THE GREAT WAR

Richard Borg

Rules & Scenarios

PSC GAMES

INTRODUCTION

The Command and Colours WWI THE GREAT WAR game rules allow players to portray important engagements throughout WWI history. The battles, included in the scenario booklet, focus on the historical deployment of forces and important terrain features of trench fighting in scale with the game system. The scale of the game is flexible and varies from battle to battle. For some scenarios, a few infantry units may represent an entire wing of a larger battle, while in other scenarios a unit may represent just a few brave soldiers going over the top.

The Command card system drives movement, creates a “fog of war” and presents players with many interesting opportunities; while the battle dice resolve combat quickly and efficiently. The Combat cards add an element of suspense and will challenge players to coordinate their use in a timely manner. Overall, the battlefield tactics players will need to execute to gain victory conform remarkably well to the strengths and limitations of the various types of WWI units, their weapons, battlefield terrain, and written history.

In this core game, the main focus is on a number of WWI trench warfare battles. However, a series of expansions, which will feature early war, Eastern Front scenarios, tanks, airplanes, other national armies, plus more special personnel figures, are already in the planning stage to enhance your WWI gaming experience.

Welcome and Enjoy!

Richard Borg

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COMPONENTS

- 1 Battlefield Game Board
- 7 Terrain and Accessories punchboards containing:
    - 58 double-sided terrain tiles
    - 30 HQ tokens
    - 2 Targeting Templates
    - 4 Reserve Artillery rectangular tokens
    - 26 Wire/Shell Crater double-sided rectangular tokens
    - 20 Round German/British double-sided Victory Medal tokens
- 58 Command Cards
- 2 Victory Medal Cards
- 40 Combat Cards
- 8 WWI Battle dice
- 5 Targeting dice, standard numbered die 1-6
- 162 WWI plastic figures:
    - 48 German Infantry
    - 3 German Special Personnel Bomber
    - 3 German Machine Gun teams (1 machine gun figure and 4 crew members)
    - 3 German Mortar teams (1 mortar figure and 4 crew members)
    - 48 British Infantry
    - 3 British Special Personnel Bomber
    - 3 British Machine Gun teams (1 machine gun figure and 4 crew members)
    - 3 British Mortar teams (1 mortar figure and 4 crew members)
- 1 Rule Book with 16 WWI battle scenarios
- 2 Unit and Terrain Summary Sheets

COMPONENTS

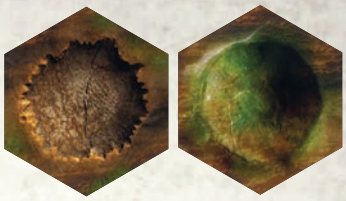
Battlefield Game Board

The WWI battlefield game board (hereafter referred to as the battlefield) has a hex grid, 12 hexes wide by 11 hexes deep. One side of the game board pictures a war torn landscape and on the other a countryside setting. The battlefield is divided into three sections by two dotted lines, giving each player a left flank section, a centre section and a right flank section. Where the dotted line cuts through a hex, the hex is considered to be part of both the flank section and the centre section.

The half-hexes that border the sides of the battlefield, are not considered to be part of the Command and Colours WWI field of battle.

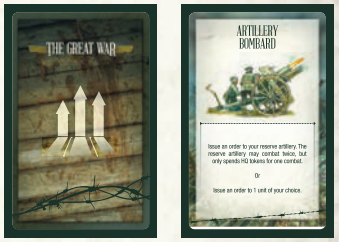
1. Command cards
2. Combat cards
3. Reserve artillery token
4. Victory medals track card
5. HQ tokens
6. Victory medals
7. Battle dice
8. Reserve artillery targeting dice
9. Reserve artillery targeting template

Terrain Tiles



The terrain tiles represent a wide range of terrain features and are placed on the map board to recreate a historical battlefield for a scenario. For a description of all Terrain: see the Terrain rules section.

Command Cards



Command cards are used to order troops to move, battle, or do something special. Units may only move or battle when given an order. For a description of each Command Card: see the Command Card rules section.

Victory Medal Card

When the last figure of an enemy unit is eliminated, take a Victory Medal and it is placed on your Victory Medal Card to track victory. Also, when a Victory Medal is gained for completing a scenario specific objective, the Victory Medal is placed on your Victory Medal Card.

Combat Cards

These cards represent military actions and sometime unexplainable WWI happenings or unit abilities. These cards may hinder the opposition army, enhance a player's units, or may instantly change the course of a battle.

WWI Battle Dice

Soldier

Deadly Die side

Burst

Flag

HQ

HQ tokens

In terms of game play, HQ tokens are a measurement of each army's resources, leadership and luck. HQ tokens act as the currency that fuels the play of Combat Cards and combat of an army's reserve artillery.

Wire/Shell Crater Tokens

These double-sided tokens have an image of wire on one side and shell craters on the other.

