

## FIRE & MOVEMENT FOLIO GAME EXCLUSIVE RULES

# VIMY RIDGE: ARRAS DIVERSION

9 APRIL - 12 APRIL 1917

### EXCLUSIVE RULES

#### 10.0 INTRODUCTION

#### 11.0 SET UP

#### 12.0 VICTORY CONDITIONS

#### 13.0 NIGHT & REPLACEMENTS

#### 14.0 TERRAIN

#### 15.0 TURN SEQUENCE

#### 16.0 STANDARD RULES MODIFICATIONS

#### 17.0 ARTILLERY BOMBARDMENT

#### 18.0 SPECIAL RULES

#### 19.0 GERMAN DEPLOYMENTS

#### 20.0 ALLIED DEPLOYMENTS

#### 10.0 INTRODUCTION

##### ***10.1 Historical Background***

Vimy Ridge is a simulation of the battle between the Canadian Corps of 1917 and the assault on the German held ridge of the same name. Vimy Ridge was a German strong point that had held off numerous assaults from British and French forces, its position commanding the front for miles in every direction. The Canadian Corps was concentrated for the first time in one place along with a huge concentration of artillery and airpower. The Canadians under Gen. Currie rehearsed the battle many times at the company level, and their planning paid off, with one of the most successful assaults of 1917.

##### ***10.2 Special Rules***

Rules 13.0 through 18.0 here modify or add to the *Fire & Movement* standard rules to simulate the nuances of warfare during the First World War. Except as noted in those sections, all standard rules otherwise apply.

##### ***10.3 Game Scale***

Each hex represents ~175 yards (~160 meters) from side to side. Each Morning and Day turn represents six hours of combat operations, and each Evening turn represents six to 12 hours. Units of both sides are all non-mobile ("leg") infantry types representing specific historic battalions.

#### 11.0 SET UP

##### ***11.1 Set up Sequence***

Place the Turn marker in the April 9 (Morning) box of the Turn Track (which will also be used to indicate the current turn on the artillery track). The German player must set up all of his units first, and the Allied player must set up all of his units second.

Place all 13 bombardment markers on the Artillery Track; these will be used by both sides, apportioned as indicated to each side each turn (as indicated on the Artillery Track). Place the Allied aircraft markers off to the side of the map, which may be used by the Allied player during his own movement phase to aid bombardments (see 17.3).

Neither side receives any reinforcements during the course of the game.

##### ***11.2 Allied Initial Deployment***

The Allied player sets up his units (per 21.2) on the map after the German player has completed his set-up in any hexes south of the river hex line printed on the map, west of the Allied trench line.

### **11.3 Allied Replacements**

During each night game turn (indicated on the Turn Track by a moon symbol), the Allied player automatically receives two replacements, which may be used to bring any eliminated Allied unit onto the map, or two depleted Allied units onto the map, or to rebuild any two depleted Allied units already on the map (even if within an enemy ZOC). A replacement must be deployed immediately; it may not be accumulated for a later turn. If no counter is available for a replacement, the eligible replacement is lost. A replacement that is brought onto the map must arrive during the movement phase of that same night game turn, arriving in any Allied trench hex (not within any enemy ZOC) of the Allied player's choice. However, no unit that moved during that same night game turn may ever be rebuilt as a replacement (see 13.1).

*Note: Only replacement units that are entering the map are ever eligible to move during a night game turn.*

### **11.5 German Initial Deployment**

The German player sets up his units (per 20.1) on the map before the Allied player in any hexes south of the river hex line printed on the map, east of the Allied trench line.

### **11.6 German Replacements**

During each night game turn (indicated on the Turn Track by a moon symbol), the German player automatically receives two replacements, which may be used to bring any eliminated German unit onto the map, or two depleted German units onto the map, or to rebuild any two depleted German units already on the map (even if within an enemy ZOC). A replacement must be deployed immediately; it may not be accumulated for a later turn. If no counter is available for a replacement, the eligible replacement is lost. A replacement that is brought onto the map must arrive during the movement phase of that same night game turn, entering along any easternmost map edge hex of the German player's choice, or in any unoccupied hex that is adjacent to a trench hexside that is not adjacent to "No Man's Land", or within any enemy unit's ZOC.

