacking a **H** hex with cover\*. [maximum of 2 stands can be in the cover hex to get this benefit – above that stands count as being in open.]

-1D6 from each hex of combat stands attacking a **D** hex with cover or in the open. [maximum of 2 stands can be in the hex to get this benefit – above that stands count as being in open.]

-2D6 from each hex of combat stands attacking a **H or D** hex with trenches, strongpoints or pillboxes\*. [maximum of 2 stands can be in the trench/pillbox hex to get this benefit, – above that stands count as being in open. 4 stands/2 artillery can be in a strongpoint and get this benefit.]

The above 3 tactical deductions do not apply if the attacking hex has a tank stand in it.

+1D6 each hex containing a tank stand in 1916 battles [+1D6 maximum per hex no matter how many tank stands are in the hex]

+1D6 each hex containing a tank stand from 1917 if the enemy is Moving, H attacking, or H or D in open hexes, or 3+ stands of H and D in a stand with cover/trenches [+1D6 maximum per hex no matter how many of tank stands are in the hex]

### 3.5.1 TACTICAL FACTORS. [Artillery]

-1D6 each battery firing on a **H or D** hex in cover, in trenches or in pillboxes [max 2 stands count as cover as above].

Other factors [effect all stands and are accumulative with Cover and Armour factors]

-1D each hex in a river or crossing a bridge, or beach landing [firing from or in close combat]

\* A defending unit is one that is not *initiating* the attack. H stands that launch an attack on an adjacent stand do not get cover benefits. Cover is woods, town, light defensive works or other terrain as defined by the scenario. M stands never get cover benefits attacking or defending.

## 4. Combat Results

Both sides throw the number of dice resulting from their combined Fighting Strength, Fire Support, Artillery and the additions and subtractions above. They cross reference this with the combat chart and the status of the relevant stands involved to determine the number of hits. The maximum losses a that can be taken by either side in a combat is 2 SP.

With close combat losses can be shared around the 2 assaulting hexes at the attacker's discretion. If the attack is a combination of Close Combat and Distant Fire the losses must come off of the Close Combat stands. A single hit marker is put in a hex that has lost just 1 strength point. There cannot be 2 single hit markers in a hex. A stand must be removed if this occurs [eg if you move 2 stands each with a hit into the one hex remove both hit markers and one of the stands in the hex must be eliminated]. This occurs even if stands from 2 different divisions are in the same hex each with a single hit. The owning player determines which stand is eliminated.

### 4.1 Fall Back

If one side causes more hits in *close combat* the other side is forced to fall back. In the case of an attacker this may mean 2 hexes worth of stands being thrown back. Hits are the total hits from the chart, not just losses. [e.g. an M unit attacking an H may throw two 6s causing 2 hits, and the H unit may throw two 5s and one 6 causing 3 hits. Both sides lose 2 SPs but the M unit withdraws as it suffered more hits]. A hex of stands cannot be defeated and forced to fall back if it eliminates all of the stands in the hex it is fighting even if it takes more losses.

Stands in **D status** in cover [where they get the benefit of that cover] that are defeated in close combat may choose to take another SP loss and hold their position *unless there is a tank stand* in the attacking force in which case they must retreat.

Stands fall back 1 or 2 hexes as desired by the retreating player. They may stack with a friendly division, but can retreat 3 hexes to avoid stacking with stands of another friendly division. They will retreat until they are clear of enemy ZOCs taking 1 extra SP loss for each ZOC they pass through. They can retreat laterally along a trench line rather than straight away from an enemy as long as this doesn't involve going through more than 1 enemy ZOC. They will take an extra SP loss for retreating laterally.

*Artillery* forced to retreat can move their full move, including strategic movement if after the first hex of retreat they do not come adjacent an enemy and they finish more than 1 hex from an enemy.

### 4.2 Pursuit

**Holding** and **Moving** stands that *initiated an attack* and won may occupy the hex of defeated or eliminated stands up to the stacking limit. If the attacker took more hits than the defender, but eliminated them, they will not advance. If the results were even and the defender was eliminated the attacker may advance.

## **5. Artillery Rules**

Each gun is referred to as a battery [although it is more accurately an artillery regiment].