Wire

These man-made battlefield obstacles were positioned on a battlefield to hinder and break any potential enemy attack. Wire tokens, like terrain tiles, are placed on the battlefield prior to a battle as indicated by the scenario map.

Shell Craters

The war torn sections of No-Man's-Land was the sight of numerous craters created by constant artillery shelling. These holes in the ground became places of refuge for infantry as they advanced, as well as obstacles they had to overcome. Shell crater tokens are created and placed on the battlefield before the battle starts during No-Man's-Land Shelling and in some cases from reserve artillery combat.

Reserve Artillery Tokens

The reserve artillery token represents the strength of the army's reserve artillery battery. When the reserve artillery is ordered, the strength number is equal to the maximum number of HQ tokens that can be spent to buy targeting dice that are used in conjunction with the targeting template. The strength of each army's reserve artillery is detailed in the scenario notes.

WWI Plastic Figures

The forces that players command on the battlefield are represented by 162 detailed plastic figures. The German and British figures of each army have their own distinctive colour.

The machine gunner figures need to be assembled prior to your first game.

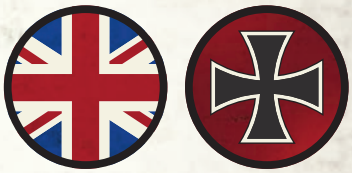
- An infantry unit is made up of four soldier figures with rifles. An infantry unit is classified as a battlefield soldier unit.
- A machine gun team unit is made up of 1 machine gun with a gunner figure and three additional crew member figures. A machine gun unit is classified as a battlefield soldier unit.
- A mortar team unit is made up of 1 mortar with a loader figure and three additional crew member figures. A mortar unit is classified as a battlefield soldier unit.
- A special personnel figure, when added to a unit, will allow the unit to perform one or more special actions. Each army, in the core game, has three special personnel bomber figures.

Targeting Template

With limited spotting and fire combat conducted from far behind the friendly front lines, the accuracy of an army's reserve artillery is represented by the use of a targeting template. Players will use the targeting template when ordering their reserve artillery batteries to combat.

Targeting Dice

The targeting dice are used in conjunction with the targeting template and other game functions.



Victory Medal Tokens

Victory Medal tokens have a German symbol on one side and a British symbol on the other side. Victory Medals are gained when the last figure of an enemy unit is eliminated and by capturing a certain terrain hex or other battlefield objective. In some battles, the Victory Medal is placed directly on the battlefield, with the army's side face up to indicate the army has captured the objective and is in control.

Players are not limited by the number of wire/shell crater tokens or the number of battle dice included in the core game. Should the wire/shell crater tokens be depleted, players should substitute another marker as necessary. If a player must roll more dice than are available, he should re-roll any of the previously rolled dice and track or remember the previous results.

OBJECT OF THE GAME

The object of a game, depending on the selected scenario victory conditions, is to be the first player to gain a set number of Victory Medals.

One Victory Medal is gained for each enemy unit eliminated. When the last figure of an enemy unit is eliminated, a Victory Medal is placed on your Victory Medal Card. In some scenarios, additional Victory Medals may be gained by capturing certain terrain hexes or other battlefield objectives. Victory is achieved the instant the last Victory Medal required is gained.

SETTING UP THE GAME

1 - Select a battle from the scenario book. First time players should play the first couple of scenarios "Opening Action 1" and then "Opening Action 2". These are non-historical scenarios and are expressly designed to introduce players gradually to the basics of WWI trench warfare.

2 - Each scenario specifies which army is at the top or bottom of the battlefield, and players should sit on the side closest to the army they will command.

3 - Place the terrain hexes and wire tokens on the battlefield, as indicated by the scenario map.

4 - Place the units onto the battlefield, matching the various units' positions to the scenario map. Each unit symbol on the map represents an entire unit of figures on the battlefield.

5 - Each player takes a Victory Medal Card and places the card next to their board edge.

6 - Each player takes a numbered reserve artillery token, as indicated in the scenario notes, and places it next to their board edge with its proper strength number facing up.

7 - Shuffle the command card deck thoroughly and deal the number of command cards to each player, as indicated by the scenario notes. Keep the command cards a secret from the opposing player. Set the remaining deck of command cards facedown alongside the game board.

8 - Shuffle the combat card deck thoroughly and deal the number of combat cards to each player, as indicated by the scenario notes. Keep the combat cards a secret from the opposing player. Set the remaining deck of combat cards facedown alongside the game board.

9 - Create a common pool of HQ tokens, alongside the battlefield near the deck of combat cards. Each player takes the number of HQ tokens from the common pool as indicated by the scenario notes and places them next to their board edge.

10 - Set the WWI battle dice, targeting dice, targeting templates, and the Victory Medal tokens alongside the battlefield near the deck of command cards.

11 - Review all special rules and victory conditions that apply to the scenario.

12 - Prior to the start of a battle, when No-Man's-Land Shelling rules are in effect for the scenario, the starting player will roll for the shelling of No-Man's-Land, to determine the placement of shell craters.

