John Gorkowski's RED POPPIES campaigns

Rules of Play

Volume 3: ASSAULT ARTILLERY!

Compass Games

New Directions in Gaming

Game Component List:

2.5 Countersheets
2 Maps
1 Turn Track Record card - single-sided
2 Identical Player Aid Cards - double-sided
1 Rules Booklet
2 Six-sided dice
1 Box and Lid set

Changes from Volume 2

All errata discovered since Volume 1 has been incorporated into the Volume 2 and 3 rules. Where that has been done, the additions/changes are in a slightly lighter shade of black - so they are more GREY than black. Additionally, all errata is printed in section 12 and 13 of this booklet.

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1.0 INTRODUCTION

The Red Poppies Campaigns (RPC) game series simulates brigade-sized engagements from WWI on a tabletop with maps and counters. Each volume in the series covers a different battle with stand alone scenarios and campaign games made up of connected scenarios. RPC is based on and very similar to the original Red Poppies (RP) game. However, RPC rules have been reorganized for clarity and augmented to allow campaign games.

2.0 GAME COMPONENTS

2.1 Counters and Dice

RPC includes numerous square playing pieces called "counters." There are two types: units and markers. Units represent soldiers and their weapons. Markers are pieces used to show conditions that affect units. RPC uses six-sided dice. The term "die roll" means roll one cube and read the dots while the term "dice roll" means roll two cubes and sum the dots.

2.2 Maps

RPC employs 22 X 34 inch maps. Players use the hexagonal grid superimposed on the map to regulate the fire and movement of their pieces across distance and through terrain. Each hexagon (or hex) in the grid spans approximately 200 yards and is identified by a coordinate. In addition to the map, some scenarios will make use of an abstract "off map" space for some activities such as off map artillery. Units may enter a map edge hex only if its hex center dot is visible. Only hexes with visible center dots are in play.

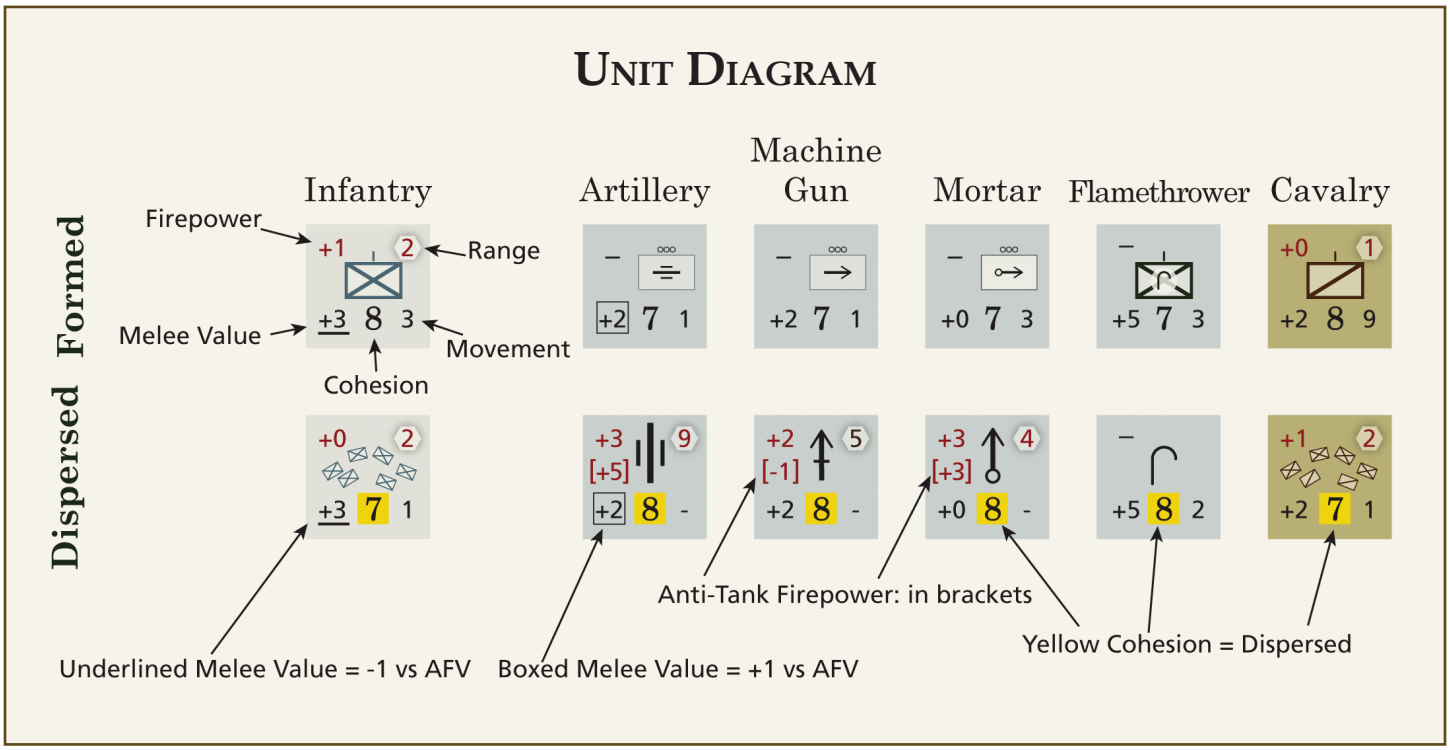
2.3 Rules

After introducing some fundamental concepts, the rules proceed in an order defined by the sequence of play. Parenthetical references sprinkled throughout the text guide readers to related rule sections.

2.4 Off-Map Artillery (OMA) Groups

Off-Map Artillery (OMA) groups are "virtual" units present in the "off map" space. Each OMA group represents a collection of several batteries.

Design Note: *In real life, OMA would sometimes be in the space represented by the map. The supporting batteries/battalions which OMA represents often lined up only two miles (16 hexes) behind the front. So, when no-man's-land is at the center of the map, OMA would actually be on the map edges. However, since scenarios often depict actions near the board edges and OMA could fire from as far back as 24 hexes it's best to consistently abstract it as "off map" even though, technically speaking, those guns are sometimes within the map area.*



3.0 UNIT FUNDAMENTALS

3.1 Nomenclature

3.11 Several ground rules always apply when discussing units as follows. Units are categorized by type including: armored car, artillery, cavalry, flamethrower, infantry, machine gun, mortar, and tank. The unit symbol at the center of the formed side indicates type. "Gun" refers collectively to three different types: artillery, machine guns and mortars. Armored Fighting Vehicle (AFV) refers to both tanks and armored cars. "Identical" refers to units of the same nationality and type with the same values for firepower, range, melee, cohesion, and movement. "Friendly" means your units or side while "enemy" refers to the other side's units or side. Generally speaking, units represent infantry companies, cavalry squadrons, machine gun sections, field gun or mortar platoons, and AFV platoons.

Design Note: *The strength of infantry companies and the distribution of machine guns varied across the war. In 1914, a typical infantry company had a nominal strength of 240 officers and men who could call on two "heavy" machine guns from the battalion (four companies) level. By mid 1916, companies could reach 220 officers and men with as many as 4 light machine guns (chaut-chauts, Lewis guns or Madsens). In the final year of the war, nominal company strength dwindled to about 120 officers and men with at least one light machine gun per platoon. In practice, companies had a "trench strength" equal to about 66% of their nominal strength. So in a 1918 scenario a typical infantry company unit counter starts with about 72 officers and men before it gets hit by enemy fire after which it could dwindle to as few as 36 soldiers before being removed from the game.*

3.12 Units that could conceivably be more than one type, such as horse artillery which could be cavalry or artillery, are treated as different types in different situations as follows. In melee, they are considered to be of the type with the higher melee value. In all other cases, they are considered to be of the type that is least advantageous to the owning player. For example, horse artillery has to make a Cohesion Check (C√) when entering a trench, like cavalry, and cannot dig, again like cavalry. Horse artillery could NOT escape these penalties by asserting its artillery type.

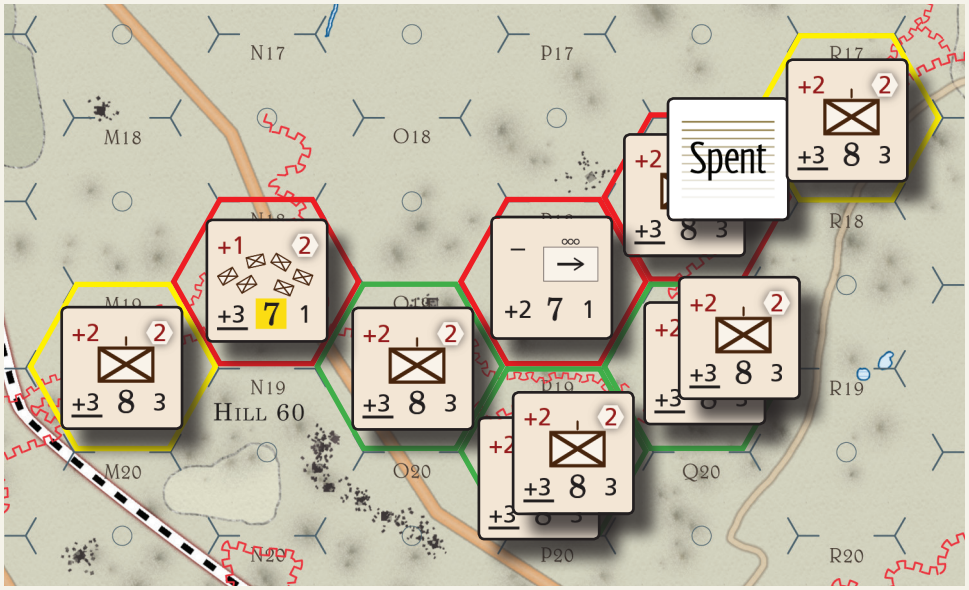
3.2 Formed Vs. Dispersed

Each unit is always either formed or dispersed depending on which side is up. A unit's formed side displays a standard military planning symbol and signals that the unit is formed up in a pseudo-Napoleonic formation such as a skirmish line or column of march or limbered for guns. A unit's dispersed side displays a different icon as well as a yellow box behind its cohesion score and represents the unit when scattered, or deployed for guns.

<u>Units always employ those values on the side which is currently facing up</u>.

Design Note: *Most of the game's infantry units show better values on their formed sides to reflect the tactics of the day. Unfortunately, formed units were also more vulnerable to incoming fire as reflected in the game's circumstance modifiers. By mid war armies began to adopt more flexible tactics that emphasized dispersion, speed, and individual initiative. Thus late war infantry actually perform better when dispersed. Guns are always better when dispersed since their formed side means that they are limbered for movement.*

Example of 3.5 Mass: *In the illustration, the British want to form a "mass" of infantry. Only those encased in green (hexes O19, P19, and Q19) qualify to join the mass. Units encased in red do NOT qualify to join the mass for these reasons: N18 is dispersed, P18 – even though formed – is a different unit type, and Q18 is spent and therefore not ready. Units encased in yellow could have joined IF they were not "disconnected" from the qualifying mass by intervening red-encased units. M19, although of a matching type and formed, cannot join the green-encased mass because the dispersed infantry in N18 "breaks" its link to the mass. Similarly, the infantry in R17 cannot join the green-encased mass because its link is broken by the spent infantry in Q18. Note that since a mass can only span six hexes one of M19 or R17 would have to be excluded from the green-encased mass even IF they did have valid links to it.*



3.3 Ready Vs. Spent

Each unit (whether formed or dispersed) is also always either ready or spent. Ready units are eligible to receive commands. Spent units cannot execute commands. Players can use "spent" markers to indicate which units are spent or, to alleviate counter clutter, agree to rotate spent units a certain degree relative to ready units.

3.4 Stack

Each side may place two non-AFV units and two AFV units per hex. Friendly units together in the same hex constitute a "stack." Units of opposing sides can occupy the same hex. So, a single hex could conceivably hold a total of eight units, four from each side, two non-AFV and two AFV per side. Any number of markers can occupy a hex.

3.5 Mass

Massing facilitates command and control. In RPC, a "mass" consists of identical, formed, ready units each of which is adjacent to at least one other unit in that same mass – an uninterrupted chain. Units that are dispersed, spent, or not identical that happen to be among a mass of qualifying units cannot join that mass and must receive orders separately. A mass can include up to 12 units in up to six hexes, but no more.

Design Note: *Mass is the game's generic term for "higher echelon unit." A mass could represent a reduced battalion of two units, a full battalion of four units, a regiment of 12 units, etc.*

3.6 Blob

If scenario special rules indicate that forces are using "infiltration tactics" then those forces, and only those forces, can activate in a "blob." A blob can include up to four dispersed, ready units with any mix of types with each unit adjacent to at least one other unit in the same blob. As with a mass, unqualified units cannot join a blob, but their presence does not necessarily prevent its creation by other nearby units that do qualify.

Design Note: *As the war progressed, combatants experimented with more flexible forms of command and control. Famous examples include Germany's Stosstruppen, Italy's Arditi, and the Russians under Brusilov. Early British experiments referred to "blobs" of troops so I've borrowed that term here since it recaptures the not-yet-established feel of new tactics still under development.*

3.7 Cohesion Check (C√)

3.71 Cohesion measures a unit's discipline. When targeted by enemy fire, moving into difficult terrain, moving at night, or moving through enemy trenches, units must roll Cohesion Checks (C√).

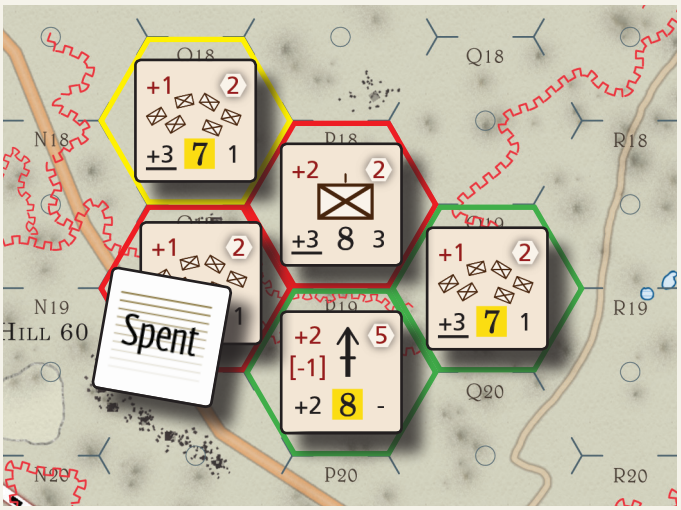
3.72 To conduct a C√, roll two six-sided dice, sum them normally, and apply the relevant modifiers. Positive modifiers threaten cohesion while negative modifiers preserve cohesion. If the final, modified dice roll result exceeds (is greater than) the target's cohesion score the target is dispersed (flipped to its dispersed side) and marked spent; otherwise there is no effect. Units suffer no added penalty if already dispersed and/or spent when they fail a C√.