Irrespective of its parent divisions status artillery batteries are not in any given status but act as in Hold status if fired on or in Close Combat. Artillery can never initiate close combat but will respond if attacked. Artillery are given two shots per round at the very start of the round. These are used as combat support fire. The firing status of artillery is always determined by the status of the division it is supporting. If the artillery is forced to retreat from combat before the shots are used the remaining shots are lost.

The battery does not need any ammunition to defend itself in close combat, it does not use up any ammunition to fight in close combat and will fight even if out of ammunition. It does need ammunition to respond to distant fire.

Any time a division gains the initiative its artillery may discard a single shot and move irrespective of the movement status of the division. If it has ammunition remaining it may still fire that round even if it conducted a strategic move. Once all the shots are gone the artillery cannot be moved again unless forced to retreat.

### **5.1 Artillery phase.**

After all the divisions on both sides have finished moving there is an artillery phase. Both sides throw for who moves first in this phase. Movement/firing is as follows.

If the artillery has any shots left at the end of the round it can fire artillery barrages against any targets that can be spotted by stands that are within command radius of a HQ of their division. Corps artillery can be spotted for and summoned by any stand within range of a HQ of a division in its corps.

All artillery in this phase fires as per M vs status of target. Artillery can fire on an adjacent hex. This is not considered to be close combat and the attacked unit will not fire back. Artillery in this phase can cause a maximum of 1 hit per shot per gun.

If there is at least one shot remaining after firing in the artillery phase the artillery can discard its remaining shot/s and move.

### **6. Spotting and visibility**

Spotting range is 3 hexes in the open. 2 hexes into cover, trenches or at D stands. A spotting stand can see through friendly and enemy units to call in fire, but not through blocking terrain. Town, woods and hills are all blocking terrain.

Artillery can fire over any terrain, even if adjacent to it, so long as there is a spotter who can see the target hex.

### **7. Stormtroopers**

Stormtroopers are a specialised type of German infantry used in the late war, they were heavily armed and specialised in rapid infiltration tactics. They are like a normal infantry stand but give movement benefits and in some scenarios combat benefits. Stands in a hex with storm troopers [but no artillery or tanks] are not stopped from moving by an enemy ZOC or barbed wire. A hex with Stormtroopers can move strategic through barbed wire and enemy ZOC but cannot attack in the same turn. They are still affected by other movement restrictions. A hex with stormtroopers still loses an extra SP if forced to retreat through enemy ZOC.

**8. HQs**

Headquarters cannot be destroyed. If they are in a hex where the combat stands are destroyed the HQ will move automatically to the nearest stand containing stands from their division. Or to a hex adjacent to the nearest stand of their division. They will move out of the way if enemy combat stands enter a hex which they are in by themselves.

**9. Length of Game and Victory Conditions**

Each day is generally 3 rounds. Each scenario will specify the number of days or rounds a game is played for and the victory conditions. These are usually terrain objectives to be held or gained.

**10. Night Moves and Night Recovery**

During the night Strength Points are recovered which can be used to rebuild the strength of stands [point for point] and stands can be moved within the division boundaries. Lost artillery and tanks cannot be recovered.

Unless specified differently in a scenario the recovery rate is 3 Strength Points per Division for the army. These SP can be used to recover lost stands in any division [2SP per stand] or to remove single hit points in hexes. E.g. an army with 6 divisions recovers 18 SP overnight, these could be used to rebuild 9 stands in one division or shared amongst any or all of the 6 divisions.

Recovered stands are allocated as desired to hexes that are already occupied by the division or are adjacent to the hex occupied by a HQ. Recovered stands do not have to be at full strength. They can only be placed in hexes that are within 2 hexes of one of their HQ stands.

Recovered stands can be placed with existing stands in their division that are in an enemy ZOC. If they are placed in a vacant hex adjacent to the HQ this must not be in an enemy ZOC unless it is in a trench hex and no more than 2 stands are placed into the trench hex. If HQs from opposing sides are next to a trench hex the "owner" of the trench gets priority in placing stands. If this cannot be decided roll a D6 each.