13 - The starting player, as indicated in the scenario notes, takes the first turn to begin play.

No-Man's-Land Shelling Procedure

The starting player will roll the shelling of No-Man's-Land. The scenario map will indicate with a series of arrows at the side of the scenario map, which rows are No-Man's-Land rows and will be shelled.

Starting with the row closest to enemy, one targeting die is rolled. Counting each hex, going left to right, place a crater on the hex of the number rolled. Roll the die again. Starting with the next hex in the row, count the hexes and place a crater on the hex of the number rolled. Repeat this procedure until the number rolled takes the count off the right side of the battlefield. Working toward the starting player, complete the same procedure for all rows indicated as No-Man's-Land.

When placing a shell crater, the following rules must be observed:

- When it is a countryside hex, place a shell crater on the hex.
- When wire is on a hex, the wire token is removed and a shell crater is placed on the hex. The wire token can be flipped over so the image of shell crater is showing.
- When a unit or any terrain is on a hex, the hex is still counted, but no shell crater is placed.

GAME TURN

The scenario notes will state which player moves first. Players then alternate taking turns, until one of the players reaches the number of Victory Medals indicated by the scenario victory conditions.

PLAYER'S TURN

The player taking his turn is the active player and will follow the sequence shown below.

Phase 1 - Play a Command Card
Phase 2 - Order Units
Phase 3 - Movement
Phase 4 - Battle
Phase 5 - End of Turn

The previous phase must be completed before proceeding onto the next phase.

PHASE 1 - PLAY A COMMAND CARD

At the start of a turn, the player must play a command card from his hand. Place it face up, and read it aloud. Command cards are used to order a player's units to move, battle, or do something special. The card played dictates in which section(s) of the battlefield orders are issued and how many units may be ordered. Units may only move and/or battle when given an order. There are two types of command cards, section cards and tactic cards.

Section Command Card

A section command card is recognisable by an iconic representation of the battlefield. Each section card is used to order a set number of units in the section or a combination of sections of the battlefield, highlighted by an arrow and a number.

Tactic Command Card

A tactic command card orders units across the battlefield in any section and may allow the ordered units to move and/or battle in ways not normally allowed in the basic rules.

When the number of units to be ordered is not a fixed number, but instead the card states "for each command card you have, including this card" the number of units a player may order is equal to the number of command cards in the player's possession (including the command card currently being played).

If a player is ever in a situation, where no unit can be ordered by the command card just played, disregard phases 2 through 4 of the game turn and go directly to the draw phase End of Turn.

PHASE 2 - ORDER UNITS

After playing a command card, announce which corresponding units will receive orders. Figures grouped together on the same hex form a battlefield unit. Only those units that are issued an order may move, battle, or take a special action during this turn. Only one order may be given to each unit during the course of a single game turn.

When a unit is on a hex with a dotted line, it may be ordered from either the flank or centre section card play.

If a command card issues more orders in a given section of the battlefield than the number of units in that section, those additional orders are lost.

PHASE 3 - MOVEMENT

Movements are announced and made sequentially, one ordered unit at a time, in the sequence of a player's choice. A player must complete one unit's movement before beginning another.

Unit Movement

- A unit may only move once per turn.
- A unit that is ordered does not have to move.
- Ordered units may move from one section of the battlefield into another.
- A unit may never move onto any of the half-hexes that border the side of the battlefield.
- A unit may only move off the battlefield's baseline hexes when explicitly allowed in the scenario notes.
- Two units may not occupy the same hex.
- When moving a unit, the unit may not move onto or through a hex occupied by a friendly unit or an enemy unit.
- A unit may not split off individual figures from the unit; they must stay together and always move as a group.
- A unit that is reduced through casualties may not combine with another unit.
- Some terrain features will impact movement and may prevent a unit from moving its full distance or battling.
- Retreat movement rules vary slightly from ordered movement: see the Retreat rules section.

Infantry Unit Movement - An ordered infantry unit may move up to 1 hex and battle, or 2 hexes and not battle.

Machine Gun & Mortar Unit Movement - An ordered machine gun or mortar unit may move 1 hex, but may not battle when it moves.

Reserve Artillery Movement - An ordered reserve artillery battery may not move.

PHASE 4 - BATTLE

Battles are checked and resolved one ordered unit at a time, in the sequence of the player's choice. Announce and resolve one unit's battle entirely before beginning the next one.

- A unit that is ordered does not have to battle, even when adjacent to enemy units.
- A unit may normally battle only once per turn.
- A unit may not target or split its battle dice between several enemy units.
- The number of casualties (figure losses) a unit has suffered does not affect the number of battle dice the unit rolls in combat. A unit with a single figure retains the same combat strength as a unit at full strength.
- An ordered unit may only engage in one type of combat when ordered, even if it is capable of both ranged and close combat.

The combat sequence is purely at the owner's choice and a player may freely switch between ranged combat and close combat from one unit to the next unit's combat.