## **12.0 VICTORY CONDITIONS**

### **12.1 Victory Points**

Victory is assessed in terms of Victory Points (VP). Each VP is awarded to one side or the other depending on objectives captured, or not captured, by the Canadian player, listed below. The Canadian player wins if he accumulates no less than two (2) VP before the end of the last game turn.

1 VP = If a Canadian unit was the last to have occupied each and every "peak" hex (13 in all) printed on the map.

1 VP = If a Canadian unit was the last to have occupied the German supply hex in Petit Vimy (1534).

1 VP = If at least three Canadian units of the same division have moved and currently occupy any easternmost map hex.

The Allied player wins instantly as of the moment that any Allied unit enters any one or more of the 12 Vimy town hexes, even if only temporarily before that last game turn is completed, provided that neither town hex of Petit Vimy is not presently occupied by any German unit. Or, the Allied player wins the game as of the instant that all German units have been eliminated.

### **12.2 German Victory**

If the Canadian player fails to accumulate at least two (2) VP before the last game turn, the German player wins the game.

## **13.0 NIGHT & REPLACEMENTS**

### **13.1 Night**

Turns that are printed with a moon symbol are considered "night" game turns. Night game turns are considered normal game turns in all respects except that no attack or movement, by either side, may occur during any night turn. The sole purpose of night game turns is to allow the arrival of replacements, although bombardments are permitted normally during night game turns, albeit at reduced allotments.

## 14.0 TERRAIN

### **14.1 No Man's Land**

The pockmarked terrain between the Allied and German trench line hexsides featured along the western side of the map is "No Man's Land". The defense factor of any unit (of either side) occupying any No Man's Land hex is halved (fractions rounded *down*) whilst present there, and no unit that is attacked whilst present there is ever advantaged by a trench line.

### **14.2 Trench Lines**

The trench hexside features wending across the map represent various Allied and German trench lines. A trench line's defensive benefit applies to any ground attack directed against the unit in that hex if the attack occurs from *across* the trench line hexside symbol, regardless of which side of the trench line hexside the attack is from, and regardless of the nationality of the trench line, and regardless of which side originally occupied that same hex.

*Note: A trench line hexside can never be "breached" by a bombardment.*

A trench line has the effect of inhibiting any enemy Zone of Control across that trench hexside into a hex that is occupied by an opposing unit. When any attack is directed across an enemy trench hexside, the attack must be resolved via the trench terrain line on the Combat Results Table. If a unit is attacked from another direction (not across a trench line hexside), use the terrain line on the Combat Results Table corresponding to the other terrain in that same hex.

### **14.3 Trench Line Movement Effects**

A trench line hexside itself has no additional effect upon movement whatsoever.

## 15.0 TURN SEQUENCE

### **15.1 First Player**

The Allied player is the first player.

### **15.2 Zero Hour**

The game begins with the Allied combat phase of the 9 April (Morning) game turn.

## 16.0 STANDARD RULES MODIFICATIONS

The following standard rules are modified as indicated below.

**8.1 Allotted Support Fire Markers:** Instead of selecting the lowest-valued support fire markers provided in the counter mix, each side must draw their allotted support fire markers randomly when the allotment isn't maximum.

**7.7.1 Bombardment Retreat:** Defenders may not retreat from a bombardment; they must take the step loss instead.

## 17.0 ARTILLERY BOMBARDMENT

### **17.1 Artillery Bombardment Limitations**

Artillery Bombardment is somewhat different than the normal bombardment rule printed in the standard rules, representing how artillery was used (at this scale) during the First World War.

Each player is provided with an allotment of "bombardment" markers each game turn (which function differently than the support fire markers, and hence the reason they are allotted per a different track); the exact number of bombardment markers each side (Allied and German) receives each turn is printed as a number on the Artillery Track (printed adjacent to the Turn Track). The Artillery Track exists specifically to indicate the quantity of bombardment markers provided to the Allied and German side each turn, which will vary later in the game. For example, on the second game turn, the Artillery Track is printed with the listing "8/5", which indicates that the Allied player will receive eight bombardment markers at the beginning of that game turn (to be used by the Allied player during his turn only), and also indicates that the German player will receive five bombardment markers at the beginning of that same game turn (to be used by the German player during his turn only). The allotment of bombardment markers is renewed each turn, but not always in the same

quantities.

