



“Hier ons Bloed, Wanneer Ons Recht?”

WW1 Trench Warfare -- Ph. Dutré

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General

- Each unit has morale 1-6.
- Each unit has #stands, indicating hits:
 - *Infantry*: 4
 - *Special Weapons (MG, Mortar, ...)*: 3
 - *Officers are individual figures (no morale)*

Turn Order (alternate for each side)

1. Draw random event card (see page 2)
2. All units move OR shoot OR some action.
All officers move and perform rally checks: If officer is present in same hex as unit, roll D6 > current morale ==> morale +1

Movement (On foot)

Morale = 1	0 hex
Morale = 2	1 hex
Morale = 3,4, 5, 6	2 hexes
Officers	3 hexes
Mortars, Field Gun	1 hex, no crossing of obstacles

Walls	Crossing hexside takes full turn
Barbed Wire	Crossing hexsides takes full turn, only 50% chance of succeeding
Ruins, Hills, Trenches, Forrest, Bushes, Shellhole	Stop when entering

Firing

- LOS is blocked by Forest, Bushes, Walls, Ruins, Hills (except when either target or shooter is right behind wall).
- Units in trenches or shellholes can only be targeted by direct fire if they fired themselves last turn.

Firer	Range	#Dice	Special
<i>Infantry</i>	3	4	
<i>LMG</i>	3	5	
<i>MMG</i>	3	6	Demoralizing
<i>HMG</i>	4	7	Demoralizing
<i>Mortar</i>	8	8	Indirect, scatter D8, explosive
<i>Field Gun</i>	6	10	Fire arc (60° only)
<i>Flame Thrower</i>	2	6	Demoralizing
<i>Mines</i>	0	6	No terrain modifiers
<i>Offboard Artillery</i>	-	10	Indirect, scatter D20, explosive.

- Each natural ‘6’ is a hit, remove 1 stand.
- A unit always rolls at least 1 die.
- Demoralizing: if target receives casualties, morale -1
- Indirect: no LOS necessary
- Scatter: roll D8, 1-6: scatter in adjacent hex, 7-8: hit right on target
- Explosive: roll again for every ‘6’; every new ‘6’ causes an additional hit
- A unit can **never kill** more figs than the attacking unit!

Dice modifiers

Target in bush / forest/ behind sandbags	-1 die
Target behind wall / in (ruined) building	-2 die
Target in trench (and firer not in trench)	-3 die
Shooter morale = 1,2	-1 die
Shooter morale = 6	+ 1die
Officer with unit	+1 die



Melee

- Melee occurs in same hex. Both units roll #die equal to #stands left in unit.
Modifier for each die:
+1 (if defendig position such as wall or trench)
+1 (if trench raiders or stormtroopers)
-1 if unit is wearing gasmasks
Modifiers for total result:
+ morale difference for unit with highest morale
+3 if officer present
- One casualty for every full multiple of 6.
- Resulting actions:
 - *Winner (most hits inflicted): morale +1*
 - *Loser (least hits inflicted): morale -1 and pushback 1 hex (loser's choice).*
 - *If #hits inflicted are the same: melee again next round.*

Walls	Crossing hexside 50% chance
Barbed Wire	Crossing hexsides+1 movement point, only 50% chane of succeeding
Ruins, Hills, Trenches, Forrest, Bushes, Shellhole	Stop when entering

Cavalry

- A cavalry unit consists of 3 figs
- Cav can move up to 4 hexes. If morale is 1 they cannot charge nor move closer to enemy units.
- Cav can dismount, replace the mounted figs with infantry units. As long as they stay in the hexe where they have dismounted, they can remount, otherwise the horses are being considered to have been transported to the rear.
- Mounted Cav fires -1 die.
- Cav can charge in a straight line, minimum of 4 hexes to a maximum of 6 hexes.

When charging infantry: the attacked unit loses 1 morale but can fire (out-of-turn) at the charging cavalry. The surviving cav may roll 2D6 per surviving cav unit..

When charging another cavalry unit, the other unit may countercharge, the clashing units meet half-way. If they do, just roll 2D6 pet cavalry fig.

If they don't he attacked unit loses -1 morale but can fire (out-of-turn) at the charging cavalry. The surviving attacking cav may roll 2D6 per surviving cav unit.

- Cavalry can't charge buildings, trenches and forrests, they can charge in shallow water, brushes.