3.73 Final C√ results equal to or greater than 11 can be deadly. For C√ caused by any form of fire or melee, a final result of 11 or more destroys the target unit. However, move-induced C√s never destroy units, even on rolls of 11 or more.

3.8 Rally

Whenever a formed unit moves into a hex containing a friendly, ready, dispersed unit that dispersed unit may (at the owning player's option) immediately conduct a rally C√. To do so, pause but do not end, the activation of the moving unit which triggered the rally opportunity. The rally C√ itself does not consume any movement points and does not require a command. There is no penalty for failing a rally C√. Passing a rally C√, however, immediately flips the dispersed unit to its formed side and spends it. In either case, the moving unit would then face any reaction fire triggered by its move and could – assuming it survives and has movement points remaining – continue moving.

Design Note: *This was a key motivator for attacking in waves. During the war, most military thinkers believed that subsequent waves would rally the stragglers of previous waves.*



Example of 3.6 Blob: *In the illustration the British want to form a "blob." Only those units encased in green (hexes P19 and Q19) can join the blob. O19 cannot join since it is spent. P18 cannot join since it is formed. Although otherwise qualified, O18 cannot join since it is NOT adjacent to at least one other unit in the blob.*

3.9 Control

Units gain "control" of a hex when their side is the sole occupant of that hex. There is no requirement for units to remain in a hex to maintain control, but by vacating it they leave it open to enemy entry which might then cause control to change. At the start of a scenario, a side controls all the hexes in its set up area(s). Control sometimes determines victory.

4.0 LINE OF SIGHT (LOS)

4.1 Line of Sight (LOS) determines which units on the map can see each other. A LOS is defined by a straight line (a length of thread) from the center point of an observing unit's hex (the observer) to the center point of a target hex or vertex (the target). Line of sight is reciprocal; if an observer can see a target then the target can also see the observer.

4.2 An observer can only see a target if the LOS between them is unblocked. A LOS could be blocked by a variety of obstacles (8.0) including: elevation contour lines, woods with green center dots, villages, a second hex of concealment terrain, and sometimes friendly units. These obstacles only block LOS when they are located in a hex BETWEEN the observer's hex and the target hex (obstacles in the observer's hex or the target's hex never block LOS between them) and the other conditions of 4.4 through 4.8 apply.

4.3 Each hex on the map contains at least one distinct elevation level (8.4) defined by colour and an associated number from 0 (ground level) upwards with greater numbers representing higher elevation levels (hills) than lesser numbers. These elevation levels are separated by elevation contour lines; the lines where two colors meet. For example on the Ypres maps the hex center dots of the following hexes exist at the indicated levels: B12 at level 0, C13 at level 1, J17 at level 2, and N19 at level 3.

4.4 When observer and target are on the same elevation level then obstacles may block LOS as follows.

4.41 Villages block any same-level LOS through any part of their hex and are therefore referred to as "full hex" obstacles. However, if the LOS passes along a hex side of a village, or any other full hex obstacle, it is NOT blocked unless there is another obstacle in an adjacent hex sharing that same hex side.

4.42 All other obstacles, including elevation contour lines, block LOS between same-level observers and targets only if that LOS is traced through the artwork for that feature on the map. In other words, it's the depiction of the qualifying obstacle on the map (the artwork) that blocks LOS, not the full hex. If the LOS is traced through the hex and it does not cross the obstacle, then that LOS not blocked.

4.43 Elevation contours for a height greater than the observer and the target located in a hex between them always blocks LOS between a same-level observer and target. For example, the LOS between an observer and target both on level 1 is blocked if it intersects a level 2 or higher contour line in a hex between them. However, contour lines for levels of a height equal to or less than the observer and target never block same-level LOS between them. For example, units at level 1 can see each other across any number of intervening level 1 or level 0 hexes.

4.5 When observer and target are at different elevation levels LOS is more complex since the LOS may pass over an obstacle and thereby avoid getting blocked.

4.51 An observer or target in a hex with more than one elevation level (and contour line) is always considered to be at the highest elevation level available in that hex even if the hex center dot used to trace LOS is at a different level. For example, units in hex I17 of a Ypres map are considered to be at level 2 (not level 1) when tracing LOS as either observer or target!

4.52 When the observer and target are at different elevation levels, a LOS which bisects a contour line that is higher than both, or a contour line which is equal to the elevation level of the higher of the two, in a hex between them, is blocked. A unit's LOS is never blocked by a contour line in its own hex.

Note: *This creates a plateau effect in which only units on hexes with a contour line can see down, and be seen by units at lower level. Units in a hex without a contour line can see across and up (to a higher contour line), but cannot see down. In other words, you need to be on the edge of the hill to see down below.*

4.53 When the observer and target are at different levels then intermediate obstacles such as village and woods with green center dots on elevation levels between them block LOS if and only if those obstacles are on an elevation that is within one level of the observer or target's elevation level. As with same-level LOS, villages are full hex obstacles and all other obstacles block LOS across their artwork. For example, an observer in a hex with a level 3 contour line could see down to a target on level 1 several hexes away unless a hex located between them contained an obstacle on level 2 along the LOS.

4.6 For purposes of infantry and cavalry fire attacks (6.5), friendly units block LOS as if they were full hex obstacles, unless those units are in trenches or pillboxes.

4.7 Airplanes and balloons never need check LOS; they can see every hex on the map.

4.8 Concealment includes: creeping barrage, darkness (night), precipitation, smoke, wheat fields, and woods which lack green center dots. Wheat fields and woods which lack a green center dots are defined by their artwork, so an LOS must cross that artwork to be affected. All other concealment is "full hex" and therefore inhibits LOS through the entire hex. Additionally, creeping barrage, darkness (night), precipitation, and smoke are considered to rise to every level in their hex.

4.81 A viewer can trace LOS THROUGH one hex of concealment but doing so affords the target on the other side of that hex a favourable modifier to any fire-induced C√. Note that unlike "cover," concealment does not benefit a target in the same hex as the feature; rather the feature must be in a hex located BETWEEN the firer and target.

4.82 A LOS is blocked by the second hex of concealment it intersects. So an observer can see through one hex of concealment and into a second, but no further. Note that this effectively limits LOS to a total range of two hexes at night.

4.9 Line of Sight (LOS) Examples

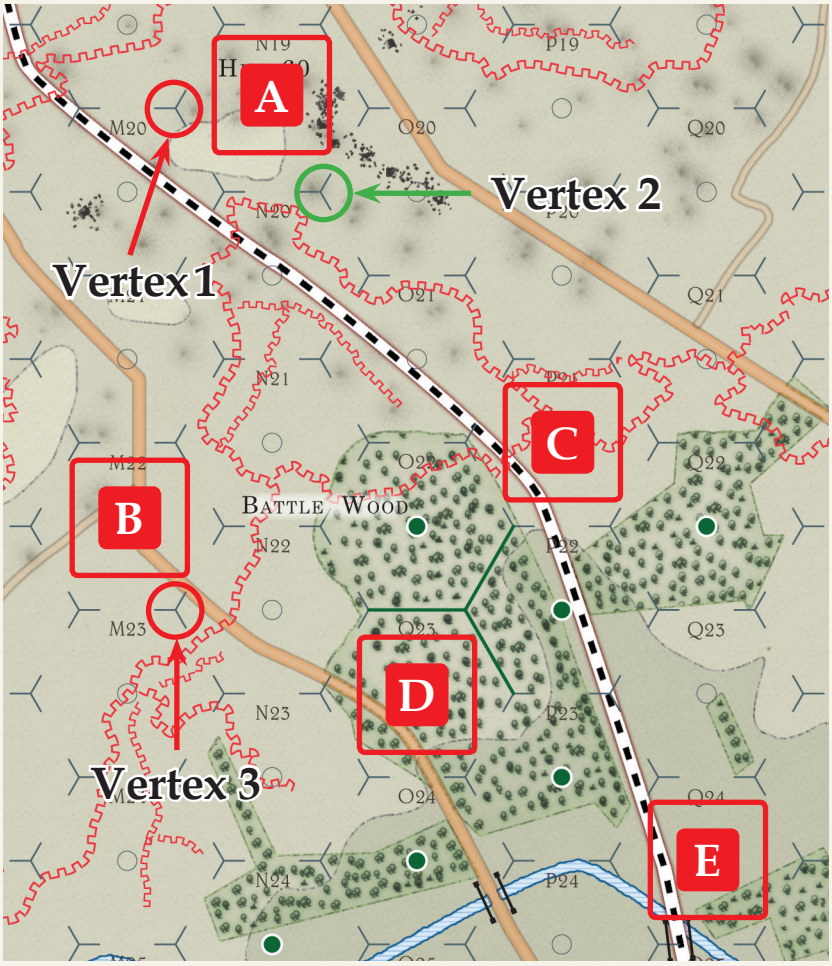
4.91 Standard hex-center-dot to hex-center-dot LOS.

Unit A on the level 3 hill in hex N19 can see B, and C, but not D and E. Even though A is at level 3 he cannot see D (on level 2) because the green center dot woods in 022 (on level 2) block the LOS per rule 4.53. A's LOS to E is in fact blocked by the sliver of woods in the north west corner of hex P22 that exists atop the level 2 hill mass. But note that the woods from hex 022 which spill over the O22/P21 hex side are not an obstacle since there is no green dot in P21.

Unit B (at level 2) cannot see unit C (also at level 2) since the LOS between them passes through green dot woods (Battle Wood) in hex 022 per rule 4.42.

Unit C (at level 2 in hex P21) cannot see unit E (at level 1) for two reasons. First, the woods in P22 block the LOS. Second, even if there were no woods, since C is not in a crest line hex he cannot see down to lower levels. That is, the sliver of level 2 ground in hex P22 blocks C's LOS to E per rule 4.52.

Unit D (at level 2) cannot see unit C (also at level 2) because the LOS passes directly along the O22/P22 hex side which contains green dot woods at the viewer and target's level per rule 4.42.



4.92 Off Map Artillery (OMA) center-dot to vertex LOS.

Tracing LOS for Off Map Artillery (OMA) requires that the observer trace LOS to a vertex (where three hexes meet) rather than to a hex center dot. Always consider that vertex to be a part of the hex which is furthest from the observer. Therefore, an obstacle in a closer hex of that three hex cluster could block LOS traced by an observer.

C's LOS to vertex 1 is blocked by Hill 60 while his LOS to vertex 3 is blocked by Battle Wood. However, his LOS to vertex 2 is clear; he can see vertex 2.

5.0 SEQUENCE OF PLAY

RPC is played in a series of game turns, each simulating about 10 minutes of real time, which are divided into three interactive phases:

1) Initiative;
2) Command Couplets;
3) Administration.

5.1 Initiative

5.11 As the first act of a game turn, each side rolls one die for initiative. Compare the respective results. The higher number wins the initiative for that turn. The difference between the initiative dice roll results represents the number of Command Couplets (CC) for that turn. If both players roll the same number then the difference is assumed to be three and the Central Powers have the initiative.

5.12 Certain conditions will modify the usual number of CC; they are cumulative. At night, reduce the number of CC by one to a minimum of 0. However, if this night time reduction yields 0 command couplets in a given turn then do not apply that reduction in the immediately following turn. In this way, there will never be two consecutive turns of 0 CC. If scenario/campaign notes indicate that at least one side is using infiltration tactics then increase the number of CC by one.

5.13 Once initiative and the number of CC are determined place markers on the record track as follows. Place the appropriate control marker (British or German) in the initiative box to show which side has the initiative for that turn, or just position the turn marker with their side up for the current turn. Place the command couplets marker on the corresponding number of the records track; flip it as necessary to show whose couplet half is in progress.

5.2 Command Couplets (CC)

5.21 During each command couplet, each player has an opportunity to issue one command to his ready (3.3) unit(s) during his half of the couplet. In this way, players alternate issuing commands, or passing on them, one at a time with the player who won the initiative issuing, or passing on, the first command in each couplet.

5.22 Issuing a command activates a ready (3.3) unit (3.0), stack (3.4), or mass (3.5) to perform one action per unit so activated. The player who is currently issuing a command to activate unit(s) is the "actor" and the other is the "reactor." This status flips in the second half of the couplet.

5.23 Track the progress of couplets on the records track by positioning the CC marker with the acting side up, and then flip it when the sides switch and finally move it to the next lower number after both sides have issued, or passed on, one command during their respective halves of the given couplet.

5.24 When the CC marker reaches 0 there are no more CC available that turn so neither player can issue any more commands and play passes to the administration phase.

5.3 Administration

Remove all: spent, fire for effect, and smoke markers. Flip all shovels to their scrape sides. Assume all movement scores revert to their printed amounts. Move the turn marker to the next turn on the records track. During the last turn of the scenario, remove all gas markers.

6.0 COMMANDS

6.01 During his half of a command couplet, a player can issue a single command to activate his units in any one of the following five configurations:

a) Any single ready unit;
b) OR a stack of any two ready units;
c) OR a contiguous mass (3.5) of up to 12 identical, formed, ready units in up to 6 hexes;
d) OR any single, ready OMA group;
e) OR, if infiltration tactics apply per scenario special rule, a blob (3.6) of up to four dispersed, ready units of any types each adjacent to at least one other unit in the blob.

6.02 If a player has one or more primed (7.222) Off-Map Artillery (OMA) groups (those with their cross hairs and hourglasses both on the map) when he issues a command other than "Cancel OMA," he must pause action on that command and conduct a regular Signal Success (7.23) (SS) dice rolls for those primed OMA groups. That means OMA fire is triggered by commands issued for other purposes and temporarily interrupts those commands while it is resolved. After resolving regular SS rolls and any Fire for Effects (FFE) they may (or may not) trigger the owning player proceeds with the activation he previously declared.

6.03 Units that receive a command are activated and can act. Activated units are not required to perform an action nor are all units that receive a single command required to perform the same action. Units can perform one of six possible actions: call OMA, cancel OMA, deploy, dig, fire or move. Use standby markers as necessary to remind the acting player of which units in a mass he has activated but not yet employed.

6.04 When acting units fire or move, reacting units which are ready may be able to respond with reaction fire. Reaction fire is an action that does NOT require a command, but still spends the (reacting) shooter.

6.05 With one exception, units are marked spent immediately after performing an action. The exception, explained later, is for machine guns when firing reaction fire at moving targets. So units that deploy, dig, fire or move, as well as OMA that is called or canceled are all marked "spent" after they complete their action or before then if stopped by hostile fire/difficult terrain.