Once stands have been recovered the stands in a division can be shuffled but only using those Hexes that the division already occupies. There are no movement restrictions for this reshuffling. Stands can move more than 2 hexes and can ignore terrain effects. However, they cannot cross vacant hexes to join isolated stands. Special trench movement is allowed as long as stands do not move into an enemy ZOC. Tanks cannot be shuffled into hexes containing barbed wire.

The division can start the new day in any order status regardless of the order it finished the previous day in.

## **11. Optional Rules**

### **11.1 Pre-Battle bombardments**

The attacking army can have an artillery phase prior to the first move. They can be given a number of rounds per gun as determined in the scenario and permissible targets can likewise be predetermined. E.g. you can target any trench and gun emplacement hexes in range, even ones that cannot be spotted.

### **11.2 Creeping Barrages**

To represent the better coordinated barrages that preceded attacks from 1917 onwards allow three guns [1 divisional and 2 corps artillery] to support attacks in the first turn of the battle. Increase corps artillery to 3 shots for the first round if using this rule.

### **11.3 Airpower**

An army may be given air power points which can be called in to perform artillery spotting. These are represented by single plane models. They can be placed anywhere on the board at the end of the artillery turn ready to spot next turn. They have a spotting range of 4 hexes in the open, 3 hexes into cover, trenches or at D stands

**Summary Sheet – Army Commander – Great War**

**Movement**

| Unit             | Normal | Strategic* |
|------------------|--------|------------|
| All combat units | 2      | 4          |
| HQs              | 4      | 6          |

\*cannot start, move or finish adjacent to enemy stand [but will defend normally if attacked later in the round.

| Unit Table           | Strength Points [SP]. | Battle Strength [BS] | Ranged BS    |
|----------------------|-----------------------|----------------------|--------------|
| Infantry             | 2                     | 1                    |              |
| Fire Support         | 2                     | 1                    | 1 [2 hexes]  |
| Divisional Artillery | 3                     | 2                    | 2 [6 Hexes]  |
| Corps Artillery      | 4                     | 2                    | 2 [10 Hexes] |
| Tanks                | 2                     | 1                    |              |

**Combat**

| Combat Chart - Status of unit                                                                                                                 | D6 result that produces a hit |
|-----------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------|
| <b>Moving</b> or <b>Holding</b> unit <i>attacking</i> <b>Hold</b> or <b>Dug In</b> .                                                          | 6                             |
| <b>H</b> unit <i>attacked by</i> <b>H</b> or <b>M</b> unit.                                                                                   | 5, 6                          |
| <b>M</b> vs <b>M</b> attacking and defending.<br><b>H</b> unit attacking <b>M</b> unit.<br><b>M</b> unit defending against <b>H</b> attacker. | 6 or Double 5                 |
| <b>D</b> Unit attacked by <b>M</b> or <b>H</b>                                                                                                | 5,6 or Double 4               |
| <b>M, H</b> or any Art vs <b>Retreating</b>                                                                                                   | 5,6 or Double 4               |

The status of unit is determined by the core stands attacking, so artillery supporting M inf in an attack on an S stand will hit on 6 only. Artillery firing in the artillery phase do so as M vs relevant unit..

**3.5 TACTICAL FACTORS. [Stands other than artillery]**

Only infantry and fire support can occupy and get cover from trench hexes and pillboxes.

-1D6 from each hex of combat stands attacking a **H** hex with cover\*. [maximum of 2 stands can be in the cover hex to get this benefit – above that stands count as being in open.]

-1D6 from each hex of combat stands attacking a **D** hex with cover or in the open. [maximum of 2 stands can be in the hex to get this benefit – above that stands count as being in open.]

-2D6 from each hex of combat stands attacking a **H or D** hex with trenches, strongpoints or pillboxes\*. [maximum of 2 stands can be in the trench/pillbox hex to get this benefit, – above that stands count as being in open. 4 stands/2 artillery can be in a strongpoint and get this benefit.]

The above 3 tactical deductions do not apply if the attacking hex has a tank stand in it.