Ranged Combat (Fire)

A battlefield unit with range weapons, battling an enemy unit more than 1 hex away is said to conduct ranged combat against the enemy target unit.

- For an infantry unit and a machine gun unit, the target unit must be within both range and in line of sight of the firing unit.
- For a mortar unit, the target unit must be within range, but line of sight to the target unit is not required.
- There are no range or line of sight restrictions for a reserve artillery battery.
- Ranged combat may not be used against an adjacent enemy unit.
- A unit adjacent to an enemy unit may not target and fire on another more distant enemy unit. If it chooses to battle, the unit must close combat an adjacent enemy unit.

Battlefield Unit Ranged Combat Procedure -

The player taking his turn is the active player and will follow the sequence shown below.

1 - Announce Firing Unit
2 - Check Range
3 - Check Line of Sight
4 - Apply Terrain Modifiers
5 - Determine Battle Dice Adjustments
6 - Resolve Combat
7 - Score Hits
8 - Collect HQ tokens
9 - Apply Retreats

1. Announce Firing Unit -

Announce which ordered battlefield unit is going to fire and the target enemy unit.

2. Check Range -

Verify that the target unit is within range. The range is the distance between the firing unit and the enemy target unit, measured in hexes. When counting the range in hexes, include the target unit's hex, but not the firing units hex.

Determine the number of battle dice the unit is entitled to roll, based on the unit's range to the target unit.

Infantry Unit Ranged Combat

A rifle infantry unit has a range of 4 hexes:
(adjacent no range combat, the 3 dice is close combat)
(two hexes to target 2 dice)
(three hexes to target 1 die)
(four hexes to target 1 die)
An ordered infantry unit may hold or move up to 1 hex and perform ranged combat.

Machine Gun Unit Ranged Combat

A machine gun unit has a range of 5 hexes:
(adjacent no range combat, the 3 dice is close combat)
(two hexes to target 3 dice)
(three hexes to target 3 dice)
(four hexes to target 1 die)
(five hexes to target 1 die)
An ordered machine gun unit may not perform ranged combat when it moves.

Machine Gun Units Cross Fire

Two or more ordered machine gun units may target the same enemy unit in range combat. Each unit will determine the number of battle dice it will roll separately, and then all their ranged combat dice are rolled together at the same time.

Mortar Unit Ranged Combat

A mortar unit has a range of 6 hexes:
(adjacent no range combat, the 3 dice is close combat)
(two hexes to target 2 dice)
(three hexes to target 2 dice)
(four hexes to target 2 dice)
(five hexes to target 1 die)
(six hexes to target 1 die)
An ordered mortar unit may not perform ranged combat when it moves.

Reserve Artillery Ranged Combat - For a complete description of the reserve artillery ranged combat: see the Reserve Artillery rules section.

3. Check Line of Sight - Verify that your target is within line of sight. An infantry and machine gun unit must be able to "see" the enemy unit it wants to target. This is known as having "line of sight."

Imagine a line, drawn from the centre of the hex, containing the firing unit to the centre of the hex containing the target unit. This line of sight is blocked only if a hex (or part of a hex) between the battling unit and the target hex contains an obstruction. Obstructions include a unit (regardless if friend or foe), some terrain features and the half-hexes that border the side of the battlefield. The terrain in the target unit's hex does not block line of sight.

If the imaginary line runs along the edge of one or more hexes that contain obstructions, line of sight is not blocked, unless the obstructions are on both sides of the line.

There are no line of sight restrictions for a mortar unit or a reserve artillery battery.

4. Apply Terrain Modifiers - Some terrain from which the attacking unit battles will reduce the number of battle dice rolled; forest, building and wire for example.

5. Determine Battle Dice Adjustments - After any terrain dice reductions are applied, adjust the number of battle dice, based on any special personnel abilities, command card modifiers and/or combat card modifiers.

6. Resolve Combat - Roll the adjusted number of battle dice and resolve the resulting dice roll.

Terrain protection modifiers, that the target unit is on, will impact what is needed to score a hit on the targeted unit: see the Terrain rules section for terrain protection and combat modifiers.

7. Score Hits - The unit firing scores one hit for each burst symbol rolled and one or more soldier symbols after applying terrain protection modifiers: see the Terrain rules section for terrain protection modifiers.

Effect of Range Combat Hits - For each hit scored, one figure is removed from the target unit. When the last enemy figure is eliminated in the unit, place a Victory Medal on your Victory Medal Card. If more hits are rolled than the number of figures in the enemy unit, these additional hits have no effect.

8. Collect HQ tokens - In ranged combat, collect one HQ token for each HQ symbol rolled, when targeting an enemy unit.

9. Apply Retreats - A flag rolled in ranged combat does not cause a hit, but may cause the unit to retreat. After all hits have been resolved and casualties removed, retreats are resolved: see the Retreat rules section. Some terrain will allow a unit to ignore one or more flags: see the Terrain rules section for terrain effect on retreats.