6.1 Call OMA

During his half of a command couplet, the acting player can issue his one command point to call (7.22) a single, ready OMA group. He then places that group's cross hair on the map and its hour glass on the records track a number of turns in the future equal to the relevant relay delay. Always place cross hairs on a vertex - the point where three hexes meet – which is within an observer's LOS. An observer is the unit or hex, as determined by the mode of transmission, from which the player placing the cross hair traces his LOS for the OMA group in question. Different OMA groups can have different observers. Calling OMA never spends the observer; it does spend the OMA group.

6.2 Cancel OMA

A player can try to cancel (7.22) a primed, ready OMA group when he is the actor by issuing a command point for that purpose and then making a cancellation SS dice roll (7.23) for that group. A cancel OMA command never triggers SS rolls for other primed OMA groups (6.02) it only applies to the one group targeted for cancellation. A failed attempt to cancel OMA does NOT spend the OMA group unless it failed with an 11 or more and thereby became an accidental Fire for Effect.

6.3 Deploy

Initially, a player may set up his units in either deployment (formed or dispersed) at no penalty or cost unless a scenario/campaign note specifies otherwise. Once play begins, ready units can voluntarily change deployment by flipping in response to a deploy command which immediately spends them.

6.4 Dig

6.41 Any ready gun and/or infantry unit can declare digging. Digging spends a unit and places a shovel on top of it. During the administration phase, a unit that dug can do any one of these three things with its shovel counter:

a) Flip it over to its scrape side;
b) OR replace it with a bomb stop;
c) OR remove it along with one adjacent bomb stop.

6.42 However, a bomb stop cannot be removed if it points to hex side of an adjacent hex that contains an enemy unit. So if opposing forces are straddling a bomb-stopped hex side then neither can use digging to remove that bomb stop.

6.5 Fire

6.51 A ready unit which is on the map can declare an area fire or anti-tank attack at any one hex within range and line of sight. When firing, infantry and cavalry units cannot trace their LOS (4.0) through a hex occupied by a friendly unit; it can however be traced out of or into such hexes. Units always fire one-at-a-time and cannot combine or sum their firepower or anti-tank firepower values. Units in a hex with enemy units cannot fire out of that hex; however, except for mortars, units can fire at enemy units within their own hex and such fire does NOT affect the shooting unit.

6.52 All units have a range number. They can fire up to, but not beyond, that number of hexes. Count the number of hexes along a LOS to determine the range to a given target. Do not include the firing hex in the calculation, do include the target hex.

6.53 Area fire targets all non-AFV units in the target hex. Each affected unit must immediately conduct a C√ modified by adding the shooters firepower score and applying circumstance modifiers as listed on the reference card. Apply only one modifier per circumstance category: deployment, movement, range, terrain, and visibility. If more than one modifier per category is applicable, the target selects which one to use.

6.54 Anti-tank fire targets one AFV in the target hex. The affected unit must immediately conduct a C√ modified by adding the shooter's anti-tank score and applying circumstance modifiers as listed on the reference card. Apply only one modifier per circumstance category: deployment, movement, range, terrain, and visibility. If more than one modifier per category is applicable, the target selects which one to use.

6.55 Fire can trigger reaction fire.

6.56 Units are marked spent immediately after they fire unless they are machine guns conducting reaction fire against a moving target (6.75).

6.6 Move

6.61 Ready units move one-at-a-time or in stacks by tracing a path of connected hexes one at a time. Movement points are spent one at a time; and each movement point spent can trigger reaction fire. A moving unit cannot combine two separate costs into a single expenditure. Stacks can spend movement points from each unit in unison as they move together. And, a lone moving unit could "pick up" another not-yet-moved unit engaged in the same activation when both occupy the same hex so that the pair could start moving together as a stack from their rendezvous point. In that case, the picked-up unit is assumed to have already spent the same number of movement points as the previously moved unit. If two stacked, moving units undergo a C√ and one fails while the other passes, the one that passes can

continue moving. In running tally fashion, subtract each point spent from a unit's movement point allowance as it goes. When a unit's running tally reaches 0 it can move no further this turn.

6.62 A moving unit/stack always has four options, each of which costs one movement point: 1) enter a new hex for one movement point, or 2) go IN a blockhouse or trench in its current hex for one movement point, or 3) initiate a melee in its current hex for one movement point, or 4) go IN a trench in its current hex and initiate a melee there.

6.63 The presence of other units can affect movement. A moving unit cannot violate stacking limits (3.4) even temporarily while just passing through a hex. Moving units can enter enemy occupied hexes at no additional movement point cost, but cannot leave hexes that contain enemy units.

6.64 Roads enhance movement. A unit that travels only across connecting road hex sides during its move earns one bonus movement point that can be used to move one more hex along that road that turn and for no other purpose.

6.65 A unit that declares a move is considered to be "moving" until at least one of the following happens:

a) It fails a C√;
b) It completes a melee;
c) The owning player moves a different unit which occupies a hex other than the one currently occupied by the previously moved unit; (i.e. he switches his attention to a new hex)
d) The other player becomes the actor.

Note that this stipulation applies even if a unit is stopped by terrain. For example, a unit that crosses a stream (8.7) or wire (8.34) is immediately spent, and for wire dispersed, but it is still considered "moving" when shot at until one of the above conditions applies. When a unit's move is complete, mark it spent.

6.66 Lost

6.661 Under certain conditions, a moving unit may have to make a C√ to avoid getting lost. Units moving across a hex side spanned by a road, following the road, never need to make lost C√. Otherwise, the following circumstances require that a unit immediately make a "lost" C√:

a) Crossing a green bar hex side in woods (entering an interior woods hex);
b) Going IN to an enemy trench hex from IN an adjacent, connecting enemy trench hex;
c) Entering any hex, except via a connecting road or friendly trench, at night.

6.662 Trench status is determined by who could have set up there at the start of the current scenario, regardless of who currently controls the trench. If the enemy could have set up there, then the trench is enemy; otherwise the trench is friendly.

6.663 A unit never makes more than one lost cohesion check per turn regardless of how many circumstances apply. Just check once per turn the first time any of the circumstances apply. Lost cohesion checks do NOT destroy units on a result of 11+.

6.67 Melee

6.671 A moving, ready unit and/or stack in an enemy occupied hex can elect to spend one movement point to initiate melee. Note that units spent by reaction fire while entering a hex and/or those that crossed stream/wire (8.7, 8.34) to enter a hex cannot spend an additional point to initiative melee that same turn since they are spent. A unit moving IN to a trench could use that same, single movement point expenditure to also trigger melee (6.62). Units that begin their turn in an enemy hex can declare melee and then just spend one movement point in their own hex to start the melee.

6.672 Each acting unit that spends a movement point to initiate melee in a given hex can participate. Units of the acting side that are in that hex but do not spend a movement point cannot participate in the ensuing melee. For the acting side, a movement point is the price of admission.

6.673 In contrast, <u>all of the reactor's units must participate, even those that are already spent</u>. This is an exception to the usual prohibition against employing spent units. In melee, the reactor's units always participate even if already spent and therefore not ready.

6.674 Once the participants are determined, the actor and reactor must allocate their attacks in that order. Each unit may make one attack against one enemy unit. Multiple units can attack the same target. However, a single unit cannot designate more than one target. After the actor has allocated his attacks, the reactor allocates his.

6.675 Melee is simultaneous. All results are determined before any are implemented and all results are implemented regardless of what happens to either side, i.e. mutual destruction is possible. To resolve melee, each player rolls a C√ for each of his participating units modified as follows:

a) Add the melee values (MV) of all units attacking the subject unit.
b) If the scenario notes indicate that a side is using infiltration tactics then the MV for each of that side's units is doubled on game turn 1 (only).
c) Subtract one from a unit's C√ roll if the subject unit benefits from hallowed ground.

6.676 Units that lack an anti-tank firepower value CAN attack armored fighting vehicles in melee with their applicable MV.

6.677 Boxes and underscores modify the affected MV value as follows. Units with an underlined MV reduce that MV by one when attacking an armored fighting vehicle. Units with their MV in a box increase that MV by one when attacking an armored fighting vehicle.

6.678 After participating in melee, mark units spent. Units that survive melee persist in the same hex and can engage in other activities within their hex as usual in subsequent turns. However, neither side can fire out of or leave a hex that contains enemy units. For example, enemy units that both survived melee could conduct fire attacks at each other or spend a movement point to initiate melee again in a subsequent game turn.

6.679 If a player rolls doubles on at least one of his C√ in a melee then he hallows that ground for his side. If both sides roll doubles, then the actor gets the hallowed ground. After the current melee concludes, place a hallowed ground marker in the hex with the appropriate side up. From that point forward, all units of the indicated side get a -1 bonus to C√ made for any reason when in or adjacent to the marked hex. Hallowed ground can only be created once per scenario or day in a campaign game. Hence, only one side can generate hallowed ground in a given scenario or day.

6.7 Reaction Fire

6.71 The reacting player can react to the acting player's fires and/or moves with reaction fire. Reaction fire allows out-of-sequence area fire and anti-tank fire (6.5) without having to spend a command. Any of the reactor's ready units – except mortars – can perform reaction fire at acting units which fire at them and/or at acting units which move within their range and LOS. Reacting units do not need to receive a command to perform reaction fire. Instead, ready, reacting units simply declare reaction fire in response to an enemy movement point expenditure or a fire attack. Mortars cannot perform reaction fire.

6.72 Moving units should momentarily pause after each movement point expenditure to allow the reactor time to consider a reaction fire shot. A reaction fire shot is actually executed after the movement point that triggered it is spent and all consequences of that expenditure are implemented. For example, imagine a unit moving from an "old" hex into a "new" hex that contains a trench. When the unit pays one movement point to enter the new hex, the reactor's units could fire at it in the new hex, not in the old hex, but the trench terrain modifier would not apply to the resulting C√. If the target passes its C√, it could pay another point to enter the trench at which time it would instantly acquire the protection of the trench against fire. Similarly, if a unit spends a movement point to initiate melee and a shot is declared based on that expenditure then finish the melee before executing the reaction fire. Note, the melee could kill and or spend a would-be reaction firing unit and thereby negate the reaction fire attack before it can actually take place.

6.73 Each of the reactor's units can only fire once per movement point expended by a moving target, but any number of the reactor's units can fire at the same target for each movement point it spends. Since area fire affects an entire hex, it is possible for a unit firing at a "moving" target to also affect a stationary unit that happens to be in the same hex.

6.74 When the actor's units fire at a target hex, any of the reactor's ready units in that target hex (only) can use reaction fire to shoot back simultaneously at their attackers. Simultaneous firefights triggered by reaction fire require that both opposing shots are resolved and then implemented at the same time; mutual destruction is possible.

6.75 With the exception of machine guns firing at moving units, units which perform reaction fire are spent after completing that fire. Machine guns (only) conducting reaction fire (only) against a hex containing at least one moving target unit are not spent unless a C√ rolled by a moving target unit in that hex at that time is doubles. Machine guns must wait for a target to spend another movement point before shooting it again.

6.8 Transport

6.81 Some scenarios will include "transport" in their order of battle. Transport comes in groups and is defined as mule, wagon or truck. For example "3 mules," means the indicated side has three groups of mules. Transport is not a "unit," is not represented by a counter, and has no effect on stacking. Players should use the transport markers to track transport usage on the records track.

6.82 When any unit moves, if it meets the necessary preconditions, it can declare that it is using transport for that move. To use transport, a unit must already be formed, employ a move command, and begin its move in a hex which that transport could enter. A unit using transport cannot move into an enemy occupied hex or a gas hex.

6.83 One transport group can transport one unit per turn. A unit can use only one transport group per turn and cannot mix "normal" movement with transport; it's one or the other. Different units can use the same transport group on different turns. There's no need to track a transport group's location, instead one must track usage per turn on the records track.

6.84 Transport enhances a unit's movement score, but may have terrain limitations as follows. Mules increase a unit's movement score to 2 and can enter any terrain. Wagons increase a unit's movement score to 3 and can enter any terrain except crater. Trucks increase a unit's movement

score to 15, but can only be used along roads. Mules and wagons can each gain the usual one movement point road bonus; but it's already factored into the truck movement score.

6.85 If a moving unit using transport fails a C√ induced by reaction fire then, in addition to all the usual consequences, that unit's side losses that transport group for the remainder of the scenario. In a campaign game, that group would return for use at the start of the next scenario.

6.9 Order of Operations

Moving (spending a movement point) can induce several consequences. When more than one consequence applies resolve them in the following order: 1) rally, 2) lost, 3) melee, and then 4) reaction fire.

7.0 OFF-MAP ARTILLERY (OMA)

Scenarios define which sort of OMA is available and when. OMA will be listed as a number of groups each with a given firepower and mode. For example "three groups at +3 each in phone mode" means the designated player has three groups of OMA each with a fire power of +3 controlled by phone communications. For game purposes, OMA groups have infinite range.

Design Note: *OMA firepower is derived by assigning one point for every 25mm of barrel width up to 100mm and then one point for every 50mm of width after that. Round fractions up. Subtract one from this total if the guns in question were manufactured before 1897 – they are not quick firing artillery. Also, the game assumes that about 1/3rd of all guns are somehow involved, as shooters or targets, in counter battery fire at any given time and reflects that by reducing the amount of OMA available to each player. We could detail counter battery fire, but that would require several more pages of rules – perhaps in a future expansion?*

7.1 Preliminary Bombardment (PB)

7.11 Preliminary bombardment (PB) is a type of massed OMA attack conducted after all units are set up but before game turn 1 begins, or as part of a creeping barrage in later game turns (7.4). A scenario will list any PB, define the type, pulverizing or paralyzing, and specify target hexes. If the order of battle fails to define target hexes then players should assume that all hexes in the enemy set up area are targeted.

7.12 Resolve PB as follows.

1. All units in the affected area not in a village hex or IN a blockhouse or trench are eliminated.
2. All other units in the affected area are dispersed.
3. Proceed according to bombardment type.

a) Pulverizing:

Roll one die for each dispersed unit, on a 6 that unit is eliminated (removed from play).

Place 2 wire breaches, one by the targeted player (mandatory) and one by the firing player.

b) Paralyzing

Roll one die for each dispersed unit, on a 2 or more that unit is spent.

Place 3 wire breaches, all by the firing player.

7.13 Immediately after conducting a pre-game-turn-1 PB, the firing player must place six scrape counters in any hexes of No Man's Land and/or the enemy set up area. These scrapes represent craters created by that bombardment's shell fire. Do NOT place scrapes after the paralyzing PB of a creeping barrage (7.4).

7.14 A PB will alter Signal Success (SS) numbers for Modes of Transmission (MOT) (7.21) for the duration of the current scenario.