*Note: Only units that can be observed (see 17.3 below) can be bombarded.*

### **17.2 Utilizing Bombardment Markers**

The current player (the player whose turn it is) may place any quantity of his bombardment markers on any enemy units (if observed; see 17.3) during his own turn only, but no more than two bombardment markers per enemy unit; those enemy units will therefore become bombarded by each placed marker, one at a time, immediately after all desired markers have been played. A player is not required to place all (or any) of his allotted markers, if he prefers, but any bombardment markers that are not played at this time may not be saved to be added to the bombardment marker allotment of a later game turn.

*Note: A unit can only ever suffer one hit from a bombardment, even if two bombardment markers are placed upon the same enemy unit. The purpose of two bombardment markers upon the same target is merely to double the chances of a hit by one of those two bombardment markers.*

No bombardment is ever possible in any "La Folie Woods" hex (see 18.2).

Unlike normal support fire, bombardment is never used in support of any attack by any land unit, and thus the enemy player cannot place his own bombardment marker during the other player's bombardment in response. Bombardment can only ever occur at the end of a player's movement phase, before his combat phase begins. Only observed enemy units can ever be bombarded (see 17.3 below), and is resolved per the bombardment table (see 22.0).

### **17.3 Observation**

An enemy unit is only observed if it is adjacent to an observing unit of the other (opponent's) side, or if a friendly unit has a line of sight (LOS) to it.

Any line of sight (LOS) is a direction of one to 10 hexes (maximum) from the corner of any hex that is occupied by an observing unit to the corner of any other hex that is occupied by any enemy unit. However, if that LOS is blocked by any non-clear intervening terrain type (except rivers and trench lines, and disregarding the terrain in the observer's hex), no LOS exists beyond that intervening terrain type.

**Exception:** No LOS exists beyond an adjacent hex during any night game turn.

However, an observing unit that occupies a peak (but not a hill) hex ignores all intervening terrain, except another peak hex. A hill, however, does *not* negate intervening terrain (for example, a unit on a hill hex that is not a peak cannot observe past any woods hex).

Allied aircraft counters may be used for the observation of enemy units that are not adjacent to any Allied unit anywhere on the map. An aircraft marker may be placed at any time during a player's own movement phase anywhere on the map. Thus, the placement hex and all adjacent hexes are considered "observed" regardless of terrain.

### **17.4 Bombardment Markers**

Unlike the standard *Fire & Movement* support fire markers, the bombardment markers in this game have no printed strength value (although there are other normal support fire markers with printed strength values). Instead, one six-sided die is rolled per each assigned bombardment marker (per each targeted hex). Next, the bombardment die roll is modified by the type of terrain in the target hex (and sometimes modified by various special modifiers and rules, such as gas; see 17.6).

### **17.5 Bombardment Resolution**

To resolve a bombardment, roll one die per the Bombardment Table, and applying any applicable modifiers per the Artillery Bombardment Modifiers chart. The net result on the Bombardment Table is the outcome of that bombardment. If the targeted enemy unit is "Hit" by that bombardment, it is then immediately depleted (or eliminated if it was already depleted). Any other result is no effect.

Retreat is never permitted after any bombardment; After any "Hit" result, the targeted unit must suffer a one-step depletion (but never more).

### **17.6 Gas**

During the first game turn (only), the Allied player may choose to use "gas" warfare during his bombardments, which simply applies a -2 die roll bonus (cumulatively) to each bombardment marker's die roll occurring in each targeted hex.

*Note: No friendly fire is possible at this scale, as can occur in other games of the system.*

## 18.0 SPECIAL RULES

### **18.1 The Red Baron**

During each night game turn, the Allied player must eliminate (permanently) one of his aircraft markers from the game.

### **18.2 La Folie Woods**

The Folie Woods were somewhat protected from Allied guns because the reverse slope of Vimy Ridge was inside the arcs of the artillery projectiles once they overflew the top of the ridgeline. Thus, no Allied bombardment or support fire is ever permitted in any La Folie Woods hex (any woods hex within seven hexes of Petit Vimy), although this rule does not apply to woods hexes elsewhere on the map.

### **18.3 Divisional Integrity**

Only units of the same division (identified by a unique color) may ever participate in the same attack upon the same enemy unit. Different units of different divisions may not attack together, although this does not prohibit other units from different divisions conducting a separate attack upon the same enemy unit.