Close Combat - A battlefield unit, battling against an enemy unit in an adjacent hex, is said to be in close combat with the enemy unit.

- A unit, adjacent to an enemy unit, must close combat the adjacent enemy unit if it chooses to battle, it cannot use ranged combat against the adjacent enemy unit or another enemy unit within its range.
- Each close combat attack is declared and resolved one ordered unit at a time, in the sequence of the player's choice.
- Resolve one unit's close combat entirely, including any gaining ground and possible bonus close combat, before beginning the next unit's combat..
- Regardless of the number of ordered units adjacent to an enemy unit, each ordered unit's close combat attack must be resolved separately.

Battlefield Unit Close Combat Procedure

1. Announce Close Combat Unit
2. Apply Terrain Modifiers
3. Determine Battle Dice Adjustments
4. Resolve Combat
5. Score Hits
6. Collect HQ tokens
7. Apply Retreats
8. Possible Gain Ground and Bonus Close Combat

1. Announce Close Combat Unit - Announce which ordered unit is going to attack in close combat and the enemy unit it is attacking. A unit must be in an adjacent hex to an enemy unit to engage in close combat. Determine the number of battle dice the ordered unit is entitled to in close combat.

Infantry Unit Ranged Combat - An infantry unit has 3 dice in close combat. An ordered infantry unit may hold or move up to 1 hex and close combat.

Machine Gun Unit Ranged Combat - A machine gun unit has 3 dice in close combat. An ordered machine gun unit may not close combat when it moves.

Mortar Unit Close Combat - A mortar unit has 3 dice in close combat. An ordered mortar unit may not close combat when it moves.

2. Apply Terrain Modifiers - Some terrain from which the attacking unit battles will reduce the number of battle dice rolled.

3. Determine Battle Dice Adjustments - After any terrain dice reductions are applied, adjust the number of battle dice, based on any special personnel abilities, command card modifiers and/or combat card modifiers.

4. Resolve Combat - Roll the adjusted number of battle dice and resolve the resulting dice roll.

The terrain protection modifiers that the target unit is on, will impact what is needed to score a hit on the targeted unit: see the Terrain rules section for terrain protection and combat modifiers.

5. Score Hits - The unit attacking in close combat, scores one hit for each burst symbol rolled and one or more solider symbols after applying terrain protection modifiers: see the Terrain rules section for terrain effects.

The biggest advantage when battling in close combat is that in close combat one hit is also scored for each Deadly Die side symbol rolled.

Effect of Close Combat Hits - For each hit scored, one figure is removed from the target unit. When the last enemy figure is eliminated in the unit, place a Victory Medal on your Victory Medal Card. If more hits are rolled than the number of figures in the enemy unit, these additional hits have no effect.

6. Collect HQ tokens - In close combat, collect one HQ token for each HQ symbol rolled, when targeting an enemy unit.

7. Apply Retreats - A flag rolled in close combat does not cause a hit, but may cause the unit to retreat. After all hits have been resolved and casualties removed, retreats are resolved: see the Retreat rules section. Some terrain will allow a unit to ignore one or more flags: see the Terrain rules section for terrain effect on retreats.

8. Possible Gain Ground and Bonus Close Combat

Gaining Ground - When an ordered unit attacks in close combat and eliminates or forces the defending enemy unit to retreat from the hex it occupies, it has conducted a successful close combat. The victorious attacking unit may advance onto that vacated hex. This movement is referred to as gaining ground. Gaining ground, after a successful close combat, is not mandatory.

The following situations do not allow a unit to gain ground:

- A machine gun unit or mortar unit may not gain ground after a successful close combat.
- A unit that moves onto a terrain hex that prevents further movement on the turn will prevent a unit from gaining ground.
- A unit ordered by a “First Strike” command card is not eligible to gain ground.
- A unit ordered by a “Surprise Ambush” combat card is not eligible to gain ground.
- A unit using a “Butt & Bayonet” combat card is not eligible to gain ground.

Bonus Close Combat - After a successful close combat, an infantry unit using a "Battle Fury" combat card that gains ground is eligible to battle in close combat a second time. This bonus close combat is optional and gaining ground does not require an eligible unit to attack in close combat again.

A unit, that qualifies for a bonus close combat attack, after gaining ground, may choose to battle any enemy unit in any adjacent hex. It does not have to battle the enemy unit that just retreated from the hex. When a unit's bonus close combat is successful, it may gain ground onto the vacated hex, but may not battle again this turn.

Some terrain movement restrictions may prevent a unit from making a bonus close combat.

Retreats - During a combat, after all hits have been resolved and casualties removed, retreats are resolved. Each retreat flag rolled, against a unit that cannot ignore it, will require the unit to retreat one hex back toward its own side of the battlefield. Two flags will push the unit back two hexes, etc.