7.2 The Standard OMA Process

7.21 Modes of Transmission (MOT)

The Mode of Transmission (MOT) employed by an OMA group determines the Signal Success (SS) number, Relay Delay (RD), and how to trace LOS for that OMA group. MOT describes the medium through which information is relayed from the observer to the guns. Signal Success (SS) summarizes the effectiveness of that MOT for communication under battlefield conditions. SS varies depending on whether or not either player fired a preliminary bombardment. Most MOTs deteriorate in the wake of a preliminary bombardment as indicated by the lower SS numbers under the PB column. RD accounts for the speed of a given MOT. This number of game turns must pass before a player can make a SS roll for a given group's cross hair. RD 0 forces a SS roll immediately after the owning player issues his next command – not the one that placed the cross hair.

MOT Table

Mode of Transmission (MOT)	Singal Success (SS)		Relay Delay (RD)
	No PB	PB Fired	
Aircraft	7	6	1
Flare	7	5	0
Runner	6	4	3/6
Telephone	9/7	0	1
Trench Set	8	8	1

Aircraft: OMA groups in aircraft mode are assumed to have aircraft observers that have LOS to every vertex on the map.

Flare: OMA groups with flare mode can only fire at pre-registered vertices. Any friendly infantry unit can function as an observer.

Runner: OMA groups can declare the use of runner mode at any time in any scenario/campaign. Any friendly infantry unit can function as an observer. The relay delay for runner is 6 if either side fired a preliminary bombardment, otherwise it is 3.

Telephone: Any friendly infantry unit can function as an observer. If either player has a trench on the map then the NoPB signal success number is 9, otherwise it is 7.

Trench Set: Only one infantry unit designated by the owning player can function as an observer for the entire scenario for all OMA groups in trench set (radio) mode. The designated observer cannot leave its set up hex.

Design Note: *RPC illustrates the disconnect between tactical fire support and front line troops in WWI. Notice how a preliminary bombardment lowers most signal success numbers since it cuts telephone wires – even those buried six feet deep – and craters the landscape making running more difficult, hence the longer relay delay. The incessant "drizzle" of shellfire on rear area positions that follows each preliminary bombardment also keeps those signal success numbers down. The solution to all of this is radio communication which appeared on the battlefield at the end of WWI, but was immobile in the form of refrigerator-sized "trench sets."*

7.22 Calling or Canceling OMA

7.221 OMA begins with a call OMA command (6.1). After placing a cross hair on the map, the player places the corresponding hour glass on the records track a number of turns in the future equal to the corresponding group's RD number as defined by its MOT. A particular OMA group can never have more than one cross hair or fire for effect on the map any one time.

7.222 Once the turn marker lands in a box containing an OMA hourglass (after a number of turns equal to the relay delay for that group) said OMA is "primed." Groups with RD 0 (flares) are primed in the very same turn they place their cross hair. Other groups are primed when the turn marker on the records track enters the turn with their hourglass.

7.223 When an OMA group is primed, the owning player must move the relevant hourglass from the records track and stack it with its corresponding cross hair on the map. A primed OMA group will interrupt the usual command process (6.02) with a SS dice roll each time the owning player issues any order other than cancel OMA.

7.224 Alternatively, once an OMA group is primed (but not before then) the owning player may attempt to cancel (6.2) that group so that it does not Fire for Effect (FFE).

7.23 Signal Success (SS) Dice Rolls

Conduct SS dice roll by rolling and summing two dice normally. If the final result is less than or equal to the corresponding group's SS number, then that OMA group will either Fire for Effect (FFE) or cancel according to the order at hand. If a regular SS roll exceeds the signal success number, then the cross hair remains in place and that OMA group makes no attack at this time unless that roll was an 11 or higher while attempting a cancellation which will trigger an immediate (unintended) Fire for Effect (FFE). Per rule 6.02, SS rolls are repeated for primed OMA with each command until they succeed.

7.24 Fire for Effect (FFE)

7.241 Fire for Effect (FFE) occurs when a primed OMA group actually fires at its target as a result of a successful SS roll. FFE attacks employ area fire dice modifiers for: deployment, movement and terrain, but not for range or visibility! Even though FFE uses area fire modifiers, it affects all units in its target hex, even multiple armored fighting vehicles. Note that this FFE never requires a command since it followed from a successful SS roll that was triggered by some other command.

7.242 Begin implementing an FFE by flipping a cross hair to its FFE side. To determine where the FFE actually impacts, roll one accuracy die modified as follows.

-1 If shooting side controls a hex at the highest elevation available on the map.

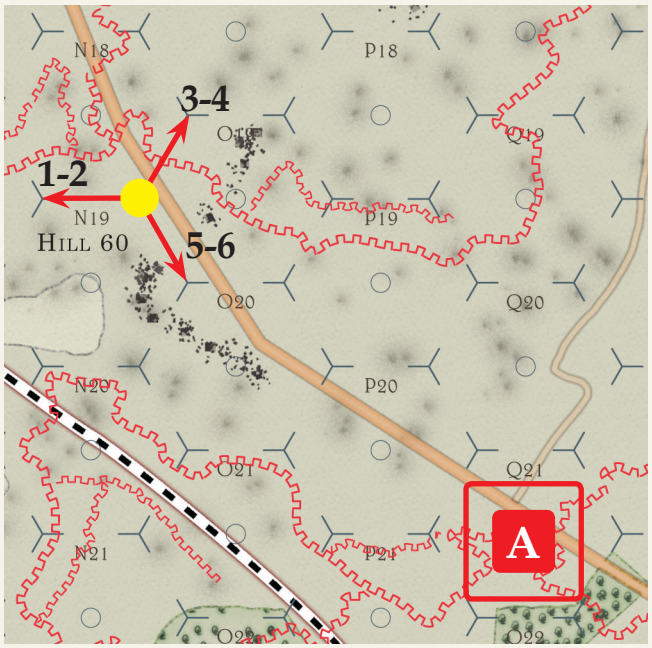
-1 If firing at a preregistered vertex or a vertex previously hit by the same group.

On a final, modified die roll of 2 or less the FFE impacts the intended vertex, where it was a cross hair. On a final, modified roll of "3" or more, the FFE strays.

7.243 A stray FFE will move to the very next vertex along one of the three spines that lead into the vertex originally marked with a cross hair. To determine along which spine

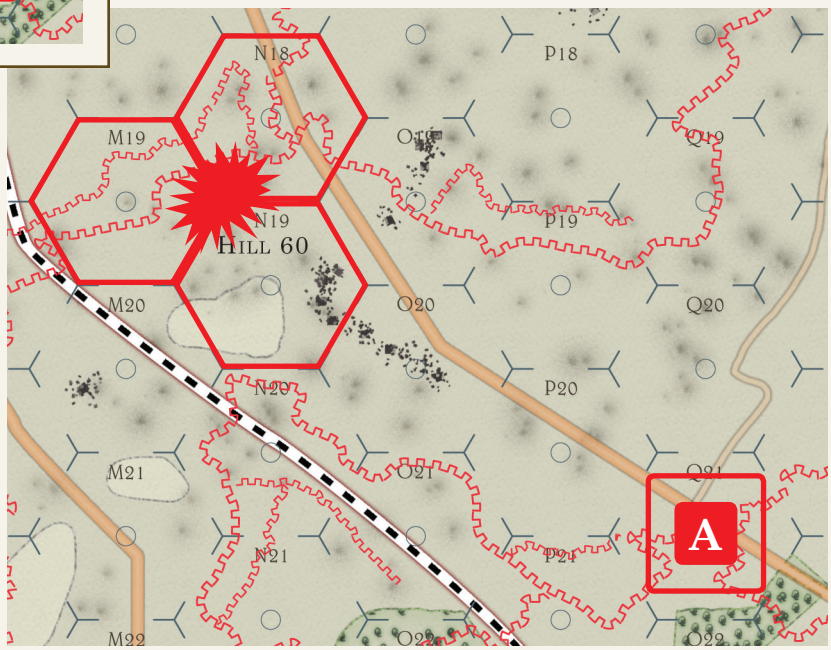
the FFE strays, the shooting player must first designate one spine of his choice as the "1-2" spine. The next spine in clockwise rotation then becomes the "3-4" spine and the last spine is thus the "5-6" spine. The shooting player then rolls one error die and moves the FFE along the indicated spine to the very next vertex.

7.244 *For example, A is serving as an observer for an OMA group that had placed its cross hair on the yellow vertex (N18, 019, N19). After placing an hourglass, also on the yellow vertex, and later succeeding at a regular signal success roll, A then had to make an accuracy die roll. A rolled a 3 and therefore missed the yellow vertex. To determine where the FFE strays, A declares the spine that points due west (straight to the left) as the "1-2" spine which make the next spine in clockwise rotations "3-4" and the last "5-6". A then rolls one error die and gets a 2 which means the FFE moves to the vertex M19, N18, N19.*



7.245 Once the FFE's final vertex is determined, it attacks every unit in each of the three hexes connected to that vertex.

7.246 *Continuing our OMA example, the error die roll put the FFE at the vertex N18, N19, M19. That's the red burst in the picture above. So, all units in N18, N19, and M19 (the area within the red border) are attacked by the FFE. Note that if the FFE had been accurate and instead landed on the yellow point then hex O19 would have been part of the 3-hex blast radius and hex M19 would not have been included.*



7.247 An FFE continues to "attack", at no command point cost to the owner, any new units that enter any of the hexes in its 3-hex blast radius. Remove the FFE during the administration phase.

7.248 Any more fire from that same OMA group in subsequent turns will have to start the OMA cycle all over again by spending a command to place a cross hair.

7.3 Preregistered Fire

A scenario may assign some groups some preregistered vertices hexes, no more than one per group. OMA Groups equipped with flare mode are assumed to have one preregistered vertex each if scenario notes fail to specify this. Each OMA group must record its preregistered vertex before play begins. If an OMA group places its cross hair on its preregistered vertex then it applies a favorable -1 die modifier to its accuracy die roll.

7.4 Creeping Barrage

7.41 A creeping barrage is a type of massed OMA that strikes a single hex row, column, or other defined area, with a preliminary paralyzing bombardment (7.12) at the start of the first and second command couplets of each turn. The first row, column, or area affected by a creeping barrage will be defined by the campaign game or scenario notes. Subsequent rows or columns come under fire according to the barrages direction of movement as indicated in the notes.

7.42 A creeping barrage always follows the same pattern. At the start of the 1st command couplet, before either side can take any action, it detonates in its current row, column, or area. At the start of the 2nd command couplet, before either side can take any action, it advances one row or column in the indicated direction and detonates there.

Therefore, on all turns after its first, a creeping barrage will always first hit the same row or column where it ended its last turn and then at the start of the 2nd command couplet move on to a new row or column.

7.43 A creeping barrage attacks all units in the affected row or column with a preliminary paralyzing bombardment at the start of a command couplet before either side can activate any units. Place three wire breaches in each affected row or column as per 7.12b, any wire hex side which borders the affected column or row can thereby be breached. Each affected hex is also concealment terrain. The creeping barrage persists in the affected row or column for the duration of the command couplet. That means the concealment applies for the duration of the command couplet and any new units that enter affected hexes are immediately attacked by a paralyzing preliminary bombardment, but no further wire breaches are placed.

7.44 If a given game turn has less than two command couplets then advance the creeping barrage one row or column (with no effect) after the end of the last couplet. This ensures the creeping barrage rolls forward on schedule even if a lack of command couplets prevents other activity.

7.45 A creeping barrage never moves after the second command couplet of any given turn. During subsequent command couplets of that turn, 3rd, 4th etc., a creeping barrage remains, and provides concealment, but does not destroy any more wire and only attacks units that enter an affected hex; not those that remain in their current hex.

7.5 Gas and Smoke

7.51 Starting in September 1915, OMA groups can fire gas. A player must declare his intent to fire gas when he first places a cross hair and cannot change that intent although he could try to cancel the group as usual when primed. Gas uses all the normal OMA procedures except that an FFE inflicts a gas attack in each affected hex and Gas persists.

7.511 Gas attacks inflict C√, but modifiers for firepower, range and cover do NOT apply. As usual with OMA FFE (7.247) gas attacks any new unit that enters its three-hex blast radius.

7.512 Unlike regular FFE and smoke, which are removed during the administration phase at the end of the current turn, gas persists for the duration of the current scenario. Leave gas markers on the map until the end of the scenario. Gas markers can stack and that has no effect on gas-induced C√. Persisting gas will NOT (re)attack units already present in its hex; however, gas will attack any unit that moves anew into a hex which contains a gas marker or any units in a "clear" hex hit by drifting gas.

7.513 If a unit conducting gas-induced C√ rolls doubles then the gas drifts. Conclude the C√ as usual. Then the side that rolled doubles MUST move all gas markers currently on the map one hex in any single direction, defined by hex side, of its choice. For a particular instance of doubles, all gas markers must move in the same direction, in other words across the same hex side of their hex. However, the direction of drift can change freely with each separate instance of doubles. The player moving the gas markers can determine in which order to move them. Should gas drift into a hex that did not already contain a gas marker when the doubles which induced the current drift were rolled then any units there in must conduct gas-induced C√s. Gas markers which drift off the map are removed from play.

7.514 A C√ induced by a unit firing OUT OF a gas hex qualifies for a -1 circumstance modifier. However, gas (unlike smoke) does NOT afford concealment.

7.52 At any time, OMA groups can fire smoke. A player must declare his intent to fire smoke when he first places a cross hair and cannot change that intent although he could try to cancel the group as usual when primed. Smoke uses all the normal OMA procedures except that an FFE places smoke in each affected hex.

Design Note: *Aside from the horrific wounds it inflicted on exposed mucous membranes, gas differed from smoke in several important ways. Whereas smoke rose and dissipated, gas sank and concentrated! So, gas was a poor choice for obstructing visibility, but since it forced men to don masks it did hamper vision of those nearby. Also, because it sank (eventually into the ground) gas had the tragic side effect of making cover, such as craters and trenches, a dangerous place to be. When men sought out that cover from hostile fire they inevitably "stirred up" the gas prolonging the hazard. Masks provided effective protection, but required discipline and true grit to wear for extended periods of time.*

8.0 TERRAIN

8.01 Terrain affects LOS, fire, and movement as summarized on the reference card. For purposes of fire attacks, terrain can be classified into two categories: cover and concealment.

8.02 Cover includes all those elements of terrain that afford a terrain modifier against fire-induced C√ for units in the hex with the terrain. Cover does NOT modify melee-induced C√. With the exceptions of block houses and trenches, the mere presence of terrain in a hex will modify C√ triggered by fire. To benefit from the cover of blockhouses or trenches units must be IN them. To enter a block house or trench, a qualifying unit must spend a movement point for that purpose – in addition to and after a movement point spent for entering the hex.

8.03 Concealment includes all those elements of terrain that afford a terrain modifier against fire-induced C√ when they are in a hex that is between the firing and target hexes along the LOS. Concealment does not afford a terrain modifier to units in the same hex!

8.04 "Hex side" terrain types such as bridge, stream and wire as well as hex sides colored blue or green require careful attention to detail. These terrain types apply only when units cross affected hex sides.