+1D6 each hex containing a tank stand in 1916 battles [+1D6 maximum per hex no matter how many tank stands are in the hex]

+1D6 each hex containing a tank stand from 1917 if the enemy is Moving, H attacking, or H or D in open hexes, or 3+ stands of H and D in a stand with cover/trenches [+1D6 maximum per hex no matter how many of tank stands are in the hex]

**3.5.1 TACTICAL FACTORS. [Artillery]**

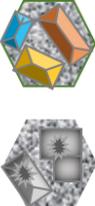
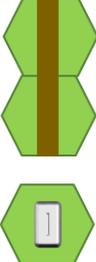
-1D6 each battery firing on a **H or D** hex in cover, in trenches or in pillboxes [max 2 stands count as cover as above].

Other factors [effect all stands and are accumulative with Cover and Armour factors]

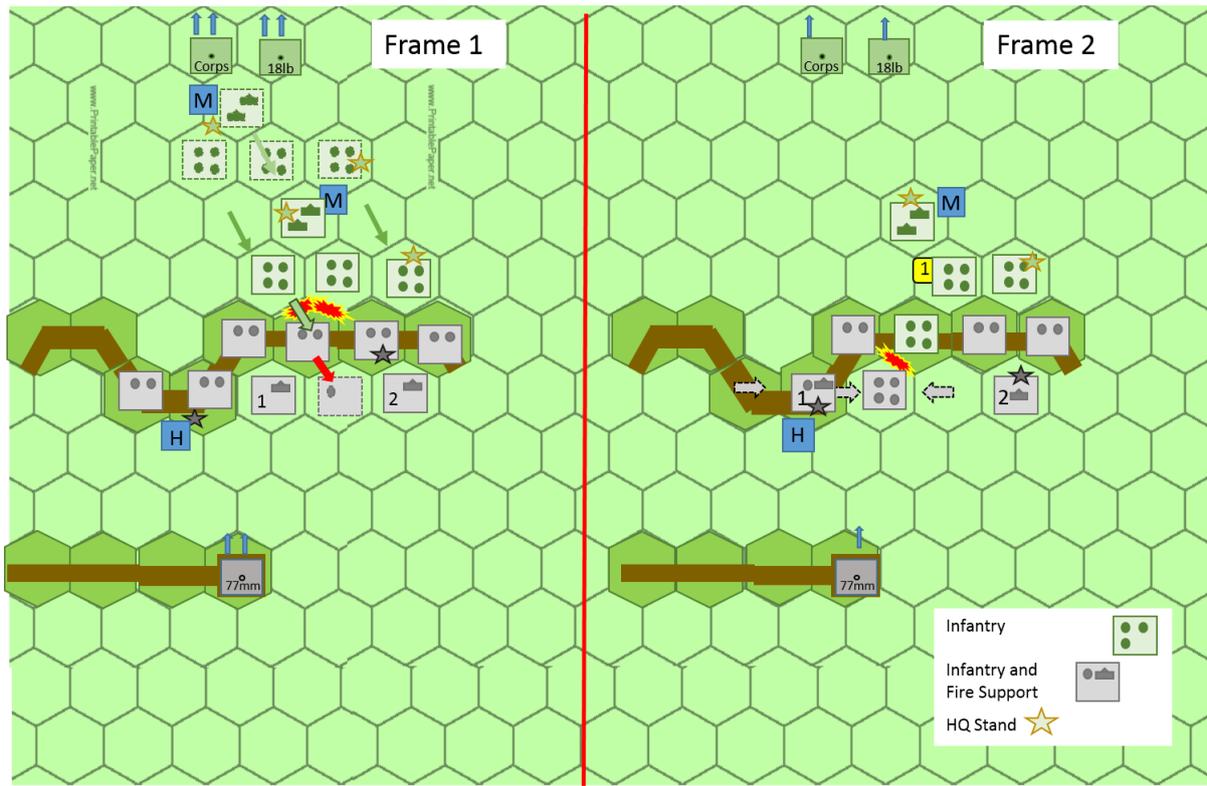
-1D each hex in a river or crossing a bridge, or beach landing [firing from or in close combat]

\* A defending unit is one that is not *initiating* the attack. H stands that launch an attack on an adjacent stand do not get cover benefits. Cover is woods, town, light defensive works or other terrain as defined by the scenario. M stands never get cover benefits attacking or defending.