The player controlling the unit that is retreating decides which hex the unit retreats onto, using the following rules:

- A unit must always retreat toward its controlling player's side of the battlefield regardless of what direction the attack came from.
- There are usually two hexes of choice when retreating to a player's side of the battlefield, except near the side of the battlefield. The retreating player may choose either of these two hexes, but must choose one that is not blocked, occupied, or impassable.
- A unit may never retreat sideways.
- A unit may never retreat onto any half-hexes that border the side of the battlefield.
- A unit may not retreat onto, or through, a hex already containing another unit regardless if friend or foe.
- Terrain has no effect on retreat movement, therefore a retreating unit may retreat through, for example; forest, building, building rubble, and a hex with wire, without stopping. However, impassable terrain may not be retreated onto or through during a retreat.
- When a unit cannot retreat because the unit's retreat path is occupied by other units, or impassable terrain, one hit is scored on the unit (figure is removed from unit) for each retreat hex of movement that cannot be completed.
- When a unit cannot retreat because it is at its army baseline, one hit is scored on the unit (figure is removed from unit) for each retreat hex of movement that cannot be completed.

Bolster Morale - Some terrain or a combat card played will allow a unit to disregard one or more flags rolled against it: see the Terrain rules section for terrain effecting flags.

A unit may disregard one or more flags each time it is attacked. Disregarding a flag result, when eligible, is purely a matter of choice. The owning player may decide to accept a flag result and if two flag results can be ignored, the owning player can choose to ignore one and accept one. All flags rolled against a unit, above and beyond those that can be ignored, automatically trigger a retreat, and must be taken.

PHASE 5 - END OF TURN

After all units' movement and combat have been resolved, the active player discards the command card and draws a new command card and has the choice of drawing one combat card or gaining two HQ tokens from the common pool.

When a player has not played a combat card during his turn, one combat card may be discarded at the end of his turn, and one HQ token is collected from the common pool. A maximum of one combat card may be turned in at the end of a player's game turn.

A player may not draw a new combat card if drawing the card would exceed the maximum number of cards that can be held.

If the command card deck or combat card deck runs out of cards, shuffle the discarded cards to form a new draw deck.

Once the active player's command card and combat card are drawn or HQ tokens are replenished, the player's turn is over.

Note: A player, who plays a combat card during his or the opponent's turn, does not immediately replenish his combat card or the HQ tokens. Replenishment of combat cards or HQ token reserve is only done at the end of an active player's turn.

HQ TOKENS

HQ tokens are initially placed in a common HQ token pool, alongside the game board. During the course of the game, the HQ tokens a player earns are kept in his HQ reserve pool in his play area. The number of HQ tokens a player holds is public information throughout the game.

Managing and Replenishing HQ Reserves - Just as important as managing his hand of command cards and combat cards, a player must carefully watch his HQ reserve, and make sure to keep adequate reserves if he is to launch his own combat card actions at the most opportune time or strike the opposition forces with his reserve artillery.

There is no limit to the number of HQ tokens a player may have in his reserve. However, should the common HQ tokens pool run out, no further HQ tokens can be gained until the common pool is replenished. Actions that normally grant HQ tokens, grant you nothing instead. The following are some of the ways a player may gain HQ tokens:

- A number of HQ tokens are taken at the start of a game as indicated by the scenario notes.
- At the end of the active player's game turn, the player opts to take two HQ tokens instead of drawing a combat card.
- At the end of the active player's game turn, the player discards one of his combat cards and gains one HQ token.
- As a result of playing certain combat cards.
- HQ tokens are gained for each HQ symbol rolled, when targeting an enemy unit in combat.

Note: Rolling a HQ symbol during other times during play, other than in combat will not gain HQ tokens for a player or rolling a HQ symbol, when targeting wire terrain for example, will not gain a HQ token when rolled.

END GAME & VICTORY

Players alternate taking turns, until one player reaches the number of Victory Medals indicated by the scenario victory conditions. A game ends the moment a player reaches the required number of Victory Medals, regardless of when this occurs during a game turn.

Players accumulate Victory Medals in a number of ways: eliminating enemy units is the most common way. The unit's last figure to be eliminated marks the defeat of the unit, and the gain of a corresponding Victory Medal for the opponent.

- For a machine gun unit, the stand with the machine gun figure and figure manning the machine gun is always the last stand to be eliminated in the unit.
- For a mortar unit, the stand with the mortar figure and figure loading the mortar is always the last stand to be eliminated.
- A unit with a special personnel figure, the special personnel figure is removed from the battlefield along with the last figure of the unit.

Accomplishing scenario specific Victory Medal objectives, like occupying a trench or capturing certain terrain hexes, will be explicitly spelled out in the scenario's battle notes.

OBJECTIVE MEDALS

Temporary Medal Objective - The Victory Medal for this objective hex is immediately gained and is retained as long as a unit of the appropriate side occupies the objective hex. If the unit vacates the hex for any reason (movement, retreat or elimination), the medal is immediately lost.