8.05 A hex devoid of terrain features is referred to as "open ground" and provides neither cover nor concealment.

8.1 Buildings and Village

Building depictions in a hex that is outlined in black and has a hex center square are "village." Village is "full hex" terrain which means it blocks LOS traced through any part of the hex (even a corner that shows no artwork) and provides a cover modifier of -1 to any C√ induced by fire. Building depictions in hexes which lack a center square and heavy hex outline are for aesthetic purposes only and do NOT block LOS and provide neither cover nor concealment.

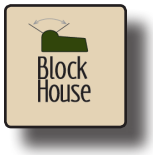
8.2 Craters and Scrapes

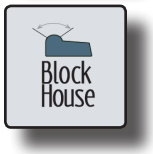
Although craters and scrapes do provide a cover modifier of -1 to any C√ induced by fire, they are not LOS obstacles. They do NOT override or negate other terrain in their hex. Crates and scrapes do NOT require that units be IN them, like trenches, to benefit from their cover.

8.3 Fortifications

There are four types of fortifications in RPC: blockhouses, trenches, bomb stops and wire.

8.31 Blockhouses





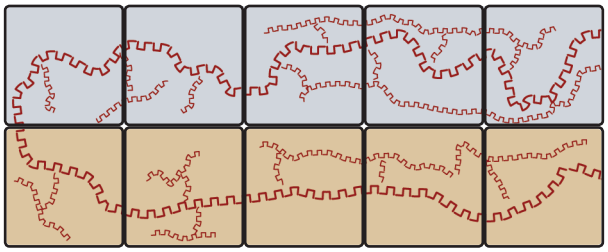
Although blockhouses provide a cover modifier of -4 to any C√ induced by fire, they are not LOS obstacles. Only machine guns can be IN and benefit from blockhouses. Machine gun units (only) can move IN (underneath) a block house counter by spending one movement point.

8.32 Trenches

8.321 Although trenches provide a cover modifier of -3 (or -2 vs. mortar or howitzer fire) to any C√ induced by fire, they are not LOS obstacles. Unlike other terrain, the mere presence of trenches in a hex will NOT provide a terrain modifier against C√ induced by fire. To benefit from a trench terrain modifier, units must be IN the trench. Only guns and infantry (3.11) can be IN a trench. Guns and infantry can set up IN a trench or enter IN a trench during play in two ways. After entering a hex, and surviving any reaction fire, a unit can pay one additional movement point to enter IN a trench there. Once IN a trench, a unit can enter connecting trenches in adjacent hexes automatically and at no extra cost just by moving along the trench artwork across the hex side. Units moving out of or crossing trench hexes are not required to spend any additional movement points.

8.322 Units outside of a trench, but in the same hex, must be placed on top of a trench counter. Guns and Infantry units in a hex with a trench printed on the map are assumed to be in the trench unless they are on top of a trench counter. When using trench counters in hexes that do not contain printed trench artwork, place units beneath the counters to show that they are IN the trench, and assume the counters connect to all adjacent trenches.

8.323 Whenever cavalry or AFV enter a trench hex they must conduct a "bog" C√ or be dispersed and spent.



8.33 Bomb Stops

Bomb stops negate the connection between two adjacent trenches across a designated hex side. Therefore, bomb stops prevent units from moving across the indicated hex side with the benefit of the trench modifier to C√ and force units to pay an additional movement point to re-enter the trench AFTER entering the new hex. A unit IN a trench can create a bomb stop by digging (6.4). Like breaches, bomb stops have an arrow which indicates the one hex side they affect. Multiple bomb stops, each created by a separate dig action, can be placed in the same hex facing different hex sides. However, each hex can contain only one bomb stop per hex side. Bomb stops do not block LOS.

8.34 Wire

8.341 Wire is depicted along hex sides; it provides neither cover nor concealment. Non-AFV units that cross a wire hex side are immediately dispersed and spent. Therefore, Non-AFV units which cross wire cannot then enter a trench or initiate melee in the same turn. Note, in all cases wire impedes movement only when units are moving across it. Moving parallel to wire in a hex, for example in a trench behind the wire, has no adverse affect on a unit's movement. AFV, however, always ignore wire and are in no way affected by it.

8.342 Preliminary bombardments, creeping barrages and AFV can breach wire hex sides. AFV breach each wire hex side they cross. Bombardments and barrages will generate a certain number of breaches according to their type. In either case, each breach is handled the same way. Signify a breach by placing a breach counter in an adjacent hex with its arrow pointing at the breached hex side. From then on, treat that hex side as if it did not contain a wire depiction – the wire is effectively negated.

8.4 Hills

Design Note: *RPC offers a simplified, wedding cake approach to hills. Think of them as a series of plateaus. Units can see across their plateau, but to see down and over they must be on the edge (in a crest line hex). Similarly, they can only see up to other edges (crest lines). Units back away from the edge cannot see down or be seen from below.*

8.41 Hills begin at base level 1 and go up from there. Each contour line marks a new level. A hill is always an LOS obstacle to units whose base level is at least one level lower than the hill's base level. For example, units on ground level (level 0) cannot see through a level 1 or higher hill hex. However, units on the same hill level can see each other barring other intervening LOS obstacles (such as buildings or woods) at their base level.

8.42 Hills sometimes permit LOS between different levels (4.3). In that regard, units must occupy a contour line hex, where two different levels meet in the same hex, in order to see down to lower levels. In reciprocity, lower level units can see up to contour line hexes.

8.43 All hills provide a cover modifier of -1 to C√ induced by fire from a lower level, or 0 vs. howitzer/mortar fire. Additionally, the accuracy of artillery is improved for the side that occupies the highest level elevation on the map (7.242).

8.44 Units in a hex with multiple contour lines are always considered to be at the highest elevation available in that hex, but still trace line of sight from the hex center dot as usual.

8.5 No Man's Land (NML)

The area between opposing trench lines printed on the map is No Man's Land (NML) and is often referenced for setting up the game and orienting bombardments.

8.6 Roads

Roads provide neither cover nor concealment. A hex side crossed by road artwork is a road hex side. A unit which travels along a road for its entire move gains one bonus movement point to use for moving one additional hex along that road and for no other purpose. The unit must start on a road hex and cross a road hex side every time it enters a new hex to earn this bonus. Roads are "overriding terrain." That means for movement purposes they take precedence over other terrain in the hex so long as the moving unit started in the hex or entered along a road hex side.

8.7 Streams, bridges and Lakes

Streams, bridges, and lakes do not provide cover or concealment. Bridges span stream hex sides allowing units to cross as if on a road so long as they cross the hex side spanned by the bridge. Unless moving across a bridge, units are spent, but not dispersed, immediately after crossing a stream hex side. A stream hex side is a hex side that follows the course of a stream not necessarily one crossed by a stream. Units cannot cross blue hex sides. They can however enter hexes that are partially lake and partially land, so long as they do not cross a blue hex side.

8.8 Wheat fields

Wheat fields exist from April through October inclusive and provide concealment terrain when the viewer and target are on the same level. Wheat fields never interfere in any way with LOS between units on different levels.

8.9 Woods

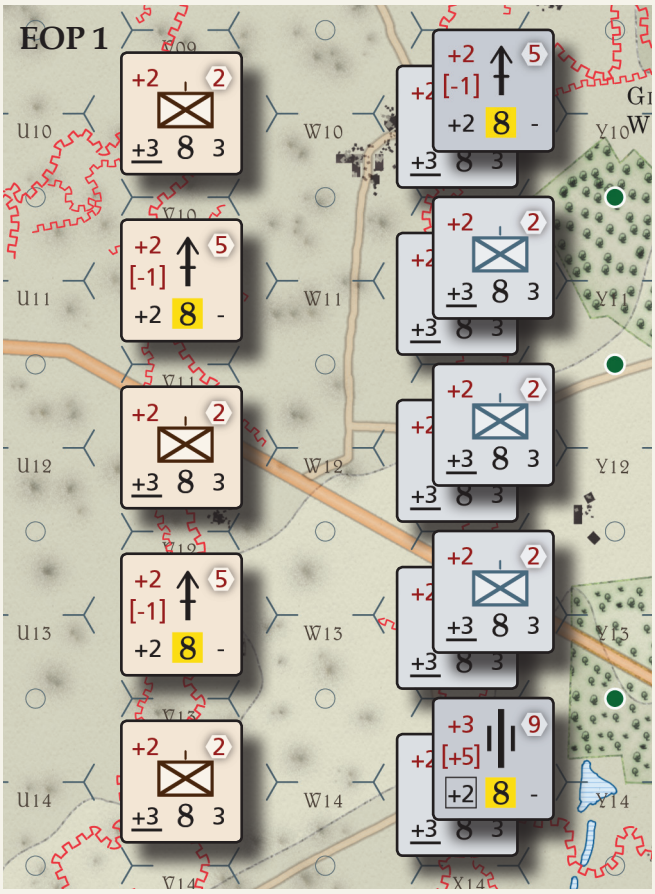
There are two types of wood hexes, those with green center dots and those without. Wood depictions in hexes with green center dots are obstacles which block LOS traced through their artwork and also provide a -1 to C√ induced by fire. Wood depictions in hexes which lack a green center dot do NOT provide cover, and do not block LOS, but are concealment terrain to a LOS which crosses their artwork. In either case, a unit crossing a green hex side - interior woods – must conduct a "lost" C√.

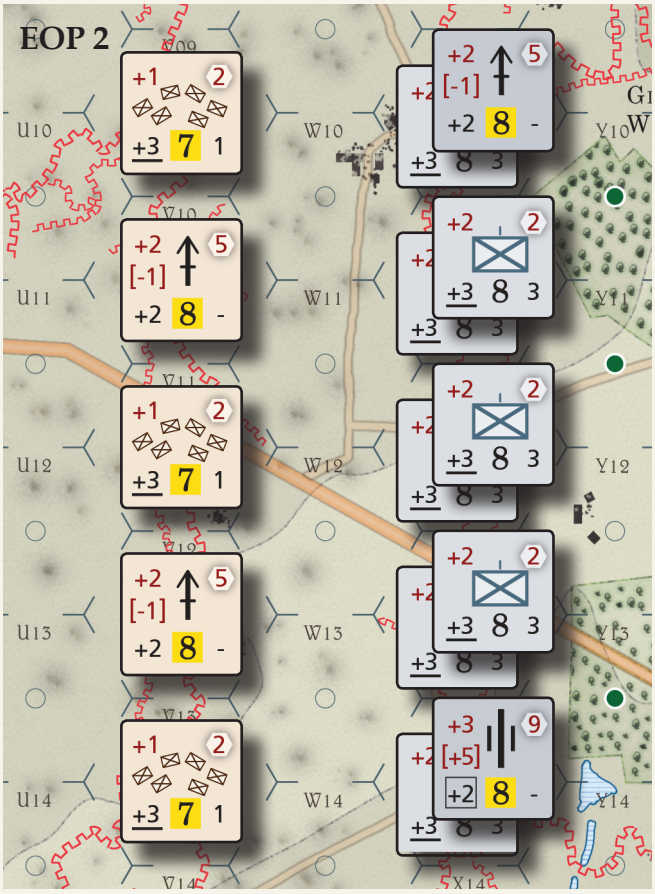
9.0 EXAMPLE OF PLAY

The graphic **EOP 1** *shows the opposing forces after initial set up. Per the standard trench rules (8.32), infantry and guns not on a trench counter are assumed to be IN a trench printed on the map; so all units are in their trenches. Action begins with the Germans firing a pulverizing Preliminary Bombardment (7.1) at the British set up area immediately after set up and before game turn 1. Since all British units are IN trenches none are destroyed, but they are dispersed. Each rolls one die. None gets a 6 so all survive.* **EOP 2** *illustrates the situation after the bombardment.*

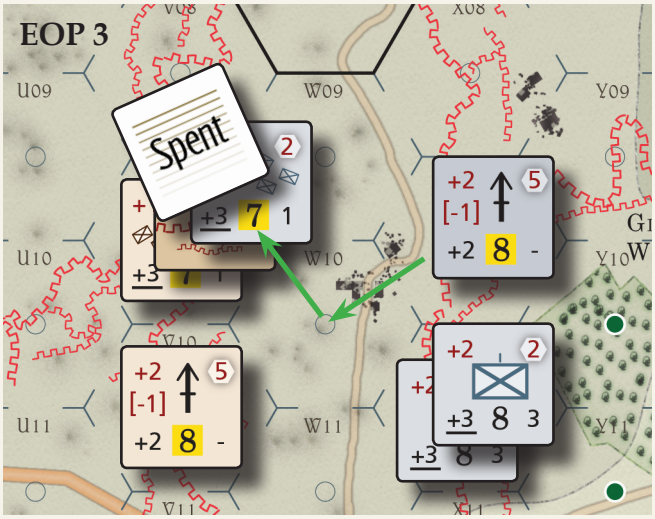
Play proceeds to the Initiative Phase (5.1) in which the Germans roll a 4 and the British roll a 6. That means the Command Couplets (CC) marker is placed on the 2 box of the records track with the British side facing up. So this turn will have 2 CC with the British going first. Since they are defending, the British elect to pass on their half of the first CC. Then the CC marker is flipped to the German side and the Germans declare that they will use their command to activate a mass (3.5, 6.01c)) that includes all eight German infantry units, but not the machine gun or artillery.