## 19.0 GERMAN DEPLOYMENTS

### **19.1 German Set-up**

The German player must set up all of his units before the Allied player.

The German player may set up all of his units in any hexes east of the Allied trench line, one German unit per hex, but all German units of the 1<sup>st</sup> Bavarian Reserve Division must be set up south of any German units of the 79<sup>th</sup> Reserve Division (and vice versa; all German units of the 79<sup>th</sup> Reserve Division must be set up north of any German units of the 1<sup>st</sup> Bavarian Reserve Division). Similarly, all German units of the 16<sup>th</sup> Bavarian Division must be set up north of any units of the German 79<sup>th</sup> Reserve Division (and vice versa; all German units of the 79<sup>th</sup> Reserve Division must be set up south of any German units of the 16<sup>th</sup> Bavarian Division).

In essence, the German division must be set up with the 16<sup>th</sup> Division to the north, the 79<sup>th</sup> Division in the middle, and the 1<sup>st</sup> Division to the south, in any hexes of the German player's choice, provided that no German unit is set up west of the Allied trench hexside line. Furthermore, no German unit may be set up north of the river hex line.

### **19.2 German Reinforcements**

There are no German reinforcements in this scenario.

## 20.0 ALLIED DEPLOYMENTS

### **20.1 First Player**

The Allied player moves first and holds the initiative throughout.

The game is divided into 11 turns, each representing approximately eight hours.

### **20.2 Allied Set-up**

The Allied player must set up all of his units after the German player.

The Allied player may set up all of his units in any hexes west of the Allied trench line, one Allied unit per hex. No Allied unit may be set up north of the river hex line.

### **20.3 Allied Reinforcements**

There are no Allied reinforcements in this scenario.

#### 21.0 GAME NOTES

##### **21.1 Background**

The Battle of Vimy Ridge was one battle of many during the First World War, and not particularly remarkable in terms of the carnage wrought, but it was significant in terms of burgeoning Canadian identity at a time when Canada was still one of many Commonwealth nations serving under the banner of the ubiquitous British Empire. Some Canadians had been advocating the notion of Canadian independence, or at least more sovereignty from Great Britain, but such a concept had not yet become particularly popular, least of all among the Canadian soldiers themselves, most of whom were British born (only 42% of the Canadian ranks at the Battle of Vimy Ridge were actually born in Canada), and were therefore still English subjects by all propriety. Even the Canadian commander, Agar Adamson, a Canadian by birth, was thoroughly opposed to the idea of Canadian separation from the British Empire.

But, the Canadians, regardless of their genealogy, performed remarkably well during the battle—from their meticulous planning to their courage under fire, and the success of their offensive demonstrated that trench lines could be defeated if enough firepower could be brought to bear. Vimy Ridge had withstood previous assaults by both French and British armies during the previous two years of the war, but it wasn't until 1917 that the Canadians had been assembled there as a distinctly Canadian fighting force, to be tested in combat together. As it went, the outcome of the battle would forge a new pride in Canadian force of arms.

It was nevertheless fortuitous for the Canadians at Vimy Ridge that the Germans had not adopted their new policy of an 'elastic' defense which had proven to be so effective elsewhere along the Western Front. The Germans understood that the ridgeline could not be given up as part of their new elastic defense because of the advantage that the high ground would give the Allies, particularly the advantage of positioning their artillery spotters atop the hills to rain fire down upon the Germans' rear areas. In some respects, the Germans did not regard this as a serious problem because Vimy Ridge had withstood Allied assaults before, and the peaks atop the ridgeline afforded the Germans an excellent defensive position. In some sense, the Germans relied too much on the ridge's natural defensive benefits, and had actually correctly assessed their ability to hold the position; however, the Germans had not foreseen the extraordinary effort that the Allies would exert to seize Vimy Ridge, once and for all.

Most notably, the British had agreed to commit a disproportionate concentration of artillery (over 3,000 guns) to support the Canadians' attack, which included an initial bombardment of gas munitions, and was followed by an exceptionally well-planned and plotted 'creeping barrage'. For their part, the Canadian commanders had constructed an elaborate 'sand table' of the Vimy area, and then practiced the assault repeatedly as a wargame; indeed, the wargame even involved all of the subordinate Canadian officers, each officer being assigned to specific tactical objectives according to a meticulous timetable which was designed to coincide and follow the creeping barrage as it crept methodically up the ridge.