Start Turn Temporary Medal Objective - The Victory Medal for this objective hex is held and captured only as long as a unit of the appropriate side occupies the objective hex at the start of its turn. If the unit vacates the hex for any reason (movement, retreat or elimination), the medal is immediately lost.

A Temporary Medal Objective and a Start Turn Temporary Medal Objective can also apply for a group of hexes, such as a line of trenches, forest or hills. When the side occupies any hex in the group, the Victory Medal for this group is gained. If none of the hexes in the group are occupied for any reason (movement, retreat or elimination), the medal is immediately lost.

Turn Start Temporary Majority Medal Objective - The Victory Medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes at the start of its turn. The absolute majority means, occupy more of the hexes in the group than your opponent. If your side occupies 1 hex and your opponent does not occupy any of the hexes in the group, your side occupies the absolute majority. If the majority is lost for any reason (movement, retreat or elimination), the medal is immediately lost.

Permanent Medal Objective - The Victory Medal in this objective hex is captured and permanently gained the moment a unit of the appropriate side occupies this hex. The medal is not lost, even if the unit later vacates this hex.

Turn Start Permanent Medal Objective - The Victory Medal in this objective hex is captured and permanently gained when the appropriate side occupies the hex at the start of its turn.

Breakthrough Medal Objective - When a player's victory objective requires his forces to achieve a Breakthrough, each unit that exits the battlefield from an opponent's baseline hex, gains the player one Permanent Victory Medal. To exit, the unit must be ordered and move off the battlefield. Moving from a baseline hex on the opponent's baseline off the battlefield counts as one hex of movement to exit.

A player may not exit units from the battlefield when playing the "Rush & Rotation" command card and gain a breakthrough medal.

Time Pressure Medal Objective - When Time Pressure rules are in effect against the attacker, the defending player, after playing a "Recon (Left, Centre or Right)" command card, may take a Permanent Victory Medal instead of drawing 2 command cards at the end of his turn.

Taking a Permanent Victory Medal instead of drawing 2 command cards is not possible, if doing so would give the player his final Victory Medal to win the battle.

SPECIAL PERSONNEL

A special personnel figure is added to a unit and will allow the unit to perform one or more special actions. Each army, in the core game, has three special personnel bomber figures.

- A unit with a special personnel figure will be labelled on a scenario map.
- When a special personnel figure is deployed in a scenario, the special personnel figure is added to a unit when setting up the battle giving the unit one additional figure.
- A special personnel figure's pose, and its square base, will identify a special personnel figure in the battlefield unit.
- A special personnel figure must move along with its unit.
- The figure is not transferable to any other unit.
- It does not count as a figure that can be removed to satisfy losses.
- When the last figure in the unit is eliminated, the special personnel figure is removed from the battlefield along with the last figure of the unit.

Special Personnel Bomber Special Actions

- A bomber figure may only be added to an infantry unit.
- An infantry unit with a bomber figure, when battling at range of 2 hexes, will also score a hit for each Deadly Die side rolled.
- An infantry unit with a bomber figure, when battling in close combat will roll 1 additional die.

RESERVE ARTILLERY

A player's reserve artillery unit does not have any figures, instead it is represented by a reserve artillery token, in a player's play area. The number on the reserve artillery token represents the strength of the army's reserve artillery. The strength of an army's reserve artillery token is detailed in the scenario notes.

- A player's reserve artillery is not a battlefield unit and therefore can only be ordered to perform ranged combat.
- An ordered reserve artillery battery, when it battles, does not have any range or line of sight restrictions.
- A reserve artillery unit can be ordered when playing an "Artillery Bombard" tactic command card and may target any enemy unit or any hex anywhere on the battlefield.
- A reserve artillery unit can be ordered, by using one order from a section command card, unless the section card only issues orders to battlefield units.
- When ordered by a section command card, the enemy unit or the hex being targeted must be in the same section as the section card being played.
- A reserve artillery battery may not normally be targeted in combat by a battlefield unit or the opponent's reserve artillery.

Key Rule - When the reserve artillery battery is ordered, it is always the first unit to combat.

Reserve Artillery Ranged Combat -

When the reserve artillery is ordered, the use of the targeting template is required. The player ordering the reserve artillery places the targeting template, on a hex with its arrow, pointing towards the opponent's baseline.

To determine in what hexes the reserve artillery shells will land, a number of targeting dice are rolled. The number of targeting dice rolled is equal to the number of HQ tokens spent. The maximum number of HQ tokens that may be spent is equal to the strength number on the reserve artillery token in a player's play area. For example: the reserve artillery token has a strength number of 4, the player may spend up to 4 HQ tokens and for each HQ token spent, the player will roll one targeting die.

Roll the targeting dice and match the number rolled with the hexes around the template. Set each targeting die on its matching hex. Any dice that rolled the same numbers are also considered "On Target", as well as shelling the surrounding hex.

To determine the result of the reserve artillery combat, battle die are rolled for each hex with one or more targeting dice and for the On Target hex.