The German player then acts with each of his activated units as follows. The infantry unit beneath the machine gun (MG) in X09 spends one movement point to move southwest into W10 and pauses for the British reaction. The British MG in V10 elects to reaction fire (6.7). After consulting the reference card, the British player declares the following modifiers: +2 for the MG's firepower, +1 because the target is formed, +1 for area fire at a moving target, and -1 for craters so the net dice roll modifier is +3. In response to this fire attack, the German players conducts a Cohesion Check (C√) for his unit by rolling two dice to get 5 and then adding +3 for a final 8 which does not exceed his cohesion score of 8 and therefore has no effect! Since the British MG fired at a moving target and that target's C√ was not doubles the British MG is not marked spent and is therefore free to fire again in the future when another movement point is spent. All other British units decline to fire at this point. The German infantry company then continues its move by spending a 2nd movement point to go northwest and enter V09. Upon entry, the British infantry fires with a modifier of: +1 for firepower, +1 because the target is formed, +1 for area fire at a moving target, +1 because the shooter and target are in the same hex, and -1 for craters for a total modifier of +3. Notice that the German is not yet in the trench. In response to this British attack, the German conducts another C√ with a roll of 7 and then adds 3 to get a 10. That exceeds his cohesion score and therefore disperses (flips) him, but since it was not 11 or more it does not kill him. Failing a C√ (6.65a) also spends the German and ends his move. So the German is inverted to his dispersed side, marked spent and





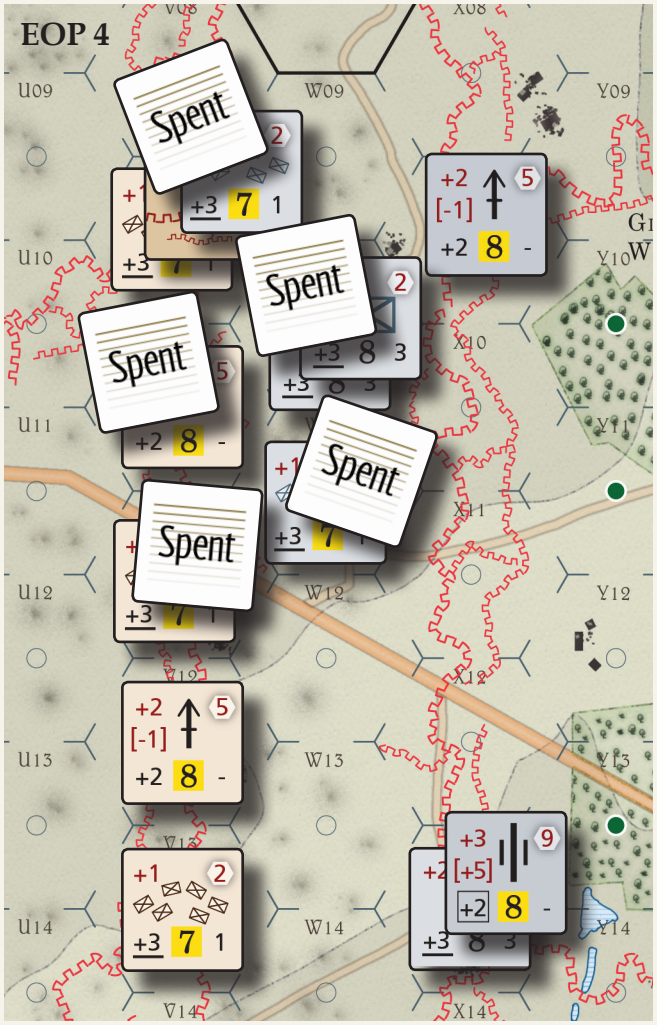
put atop a trench counter since he is not yet in the trench although he is in the hex. **EOP 3** *illustrates the situation.*



The German player still has seven more infantry units to employ in the current activation so he continues. The top infantry unit in X10 moves northwest into W10 (the same hex entered earlier by the now dispersed German company) for one movement point. The British MG in V10 that reaction fired last time conducts reaction fire again. The Germans conducts his C√ by rolling a 3 and adding a net modifier of +3 to get a final 6 which is less than his cohesion score of 8 and therefore does no damage. Lucky to be alive, the German company continues its move into V09 for another movement point to join the dispersed and spent German company. Note upon making this move the German player could pause to rally (3.8) the dispersed German company already in V09, but elects not to since a formed unit is more vulnerable to fire. As expected, the British MG in V10 reaction fires again. Since area fire affects an entire hex, the dispersed British and dispersed German companies must also roll C√s. The moving German company rolls an 8 and adds +3 to get a final 11 which destroys it. The dispersed German company also rolls 8 but adds only +1 since he does not suffer the penalties for begin formed or moving and therefore gets a 9 which is superfluous since he is already dispersed and spent. The dispersed British company also rolls an 8 and applies +2 MG firepower and -3 trench for a net 7 which is no effect. Next, the remaining German company in X10 lunges forward into W10 where the British MG reaction fires again. This time the German rolls a 9 and adds +3 to get a deadly 12. So both German companies from X10 are now dead and the British MG unspent since none of its targets rolled doubles on their C√s.

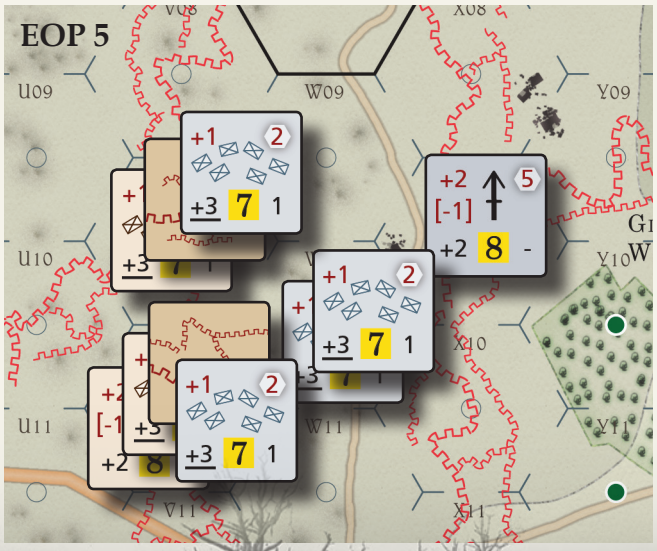
Desperate to make headway, the German elects to move his companies in X11 forward one at a time. The top company moves to W11 where the British MG in V10 reaction fires. The German rolls a 12 and adds +3 for a final 15 which spells doom, but also spends the British MG. So the other company in X11 also moves to W11 where the dispersed British infantry in V11 reaction fires with a +1 for firepower, +1 for formed target, +1 for area fire vs. moving target, and -1 for craters. The German rolls a net 9 on his C√ which disperses and spends (but does not kill) his infantry company.

To avoid further bloodshed, the Germans move the two infantry companies in X12 due north one at a time through their own trench for two hexes and then exit to the northwest into hex W10 for a third movement point. When the second unit makes that move into W10, the British MG in V12 reaction fires (at a range of three hexes) with a net modifier of +2 for firepower, +1 for formed target, +1 for moving target, -1 for crater , and -1 for 2nd hex of range for a net modifier of +2. The German rolls his C√ to get a 6 and adds +2 for a final 8 which has no effect. The Germany company in that same hex which moved earlier (and is now stopped) must also make a C√, but without the +1 for moving. He rolls a 7 and adds +1 to also get a final 8 which inflicts no damage. Still, both German companies are spent because they moved. With that, the German ends his half of the couplet as illustrated in **EOP 4**.



On the records track, the CC marker slides from the 2 box to the 1 box and flips back to the British side. The British then conduct their half of this turn's 2nd Command Couplet. The British use their command to activate their southern most infantry company, which is dispersed and therefore cannot be part of a mass, and move it north one hex to co-locate with the machine gun. The German artillery in X13 reaction fires at the moving infantry with a modifier of +3 for firepower, +1 for moving target, -1 for 2nd hex of range and -3 for trench for a total net modifier of 0. The British roll an 8 for their C√ which is harmless, but since the unit is done moving it's spent anyway. The initiative passes back to the Germans who pass. So play moves to the administration phase during which both players remove all spent markers.

Turn 2 follows. During the initiative phase both sides roll a 5. Per 5.11, this means the CP wins with an assumed difference of three. Germany goes first and issues a disperse command to the "mass" of two companies in no-man's hex W10 so they both invert and are marked spent. Note, this is not movement and so does not trigger reaction fire. During this half of the first couplet, the British player uses his command to activate the MG in V10 which fires at the two German companies that just dispersed. The modifiers are +2 for firepower and -1 for crater for a net final modifier of +1. Each German company passes its C√ and the British MG is marked spent because it fired at a non-moving target. To start the second couplet, the dispersed German company in hex W11 activates and uses its one movement point to enter hex V10 with the dreaded British MG which cannot reaction fire since it is already spent. Since the German company spent its only movement point to enter the hex it is marked spent and cannot spend another movement point to initiate melee (6.67). The British company south of the MG could reaction fire, but elects not to since it plans to use the next activation to enter the now contested hex. The British MG and company south of that in hex V12 both can and do reaction fire. But the German company passes both C√s. During the second half of the second CC, the dispersed British company in hex V11 moves north in the trench to join its MG and the German company in V10. The German MG in X09 reaction fires at that moving company which thanks to the cover of the trench easily passes the C√. During the administration phase, players remove all spent counters. That ends turn 2 as depicted in **EOP 5**.



The Germans win initiative on turn 3 with five CC! To begin, the dispersed German company in V10 activates and then spends its one movement point to simultaneously enter the trench and declare melee (6.62). The British MG and dispersed company both want to reaction fire, but must await the outcome of the melee (6.72). In the melee, the German declares that his company will attack the British MG and the British declare that their MG and company combine to attack the German company. The German sees that his melee value is +3 while the British see that their "MG + infantry" melee value sums to +5. So, each targeted unit rolls its own C√ modified by the enemy's melee value. The German rolls a 10 and adds 5 to get 15 which kills the German infantry company. The British MG rolls a 4 and adds 3 to get 7 which is less than the MG's cohesion score and therefore does no harm. However, since they participated in melee, the British MG and infantry company are both marked spent. The British player passes on his half of the first CC.

During the second command couplet of turn 3, the German uses his one command to activate both of the dispersed companies in no-man's land hex W10 (rule 6b). Each moves one-at-a-time into V10 with the dreaded British MG and is marked spent without being able to spend a 2nd movement point (since they only have one each) to enter the trench. Then the British uses his one command to have his dispersed, entrenched company in V09 fire at the German company in the same hex. The German company immediately declares reaction fire so the two units fire at each other simultaneously. The German could have his MG in X09 also declare reaction fire, but elects not to since that would subject his infantry company to friendly fire. Anyway, back in V09 each side rolls a C√ for its unit. Both players suffer modifiers of +1 for enemy firepower and +1 for same hex fire, but the British get a -3 for their trench and the Germans a -1 for their craters. Both sides fail their checks and Germans do so with an 11 so their company is eliminated. With that, the German player concedes defeat and demands a rematch.

10.0 SCENARIOS

10.1 Scenarios are the "matches" one plays in RPC. Scenarios use all the usual rules from sections 1-8, but may modify or add some via scenario special rules. Each scenario includes an order of battle that provides all the game-related information needed to actually play: map, length (number of turns), sides and their units, set up instructions and victory conditions as well as notes. For victory conditions, if the listed side fulfills its conditions then it wins, otherwise it loses; and remember, the last side to have solely occupied a hex controls it.

10.2 Reinforcements listed as "entering" come into play along a specified board edge or at the entry hex or hexes mentioned for them in the order of battle. They can enter on or after the specified turn. Simply walk them into play along the relevant board edge within the stated area during the command couplets phase by activating them for movement.

10.21 While off the map, one can assume up to 12 such units are adjacent in six hexes for activation purposes but those units would then have to enter via adjacent hexes. Pay one movement point for the first hex entered as usual and be careful to insure that units in a mass enter via hexes that are adjacent to at least one other entry hex of the same mass. For units not in a mass, any number can enter at the same hex, either formed or dispersed. In all cases, assume units are coming from a hex that is a mirror image of the first map hex they enter. In this way, units can enter the map via a road or trench.

10.22 Some reinforcement may be listed as setting up in certain on-map hexes after turn 1. Simply place these units in the indicated hexes – unless an enemy unit is there - on or after the indicated turn. They should be so placed in order of initiative during the initiative phase immediately after determining initiative but before resolving any creeping barrage. They cannot exceed the usual two-unit-per hex limit and do not arrive at all if enemy units occupy all of their designated arrival hexes.

10.3 Victory may require that units exit the map, perhaps across a specific board edge. In all cases, a unit in a hex along a map edge can exit across that edge by paying one movement point to enter an imaginary off-board hex that is a mirror image of the hex said unit is leaving. Units that leave cannot return.

11.0 CAMPAIGNS

11.01 Campaign games allow players to manage their resources across several days (each 24 hours long) with up to three related scenarios played each day. A campaign game defines one side as attacker and the other as defender and defines their respective board edges. The campaign game defined defender sets up all of his at-start forces before the attacker sets up any of his. When playing a campaign game, as units on the map are destroyed move them to a "casualty list" in the off-map space for later disposition.

11.02 Campaign games consist of daily turns by calendar date. Each day turn includes the following segments and sub-segments.

1) Reinforcements and Recoveries
2) Attack Scenario
3) Counter Attack Scenario (optional)
4) Isolation
5) Night
   Sub-segments
   - Resolve Melee
   - Night Attack
   - Recover
   - Improve Positions
   - Redeploy

11.03 Play through the entire cycle in order each day. After playing through all the segments and sub-segments for a particular day; move the day marker to the next day on the records track and repeat the cycle.

11.1 Reinforcements and Recoveries

11.11 Each day, units listed on the order of battle as reinforcements for that day as well as those recovered (11.53) the previous night enter play at this time. Reinforcements listed as entering along a certain board edge must move onto the map from the abstract off map space during command couplets as usual.

11.12 Reinforcements listed for placement in particular hexes, and units recovered from the previous evening, are placed on the map during the reinforcement and recoveries segment according to the following conditions.

a) Each side – attacker first – alternates placing FOUR units, one at a time. A side with fewer than four units to place, places all available units. A side MUST place units when their turn comes to do so and they have units to be placed that turn. Reinforcements that choose to enter through a board edge rather than be placed are exempt from this condition.
b) A placement hex can neither contain nor be adjacent to an enemy unit.
c) A placement hex must be able to trace a line of communication (11.4) as if it contained a unit of the side desiring to place a unit there.

d) A placement hex must be adjacent to a friendly unit already on the map. Since units are placed one at a time, it is possible to place a unit adjacent to one that was placed before it and in this way to build a "chain" of new arrivals. However, the need to trace a line of communication from the placement hex will prevent that chain from progressing through hexes in or adjacent to enemy units.

11.2 Attack Scenario

Each daily turn begins with a 12-turn "attack scenario." Play the attack scenario in accordance with all applicable rules from sections 1-8; it's a regular scenario. Conclude the scenario with the usual clean up, but leave all units on the map as they are and leave the defender's cross hairs and hour glasses in place while removing the attacker's. Make no other adjustments. Do NOT adjust the deployment status (formed or dispersed) of units on the map.

Design Note: *The defenders ability to "carry over" artillery preparation reflects how defenders often set the stage for a counter attack. Coupled with appropriate moves in the closing turn or two of an attack scenario, that should enable some nasty surprises.*

11.3 Counter Attack Scenario

11.31 After the attack scenario is finished, the defender can elect to immediately start a 6-turn counter attack scenario. Counter attack scenarios are optional; the defender can decline. The campaign game-defined attacker, however, has no say in the matter. If the defender elects to start a counter attack scenario then it must be played.