Morale

- -1 if unit is reduced to 1 stand
- -1 when losing melee
- -1 when taking hits from demoralizing weapon
- +1 when winning melee
- +1 when officer's rally check succeeds Barbed Wire

Cuting Barbed Wire

- Takes 1 full turn for any unit to cut through 1 hexside of wire. No firing or movement allowed. Roll D6: 3+ means wire is cut enough to pass through.



OPTIONAL RULES

Sentries

Sentries can be used in games where the attacker can try to sneak up as close as possible.

When enemy sections appear within 5 hexes of sentry, roll 2D6, with the following modifiers:

- add sentry alertness factor (D6, determined beforehand)
- add moonlight factor (D6, determined beforehand)
- +3 if enemy is cutting through wire
- +2 if more than 1 figure is within 4 hexes
- +3 if cry from another sentry was heard this move or last move
- +2 if illuminated shell was fired this or last move
- +5 if sentry was alerted last move
- - efficiency of raiding party (2D6, determined beforehand)
- -4 if enemy goes to ground and does nothing else this turn
- -1 if enemy is 4 or 5 hexes away

If **score is 12 or more**, the sentry is alerted but does not spot the enemy. He may ask for an illumination shell.

If he **score 12 or more in the next turn**, he will spot the enemy and give the alarm.

If he **scores less than 12**, he is not alerted anymore.

When the alarm is given, troops may come out of their dug-outs. 50% chance each turn for them to get out. The alarm is given



Off-Board Artillery

Off-Board Artillery is scenario driven. Determine # fixed points on a map. Artillery can come only down on these points. Shifts are possible by using flares, see next.

Signals to the artillery are given using color-coded rocket flares. Three colors are available: red, green and yellow. Up to # different codes may be prepared in advance. A signal may only be given by an officer (counts as an action instead of rallying), and can indicate start of bombardment, shifting of targets (once), or cease bombardment.

Gas Attacks

- Gas will fill the target hex (after D20 scattering).
- Every turn the condition of the gas cloud will be checked.

First the cloud(s) moves to the next hex, following wind direction. There is a 50% chance this will succeed. If the cloud was already residual this chance is only 33%. Make this test for every hex containing a gas cloud.

- Troops can put on gas equipment instead of moving or firing. Troops can only put on gas equipment if they are within 2 hexes of any gas cloud.
- Casualties of gas attacks: D6 figures die in a hex with gas. -3 modifier when wearing gas equipment; -1 if it was put on last turn; -1 residual gas in hex.
- Wind direction changes (1 in 6, random left or right, roll before gas movement)

Smoke

- Smoke will fill the target hex (after D20 scattering) and the adjacent 2 hexes up wind(see wind direction) are filled with smoke. Every start of a players turn the clous shifts 1 hex following the wind. A smoke cloud is always 3 hexes long. It disolves after 3 turns (use D4 to keep track)

Tanks

Walls,	Crossing hexside takes full turn. Roll a 3x D6 attack for possible damage.
Barbed Wire	Tanks can drive through barbed wire, destroying it
Forrest	Impasseble for tanks

Obstacle can depend on your scenario, inform the players of the specifics for tanks use.

Tank Movement

Type	Speed
Mark I -V (Brittish)	2 movement points
A7V (German)	2 movement points
Char Renault	3 movement points

Per hex or turn of 60° use one movement point

Tank Firing

Firer	Range	#Dice
Gun	5	7
HMG	3	6

Subtract 2 dice for the gun and the HMG when moving, this represent the harsh conditions operating the tank and firing.

A tank can have multiple gun and/or machine guns. Determine a fire arc for each weapon. To keep things simple only one weapon/weapon type can be fired per side (front, aft, left, right). Tanks with a turret like the light Char Renault can fire 360°.



Tank hit points

Type	Speed
Mark I -V (Brittish)	12 hit points
A7V (German)	12 hit points
Char Renault	9 hit points

Only artillery, flamethrowers, field guns, mortars and aircraft bombs can damage a tank from a distance. Infantry can only do damage a tank in melee. Machine guns and cavalry can't damage a tank.

Roll the standard amount of dice when attacking a tank. For each hit or 6 rolled reroll these dice. If the total is higher dan 12 then the tank is imediatly destroyed. Otherwise count the following points of damage and substract them from the hitpoints.

Die result	Range
1	0, only lost some paint
2-3	1 point of damage
4-5	2 points of damage
6	3 points of damage

Example: a tank is attacked by a field gun. The attacker scores 3 hits -> 3D6 with a 6. Reroll the dice: 2,4 and a 6 = 6 points of damage.

If the roll was 2,5 and a 6 = totals 13 -> instant kill.