Spotting Range 3 hexes in the open, 2 hexes into cover or at D stands.

| Terrain Feature                                                                                        | Movement                                                                                                                                           | Combat                                                                                                                                                                                        |
|--------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Barbed Wire         | All except tanks halt before entering. All halt on entering. Tanks destroy wire when they enter hex.                                               | No effects<br><br>Counts as cover for up to 2 defending H and D infantry and fire support stands. -1D6 from attacking hex without tanks or Stormtroopers. -1D6 each battery firing on.        |
| Towns                | All halt on entering.                                                                                                                              | As above.                                                                                                                                                                                     |
| Forest                | All halt on entering if moving normally. Halt before entering if moving strategically.                                                             | -1D6 if attacking from or defending in a river hex. Will always count as M class if attacked in a river hex.                                                                                  |
| Small Fordable River  | All halt on entering if moving normally. Halt before entering if moving strategically.                                                             | Trench cover for up to 2 defending H and D infantry and fire support stands. -2D6 from attacking hex without tanks or Stormtroopers. -1D6 each battery firing at.                             |
| Trenches, Pillbox     | Tanks and Artillery halt on entering trench hex if moving normally. Halt before entering if moving strategically. Pillbox has no movement effects. | Not Applicable                                                                                                                                                                                |
| Lake                  | Impassable                                                                                                                                         | Trench level cover for up to 4 defending H and D infantry and fire support stands or 2 Artillery stands. -2D6 from attacking hex without tanks or Stormtroopers. -1D6 each battery firing on. |
| Strongpoint           | Tanks and Artillery halt on entering trench hex if moving normally. Halt before entering if moving strategically.                                  |                                                                                                                                                                                               |

**Move and Combat example**



A British division of 12 stands in 3 hexes supported by 2 Fire Support and Divisional and Corps artillery has the initiative. It is operating under **Movement** orders so can move freely. It chooses to attack the German trench line.

Two hexes worth of stands can launch 1 attack. The 2 left hand British hexes have 8 infantry stands, each stand gets 1 point of Battle Strength. Each point of BS equals 1D6. However as the hexes are attacking a trench line they lose 2D6 per hex leaving a total of 4D6. They can call in both divisional fire support as they are within 2 hexes of the target hex. This adds another 1D6 each. The attacking infantry can also call in their Divisional and Corps artillery. The artillery lose 1D6 per gun as they are firing at a trench so add 2D6 in total.

The total attacking strength is 8D6 hitting on rolls of 6 only as this is **M** vs **H** [see combat chart].

The defending Germans are in **Hold** status and can fight back against the attacking British. There are 2 stands in the hex being attacked [2D6], 2 fire support in range [2D6] and divisional artillery [2D6]. This give a total of 6D6 hitting on 5 and 6 [**H** attacked by **M**]. Both sides roll their dice. The British are lucky and get 2 sixes in their 8 dice. The Germans roll under the odds and only get 1 five. The side with the greater number of losses is defeated and has to retreat. The Germans lose a stand and fall back. The British places a 1 Hit marker in one of the 2 attacking hexes and move 4 infantry stands into the vacated trench hex.

In Frame 2 the German Division moves. The Division is in **H** status so can only shuffle stands within the hexes already occupied by its stands or HQs. Three stands are moved out of hexes on the left to join Fire Support 1. No stand may move more than 2 hexes. The stand that was forced to retreat joins this hex also. Fire support 1 simultaneously moves left to join the HQ. Divisions in **H** status can launch limited attacks using one attacking hex and divisional resources. The British stands get no cover for the trench as they are **Moving**. The Germans have 4D6, plus 2D6 for fire support, and 2D6 for their divisional artillery. 8D6 in total hitting on six or double five [**H** attacking **M**].

The British can respond to the attack with the 4 stands in the hex being attacked [4D6]. Their fire support is out of range [more than 2 hexes away from the attacking hex] so cannot join in. The divisional artillery can add 2D6. 6D6 hitting on 6 or double 5 [**M** defending against **H**]. The odds are with the Germans, if they win they can reclaim their trench line. The battle is on.....