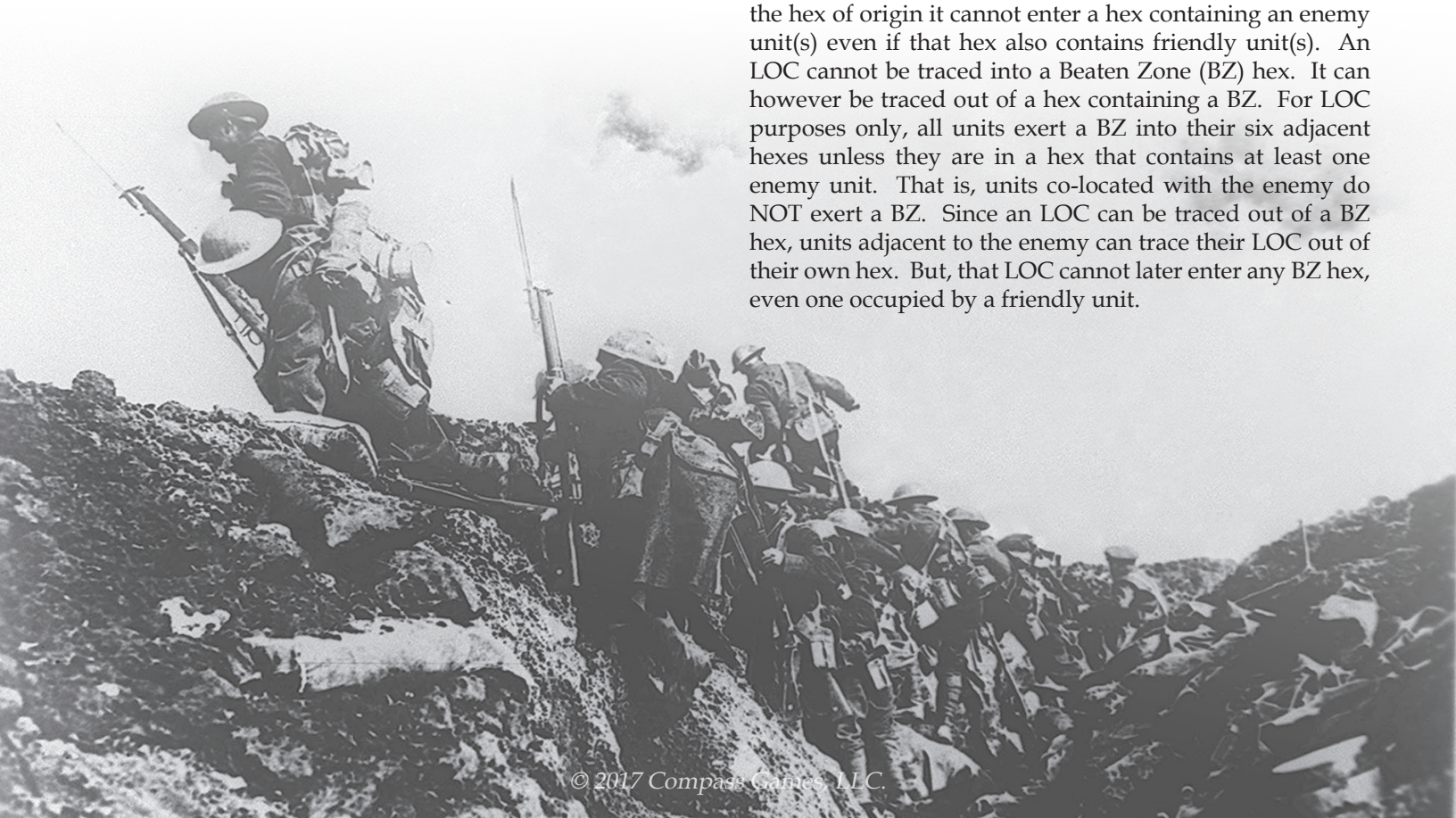
11.32 Counter attack scenarios begin where the attack scenario left off. There are no adjustments; just start play with the pieces where they lay. However, at the start of a counter attack scenario, the defender's OMA groups (only) retain their cross hairs on the map and carry over already elapsed relay delay into the counter attack scenario. For example, if during turn 9 of an attack scenario the defender places a cross hair for a battery with a relay delay of 6 then that OMA group will be ready on turn 3 of the counter attack scenario.

11.33 Play the counter attack scenario in accordance with all applicable rules from sections 1-8; it's a scenario. Conclude the scenario with the usual clean up, but leave all units on the map as they are. Remove all cross hairs and hourglasses of both sides. Make no other adjustments. Do NOT adjust the deployment status (formed or dispersed) of units on the map.

11.4 Isolation

11.41 During this segment, both players must check Lines of Communication (LOC) for all of their units. Each player rolls one die to see who checks first; high roll checks for all of his units first, reroll ties. Units that cannot demonstrate an unblocked LOC at this time are captured.

11.42 To demonstrate a valid LOC, a unit must trace an unblocked path of hexes of any shape and length from itself (the hex of origin) back to its friendly board edge. An LOC cannot be traced into a hex containing an enemy unit. It can however be traced out of a hex containing an enemy unit. That is, units co-located with the enemy can trace LOC out of their hex. However, once an LOC path leaves the hex of origin it cannot enter a hex containing an enemy unit(s) even if that hex also contains friendly unit(s). An LOC cannot be traced into a Beaten Zone (BZ) hex. It can however be traced out of a hex containing a BZ. For LOC purposes only, all units exert a BZ into their six adjacent hexes unless they are in a hex that contains at least one enemy unit. That is, units co-located with the enemy do NOT exert a BZ. Since an LOC can be traced out of a BZ hex, units adjacent to the enemy can trace their LOC out of their own hex. But, that LOC cannot later enter any BZ hex, even one occupied by a friendly unit.



11.5 Night

Campaign game "days" include very busy nights consisting of the following sub-segments.

11.51 Resolve Melee

Fight all melees to resolution until opposing units do not occupy the same hex anywhere on the map. All units in each contested hex participate in the melee; there's no need for activations.

11.52 Night Attack

11.521 Each side has a chance to declare a night attack. To do this, each side places a night attack counter with its decision side face down, concealed from the opponent, on the table top. Then both players reveal their decision "yes" or "no" at the same time. If either or both player chooses "yes" then immediately play a 6-turn night scenario. A side cannot choose yes two days in a row. However, a side can participate in a night scenario even if one occurred on the previous day.

11.522 An airplane mode of transmission (7.21) for OMA cannot be used during a night scenario. Instead, treat that mode of transmission as telephone.

11.53 Recover

11.531 Each player can recover half of his units destroyed (but not captured) that day and freely adjust the deployment status (formed or dispersed) of any or all of his units. Captured units cannot be recovered. Units are captured in two ways: 1) failure to trace a valid LOC or 2) any gun unit destroyed in melee. Remove captured units from play for the duration of the campaign game.

11.532 To recover non-captured units, a player simply reaches into the casualty list (pile of units removed from the map that day) and takes back up to half of his units by type (infantry, machine guns, tanks, etc.). No more than one half of all the units of a given type can be recovered. Round fractions up. For example, if the British player had six infantry and four machine guns destroyed today he could recover half of each (3 infantry and 2 MGs) for a total of five units, but he could NOT take back all the machine guns and one infantry. Recovered units (recoveries) will be placed on the map during the next day's reinforcement and recoveries segment.

11.533 After both players have recovered half of their losses, any units remaining in the casualty list are removed from play for the remainder of the campaign game – they cannot be recovered.

11.534 To adjust deployment status, a player simply flips counters to the side he wants face up. Any number of units can be flipped (all, some or none) to either side.

11.54 Improve Positions

During this segment, each side can manipulate: bomb stops, wire, scrapes, and trenches. The defender performs all of his actions first.

11.541 Each side may place up to three bomb stops and remove up to three bomb stops from hex sides of hexes that contain friendly infantry units. However, a bomb stop cannot be removed from a hex side of a hex that contains an enemy unit.

11.542 Each side can place up to three wire breaches on any hex sides of hexes occupied by friendly units. However, wire on a hex side of a hex that contains an enemy unit cannot be breached

11.543 Scrapes or trenches can be freely placed on top of friendly infantry and gun units depending on the date. Up through March 31, 1915, place scrape markers; from April 1, 1915, place trench markers. When placing a trench marker in a hex which contains both friendly and enemy units; place the marker so that friendly units are underneath and the enemy above. If, during that same improve positions sub-segment the enemy then places his own trench simply remove the redundant trench markers and assume that all units of both sides are under the same trench marker, i.e. in the same trench. However, if a side places a trench marker adjacent to a trench (printed or marker) occupied by an enemy unit at the moment of placement then immediately place a bomb stop marker to as to obstruct what would have been the connecting hex side. When a unit places a trench marker in a hex that already contains a scrape remove the scrape unless it was simultaneously occupied by an enemy unit in which case the enemy will be above the trench but below the scrape.

11.55 Redeploy

Design Note: *This rule simulates moving heavy weapons great distances within friendly lines under cover of darkness over a period of several hours.*

Each side, CP first, may move any ONE gun unit in either deployment through up to eight friendly hexes to a new friendly-controlled destination hex. At no time during this move can a redeploying unit enter a hex adjacent to an enemy unit. Such movement is not subject to reaction fire.

That concludes a full campaign game day. Start the next day with segment 1) reinforcements.

12.0 ERRATA FOR YPRES SALIENT (YS) SCENARIOS & CAMPAIGNS

This section is essentially left blank as Chapter 12 contained the scenarios and campaigns for Volume 1. We wanted to keep the chapter numbering standard and so we show it here for completeness. Additionally, we thought this was a good place for the consolidated errata from Volume 1.

Volume 1 Errata

Rules:

2.2 Add two final sentences. "Units may enter a map edge hexes only if its hex center dot is visible. Only hexes with visible center dots are in inplay."

3.9 After the first sentence, add a second sentence that says, "There is no requirement for units to remain in a hex to maintain control, but by vacating it they leave it open to enemy entry which might then cause control to change."

6.74 In the first sentence, in the clause after the comma, insert "(only)" between "hex can".

6.9 Replace with: "Moving (spending a movement point) can induce several consequences. When more than one consequence applies resolve them in the following order: 1) rally, 2) lost, 3) melee, and then 4) reaction fire."

12.0 Scenario 1, under victory conditions, in the 2nd sentence, to the beginning add "At scenario end," replace "A side" with "the British side" immediately after "AG17," delete "and" in its place insert "while the German side earns." So, the corrected 2nd sentence should read: "At scenario end, the British side earns one VP for each of the following hexes which it controls AH15, AH16, AG16, and AG17, while the German side earns one VP for each enemy artillery unit it destroys." In the order of battle, under elements of the 244th and 235th reserve regiments change "6 infantry companies" to "4 infantry companies".

Counters:

German mortars from volume I (Ypres) should have a movement of 1 on their formed side – not 3.

13.0 ERRATA FOR LIMANOWA (LLL) SCENARIOS & CAMPAIGNS

Volume 2 Errata

Map:

Hexes AG10, AH09 and AI10 should have green dots.

Scenarios:

Scenario 2, Campaign 1, December 5 and 6 reinforcements - The front side of the AH Mountain Battery is misrepresented (as MG).

Scenario 3, the back side of the AH Mountain Howitzer Battery is misrepresented (as Dispersed Infantry).

Volume 3: ASSAULT ARTILLERY!

Assault Artillery (AA) recounts the Battle of La Malmaison, 23-27 October 1917, in which the French employed their Artillerie Spéciale (tank force) and creeping barrage to capture Pinon, Vaudesson, and the coveted Chemin des Dames ridge. The French victory confirmed their recovery from the mutinies spawned by the disastrous Nivelle Offensive fought over some of the same ground six months earlier.

In a six-day preliminary bombardment, French guns, with a three to one advantage, silenced most of their German counterparts and smothered German rear areas with dense gas to impeded German reinforcements. At 0515 on October 23, (zero hour) six divisions of the French XI, XIV, and XXI corps attacked on a 7.5-mile wide front. French infantry advanced in the predawn twilight behind an elaborate creeping barrage with 63 Schneider and Saint-Chamond tanks in support. Twenty-seven of the 63 tanks bogged before reaching the front line. A combination of German fire and mud stopped 15 more in no man's land. Twenty-one French tanks (1/3rd of the starting total) actually made it to the German second position. The French 38th Division captured Fort de Malmaison and XXI Corps took Allemant and Vaudesson. From 24 to 25 October, XXI and XIV corps advanced while I Cavalry Corps came forward to exploit a hoped-for German collapse.

With specialized "eingreif" companies sprinkled all along the front, the Germans launched numerous local counterattacks. However, the French wave was inexorable. Still, the German 7th Army retired from the Chemin-des-Dames to the north bank of the Ailette in good order.

By October 26, the French had gained 3.5 miles in some places at a cost of only 12,000 casualties, far fewer than Germany's 38,000 and a significant improvement over the 30,000 French losses suffered in the same area during April's Nivelle Offensive. The French also bagged about 11,500 German prisoners. The Artillerie Spéciale proved its worth by smothering numerous German machine gun posts.

AA is the third volume in the Red Poppies Campaign (RPC) system for gaming World War I battles. Ownership of previous volumes, *The Battles for Ypres* and/or *Last Laurels at Limanowa,* is NOT required to play AA; everything you need to play AA is in this box. AA offers the same rules as *The Battles for Ypres* and *Last Laurels at Limanowa* except that sections 12 and 13, the scenarios and campaigns for volumes I and II, are intentionally left blank while section 14, the AA scenarios and campaigns, has been added.

14.0 ASSAULT ARTILLERY (AA) SCENARIOS AND CAMPAIGNS

Use all the RPC series rules (sections 1-11) and modify/augment per the instructions in each scenario or campaign. For these scenarios and campaigns, always use the Assault Artillery West (Allemant) and Assault Artillery East (Chavignon) maps.

Special Rules for all AA scenarios and campaigns.

Malmaison Fort: Treat hex W16 as village terrain.

Quarries: Treat all quarries (AT22, AU22, AV22, D07, F08, AD16, AE16) as trenches with double the usual stacking limit, i.e. four units per side in a quarry hex. Tanks cannot enter quarries.

Saint-Chamond Tanks: French Saint-Chamond tanks must take a cohesion check when entering a crater hex in addition to when entering a trench hex; check only once per entry even if a hex contains both craters and trenches.

Eingreif Companies: These German infantry companies (with dispersed-side scores of +3/2/+4/8/4) can always use "infiltration tactics" as defined in section 3.6.

Rules edits: Change rule 3.4 to read as follows:

3.4 Stack
Each side may place two non-AFV units and two AFV units per hex. Friendly units together in the same hex constitute a "stack." Units of opposing sides can occupy the same hex. So, a single hex could conceivably hold a total of eight units, four from each side, two non-AFV and two AFV per side. Any number of markers can occupy a hex.

AA Scenario 1: Combined Arms Assault

October 23, 1917

On the French right, their 38th Division with about a dozen Schneider CA1 tanks from Artillerie Spéciale (AS) Group 12 attacked north toward Chavignon and Malmaison Fort into the German 43rd Reserve Division at 0515. Half the tanks bogged early on; and one of those suffered three hits from a German field gun. But, one Schneider did make it to Malmaison Fort. Together the tankers suffered 10 dead and 72 wounded. But, they did knock out several German machine gun positions enabling the Moroccan Infantry (RICM) to take Malmaison Fort by 0630 and capture 950 Germans for a loss of only 91 dead and 362 wounded French troops.