As is so rare in war, the plan worked, and the Canadian infantry were able to make remarkable progress across the first German trench line and up the hill; the German defenders had been blindsided by the well-executed attack and lost most of the ridge on the first day. The surviving German units were compelled to fall back, leaving the ridge to the Allies, though not before inflicting significant losses to the Canadians; by the end of the four day battle, one in five Canadians had been killed, with many more wounded. Inasmuch as the entire assault was a diversion for the larger Allied offensive in France that spring, the German Army realized that it had bigger problems elsewhere along the front line than the loss of Vimy Ridge, and they could not entertain the idea of trying to retake their lost positions. For the Canadians, the victory was a vindication that the Canadian soldier, when properly supplied and supported, could fight on equal terms, and this newfound Canadian pride would foster a strong sense of nationalism during the years to follow, though the ties to mother England would always remain, particularly during the world war to come.

INTEGRATED COMBAT RESULTS TABLE

TERRAIN TYPE	COMBAT DIFFERENTIAL (attacking strength minus defending strength)												
<b>Peak</b>	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10					
<b>Trench hexside, Woods</b>	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10				
<b>Town, Hill, La Folie Farm</b>	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10			
<b>River</b>	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10		
<b>Clear</b>	-5	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10	
<b>DIE ROLL</b>													
1	(A)	A3	A2		Ex	Ex	D2	D2	D2	D3	<b>De</b>	<b>De</b>	
2	(A)	(A)	A3	A2		Ex	Ex	Ex	D2	D2	D3	<b>De</b>	
3	(A)	(A)	(A)	A3	A2		Ex	Ex	Ex	D2	D2	D3	
4	(A)	(A)	(A)	(A)	A3	A2		Ex	Ex	Ex	D2	D2	
5	Ae	(A)	(A)	(A)	(A)	A3	A2		Ex	Ex	Ex	D2	
6	Ae	Ae	(A)	(A)	(A)	(A)	(A)	A1		Ex	Ex	Ex	

**Artillery Bombardment Modifiers (applies to all bombardments occurring in a hex).**

- 2 = Gas attack (cumulative with any of the other modifiers below).
- 1 = Allied aircraft added to bombardment hex (anywhere on the map). No more than one aircraft may be added to any single bombardment hex (cumulative with all other modifiers).
- 1 = An Allied unit is the target of the bombardment.

**Note:** This represents the fact that the Canadian units were—as the attackers—considerably more exposed (not to mention, denser units) as they advanced than were the defending German units.

- 0 = Clear terrain hex.

**Note:** Clear terrain hexes are defined as hexes with no other terrain feature (other than river hexsides) present in those hexes. A "No Man's Land" hex is not considered a clear terrain hex.

- +1 = No Man's Land hex.
- +1 = During any Night game turn (cumulative with any of the other applicable modifiers).
- +2 = Town in hex (not cumulative with any other terrain).
- +2 = Woods terrain in hex (not cumulative with any other terrain in hex).
- +3 = Trench hex (not cumulative with any other terrain).

**Note:** If multiple types of terrain are present in the same hex, the terrain that imposes the highest modifier always applies. For example, if a target hex contains a town and woods, a +2 must apply to the bombarding player's die roll.

**Automatic Hit:** Any roll of "1", regardless of modifiers, is always an automatic "Hit" on the Bombardment Table.

#### WORLD WAR ONE BOMBARDMENT RESULTS TABLE

Die Roll	Result
1	Hit (depletion)
2	Hit (depletion)
3	—
4	—
5	—
6	—

\*A roll of "1" is an automatic hit, regardless of modifiers.

#### CREDITS

**Design & Development:** Eric R. Harvey

**Scenario Design:** David March, Eric R. Harvey & Chris Perello

**Playtesters:** Eric R. Harvey & Chris Perello

**Map Graphics:** Joe Youst

**Counter Graphics:** Larry Hoffman

**Rules Booklet:** Callie Cummins & Lisé Patterson

**Cover Design:** Lisé Patterson

© 2013 Decision Games, Bakersfield, CA. Made & printed in the USA.

[VIMY\_Folio-v2F]