Scenario Length: 7 Turns

Scenario Map: Assault Artillery East (Chavignon).

Victory Conditions: The French win if they control hex O16, Malmaison Farm, and hex W16 Malmaison Fort, at game end.

Special Rules: Only hexes on and/or between columns O through AB are in play. The French fire a preliminary pulverizing bombardment (7.12a) at all hexes numbered 19 or less. Starting on game turn 1, the French fire a creeping barrage (7.4) at hex row 19 which advances north one row per turn.

Germans set up first		
Elements of the 43rd Reserve Division set up in any German (grey) trench hexes on and/or between columns O and AB		
10 Late War Reserve Inf Companies	+2 2 / +3 7 3	+1 2 / +3 7 3
3 Machine Gun Sections	– / +2 7 1	+2 [-1] 5 / +2 8 -
1 77mm Gun	– / +2 7 1	+3 [+5] 9 / +2 8 -
1 Mortar Section	– / +0 7 1	+3 [+3] 4 / +0 8 -

French set up second		
Elements of the 38th Division with armor support from Artillerie Spéciale (AS) 12 set up in any French (blue) trench hexes on and/or between columns O through AB		
15 Late War Infantry Companies	+3 2 / +3 7 3	+2 2 / +3 7 3
1 Mortar Section	– / +0 7 1	+3 [+3] 4 / +0 8 -
1 Engineer Company	+3 2 / +4 7 3	+4 1 / +4 8 1
1 Flamethrower Detachment	– / +5 7 3	– / +5 8 3
9 Schneider CA1 Tanks	+2 [+3] 3 / +4 9 2	+1 [+1] 1 / +4 8 -

AA Scenario 2: Bloody Repulse

October 23, 1917

On the French left, their 129th Division attacked toward Allemant, but triggered a fierce counter attack that pushed it back to its start line.

Scenario Length: 6 Turns

Scenario Map: Assault Artillery West (Allemant).

Victory Conditions: The French win at game end if they control hexes AR16 and AR 17.

Special Rules: Only hexes numbered 13-18 inclusive in columns AK-AU inclusive are playable. The French fire a preliminary pulverizing bombardment (7.12a) at all hexes in the German set up area.

Germans set up first		
Elements of Group Crepy set up in German (grey) trenches in hexes numbered 13-18 inclusive in columns AK-AU inclusive		
7 Late War Reserve Inf Companies	+2 2 +3 7 3	+1 2 +3 7 3
3 Eingreif Companies	+4 2 +4 7 3	+3 2 +4 8 4
2 Machine Gun Sections	– ∞ → +2 7 1	+2 [-1] 5 +2 8 -

French set up second		
Elements of the 129th Division set up in French (blue) trenches in the line that runs from AK14 to AN18		
12 Late War Infantry Companies	+3 2 +3 7 3	+2 2 +3 7 3
2 Mortar Sections	– ∞ +0 7 1	+3 [+3] 4 +0 8 -

AA Scenario 3: 14th Corps

October 23, 1917

In the center, the French 14th Corps attacked north toward Allemant and east toward Fruty Quarry and Hill 170. Artillerie Spéciale (AS) Groups 31 and 33 provided about 25 Saint-Chamonds, most of which bogged before reaching combat. German artillery fire knocked out three French tanks. Still, the machines of AS 33 did neutralize two German machine gun positions to help the Poilus advance to their objectves.

Scenario Length: 9 Turns

Scenario Map: Assault Artillery West (Allemant).

Victory Conditions: At game end, each village and quarry hex is worth one victory point for the side that controls it. The side with the most victory point at game end wins. At game start, the Germans control all village and quarry hexes.

Special Rules: Only hexes on and/or between columns AO and AW numbered 14 or higher are in play. The French fire a preliminary pulverizing bombardment (7.12a) at all hexes in the German set up area.

Germans set up first		
Elements of Group Crepy set up in German (grey) trenches in columns AO-AW inclusive		
5 Late War Reserve Inf Companies	+2 2 ⊠ +3 7 3	+1 2 ✉ +3 7 3
3 Eingreif Companies	+4 2 ⊠ +4 7 3	+3 2 ✉ +4 8 4
2 Machine Gun Sections	– ∞ → +2 7 1	+2 [-1] 5 ↑ +2 8 -
2 77mm Guns	– ∞ ÷ +2 7 1	+3 [+5] 9 +2 8 -

French set up second		
All French units set up in French (blue) trench hexes from AO22 to AW25. Elements of the 28th Division and St. Chamond tanks of Artillerie Spéciale Group 33.		
8 Late War Infantry Companies	+3 2 ⊠ +3 7 3	+2 2 ✉ +3 7 3
4 Saint-chamond Tanks	+3 [+4] 4 +4 9 3	+2 [+1] 1 +4 8 -
Elements of the 27th Division and St. Chamond tanks of Artillerie Spéciale Group 31.		
8 Late War Infantry Companies	+3 2 ⊠ +3 7 3	+2 2 ✉ +3 7 3
4 Saint-Chamond Tanks	+3 [+4] 4 +4 9 3	+2 [+1] 1 +4 8 -

AA Scenario 4: Battle for Pinon

October 25, 1917

The St. Chamonds tanks of Artillerie Spéciale Groups 31 and 33 assigned to assist the 27th and 28th infantry divisions proved clumsy on day one. About ¾ of the 28 machines bogged before reaching the combat zone. Still, the French managed to overrun Allemant and move up the Pinon Ravine. They used day two to consolidate and move artillery forward. On the 25th the French gathered together 8 St. Chamonds, 7 of which bogged before getting into the fight! One machine moved forward with the attack on Pinon. Fortunately, the Schneiders of 21st Corps closed in from the east. On defense, Germany's 52nd Division had gathered together what remained of its forward units to hold the line.

Scenario Length: 8 Turns

Scenario Map: Assault Artillery West (Allemant).

Victory Conditions: The French win at game end if they control all hexes of Pinon: AS04, AT03, AU03, AT04, AU04, AU05, AV04.

Germans set up first

3rd Battalion Infantry Regiment 169 set up on or within five hexes of AT03

3 Late War Reserve Inf Companies	+2 2 +3 7 3	+1 2 +3 7 3
1 Machine Gun Section	– ∞ +2 7 1	+2 [-1] 5 +2 8 -
1 77mm Gun	– ∞ +2 7 1	+3 [+5] 9 +2 8 -
1 Mortar Section	– ∞ +0 7 1	+3 [+3] 4 +0 8 -

2nd Battalion Infantry Regiment 169 set up on or within five hexes of AX05

3 Late War Reserve Inf Companies	+2 2 +3 7 3	+1 2 +3 7 3
1 Machine Gun Section	– ∞ +2 7 1	+2 [-1] 5 +2 8 -
1 77mm Gun	– ∞ +2 7 1	+3 [+5] 9 +2 8 -
1 Mortar Section	– ∞ +0 7 1	+3 [+3] 4 +0 8 -

2nd Battalion Infantry Regiment 111 set up on or within two hexes of AW07

3 Late War Reserve Inf Companies	+2 2 +3 7 3	+1 2 +3 7 3
1 Machine Gun Section	– ∞ +2 7 1	+2 [-1] 5 +2 8 -
1 Mortar Section	– ∞ +0 7 1	+3 [+3] 4 +0 8 -

French set up second

Elements of the 28th Division and St. Chamond tanks of Artillerie Spéciale Group 33 set up on or within five hexes of AU14

12 Late War Infantry Companies	+3 2 +3 7 3	+2 2 +3 7 3
2 Machine Gun Sections	– ∞ +2 7 1	+2 [-1] 5 +2 8 -
1 Saint-Chamond Tanks	+3 [+4] 4 +4 9 3	+2 [+1] 1 +4 8 -

Elements of 21st Corps set up on or within two hexes of H10

12 Late War Infantry Companies	+3 2 +3 7 3	+2 2 +3 7 3
2 Machine Gun Sections	– ∞ +2 7 1	+2 [-1] 5 +2 8 -
6 Schneider CA1 Tanks	+2 [+3] 3 +4 9 2	+1 [+1] 1 +4 8 -

AA Campaign Scenario 1: The Perfect Battle

Campaign Length: 4 Days, 23-26 October.

Campaign Map: Assault Artillery West (Allemant) and Assault Artillery East (Chavignon)

Victory Conditions:

The French win if they control all quarry and village hexes on or west of hex column Z at game end. So, Ferme de Marny, Pargny, Filain, Monampteuil, Ferme du Panthéon, La Royère, and Carrières du Tonnerre are outside of the victory area and need not be French controlled in order for the French to win.

Special Rules:

At the start of day 1 (only), the French fire a preliminary pulverizing bombardment (7.12a) at all hexes in the German set up area. During the first day, the French can conduct two creeping barrages (7.4). Each creeping barrage must be 10 hexes wide and will advance for a total of 10 hexes and then cease. The width must be defined along a common hex row, all hexes have the same number, or along a common hex column, all hexes have the same letters. Both creeping barrages must start and end at the same time, but each can target a different row or column or 10-hex length. Against bombardment (7.12a) and creeping barrages (7.4) the Germans can treat all village hexes as if they were trench hexes. In other words, against a bombardment or barrage a village hex provides German occupants with the same protection as a trench.

At start, the Germans control all German (grey) trench hexes and all map hexes between those trenches and the north and east map edges. At start, the French control all French (blue) trench hexes and all map hexes between those trenches and the south and west map edges.

Germans set up first

Infantry Divisions 2 Guard, 5 Guard, 13, 14, 37, 43 Reserve, and 52 set up in any German (grey) trench hexes and in any village hexes under German control

30 Late War Reserve Inf Companies	+2 2 +3 7 3	+1 2 +3 7 3
10 Eingreif Companies	+4 2 +4 7 3	+3 2 +4 8 4
10 Machine Gun Sections	– +2 7 1	+2 [-1] 5 +2 8 -
5 Mortar Sections	– +0 7 1	+3 [+3] 4 +0 8 -
5 77mm Guns	– [+2] 7 1	+3 [+5] 9 [+2] 8 -
2 Wagons		

French set up second

Infantry Divisions 13, 27, 28, 38, 43 and Artillerie Spéciale Groups 8, 11, 12, 31, 33, all set up in any French (blue) trench hexes

60 Late War Infantry Companies	+3 2 +3 7 3	+2 2 +3 7 3
10 Machine Gun Sections	– +2 7 1	+2 [-1] 5 +2 8 -
5 Mortar Sections	– +0 7 1	+3 [+3] 4 +0 8 -
5 Engineer Companies	+3 2 +4 7 3	+4 1 +4 8 1
5 Flamethrower Detachments	– +5 7 3	– +5 8 3
20 Schneider CA1 Tanks	+2 [+3] 3 [+4] 9 2	+1 [+1] 1 [+4] 8 -
10 Saint-Chamond Tanks	+3 [+4] 4 [+4] 9 3	+2 [+1] 1 [+4] 8 -
3 Trucks		
3 Wagons		

German Reinforcements - Day 2, 24 October

Enter anywhere along the north edge

20 Eingreif Companies	+4 2 +4 7 3	+3 2 +4 8 4
2 Trucks		

French Reinforcements - Day 2, 24 October

1 OMA Group (Howitzer) at +5 in aircraft mode

2 OMA Groups at +3 in runner mode

Sequence of Play

1) **Initiative:** Each side rolls one die, higher roll has initiative, difference is # of Command Couplets, if tied then CP wins and there are three couplets. +1 if either side using infiltration, -1 at night

2) **Command Couplets (CC):** (Possible Commands: Call OMA, Cancel OMA, Deploy, Dig, Fire, Move) + Reaction Fire

3) **Administration:** Remove all spent, fire for effect, and smoke, flip all shovels, restore move scores, advance turn

Cohesion Check (C√)

Result > unit's face-up cohesion disperses and spends unit, in fire/melee **11+** destroys unit.

Fire

Area Fire:
Each non-AFV in target hex makes C√ + shooter's firepower + circumstances.

Anti-Tank Fire:
One target makes C√ + shooter's anti-tank value + circumstances.

Fire for Effect:
Each unit in target hex makes C√+ OMA battery firepower + circumstances as for area fire (even vs. AFV).

Melee

Targeted unit makes C√ + sum of Melee Values (MV) of all units attacking it.

Movement

Unit moving to interior woods, or at night must conduct C√ unless moving along a road or friendly trench.

Unit moving from IN enemy trench to IN connecting enemy trench must conduct a C√.

Cavalry and Tanks entering trench hexes must conduct a C√.

Circumstance Modifiers:

Apply only **one** modifier per category: deployment, movement, range, terrain, and visibility.
If more than one modifier per category is applicable, the target selects which one to use.

Deployment
+1 if the target is formed

Movement
-1 For anti-tank fire if the target is moving
+1 For area fire if the target is moving

Range (N/A for OMA)
-1 for every 2nd hex of range from shooter to target hex (-1 at 2 hexes, -2 at 4 hexes, -3 at 6 hexes, etc.)
+1 when shooter and target in same hex

Terrain
-4 if target is machine gun IN a blockhouse (N/A for gas attack)
-3 if target is infantry and/or gun IN trench, but only -2 against mortar and/or howitzer (N/A for gas)
-1 if target in a hex with cover: village, craters, higher hills, scrapes, woods with green center dot (N/A for gas). Against area fire only, targets may claim this -1 if a friendly AFV is also in their hex (N/A for gas)
-1 if LOS intersects a hex of concealment: creeping barrage, darkness (night), precipitation, smoke, woods which lack a green center dot, or wheat field, between firer and target

Visibility (N/A for OMA)
-1 at night
-1 if shooter is in a hex with gas

Movement:

Pay one movement point (MP) to do any one of these: Enter a hex, OR Enter IN a blockhouse/trench, OR Initiate Melee, OR Enter IN trench & simultaneously initiate melee.

Melee:

Melee Value (MV) x 2 on game turn 1 for units using **infiltration** tactics as per scenario note.

Mode of Transmission (MOT) Table

Mode of Transmission	Signal Success (SS)		Relay Delay (RD)
	No PB	PB fired	
Aircraft	7	6	1
Flare	7	5	0
Runner	6	4	3/6
Telephone	9/7	0	1
Trench Set	8	8	1

Doubles Summary

Melee: If C√ doubles (pass or fail) then hallowed ground (6.679).

Reaction Fire: If C√ doubles (pass or fail) then an MG firing at a moving target is spent (6.75).

Gas: If C√ doubles (pass or fail) then all gas markers move one hex in the same direction (7.513).