Start with the On Target hex, the hex that the template was placed on and roll 1 battle die for any targeting dice that were determined as being on target. For example, 4 targeting dice are rolled and the numbers rolled are 1 - 4 - 4 - 6. Place the targeting dice on the proper surrounding hexes. Because two targeting dice rolled number 4, two battle dice are rolled on the On Target hex, as well allowing hex number 4 to be shelled with two dice.

After the On Target hex is resolved, start with the hex 1 on the template, going clockwise around the template roll 1 battle dice for each targeting die on these hexes. Determine hits and retreats for each hex before resolving the next hex.

When no unit or wire token is in a hex, you need not roll the battle dice for these hexes.

Reserve Artillery Hits and Retreats - For the On Target hex, one hit is scored for each burst symbol and Deadly Dice side rolled. In addition, one or more soldier symbols rolled may score a hit after applying terrain protection modifiers: see the Terrain rules section for terrain protection modifiers.

For the hexes around the template, one hit is scored for each burst symbol rolled. In addition, one or more soldier symbols rolled may score a hit after applying terrain protection modifiers: see the Terrain rules section for terrain protection modifiers.

For each hit scored, one figure is removed from the unit. When the last enemy figure is eliminated in the unit, place a Victory Medal on your Victory Medal Card. If more hits are rolled than the number of figures in the enemy unit, these additional hits have no effect.

Collect one HQ token for each HQ symbol roll.

A flag rolled does not cause a hit, but may cause the unit to retreat. After all hits in a hex have been resolved and casualties removed, retreats are resolved: see the Retreat rules section. Some terrain will allow a unit to ignore one or more flags: see the Terrain rules section for terrain effecting flags.

Reserve Artillery Creating Shell Craters - When three or more targeting dice roll the same number, a shell crater is placed on the On Target hex, unless the hex already has a shell crater token. When the battle dice are rolled for the On Target hex this combat, all terrain protection is ignored and all dice symbols rolled will count. For example, 4 targeting dice are rolled and the numbers rolled are 1 - 4 - 4 - 4. Place the dice on the proper surrounding hexes. Because three targeting dice rolled number 4, it is a devastating direct hit to the On Target hex and a shell crater is placed on the hex. Three battle dice are then rolled on the On Target hex, as well as allowing hex number 4 to be shelled with three dice.

COMBAT CARDS

Combat cards and HQ tokens are some of a player's most precious assets. Combat cards, in terms of game play, represent military actions and WWI happenings or unit abilities. These cards may hinder the opposition army, enhance a player's units or may instantly change the course of a battle.

The maximum number of combat cards a player may hold is five cards, unless the scenario notes state otherwise. A player may not draw a new combat card if drawing the card would exceed the maximum number of cards that can be held.

Every combat card, contains the following information:

- Title: The name of the combat card.
- Cost: The cost, in HQ tokens, a player must pay from his HQ reserve pool, for the combat card to take effect. HQ tokens quite literally fuel the action and special actions of a combat card. Some combat cards do have a zero HQ token cost.
- Phase of Play: This text explains, when in a game turn, the combat card must be played.
- Target: Text detailing the combat card target, subject, beneficiary, or area of effect, of the combat card action.
- Effect: A description of the combat card effect and the special rules governing it.

Players must observe a number of simple, but critically important rules when bringing a combat card into play.

- A combat card must always be played during its indicated phase of play. Some combat cards may be played out of turn, during the opponent's game turn, or in reaction to one of his actions or combat card play.
- When playing a combat card, place it in front of you during the appropriate phase of play (possibly in reaction to one of your opponent's actions), and read it aloud.

- To play a combat card, the player must be able to immediately pay its corresponding HQ token cost, out of the HQ tokens already in his possession prior to the card's effect coming into play.
- Spend the required number of HQ tokens out of your HQ reserve, temporarily placing those tokens on the combat card; at the end of the game turn, return these tokens into the common HQ tokens pool, and discard the combat card onto the discard pile next to the combat card deck.
- A player may only play a maximum of one combat card during his turn.
- A player may only play a maximum of one combat card during your opponent's game turn.
- During the course of any single player's game turn, there can only be a maximum of two combat cards coming into play, one from each player.
- In case of contradiction, between the effects of two combat cards played in succession, the second card trumps the effect of the first one.
- In case of conflict, between the basic rules in this book and a combat card, the rules of the card take precedence, however, terrain movement and battle restrictions will always apply, unless stated otherwise on the combat card.

COMBAT CARD PHASE OF PLAY AND EFFECT

Phase of play - Play alongside your command card - (the combat card is played at the same time you are playing your command card - Phase 1 Play a Command Card.

Advance Over The Top - Effects ordered soldier units movement. Roll after each soldier's movement, and before moving another unit.

Box Barrage - Effects an ordered reserve artillery's combat.

Counter Intelligence - Complete the card action before ordering units.

Combat Card Espionage - Complete the card action before ordering units.

Gas Attack - Effects enemy units during your units' range combat.

Machine Gun Barrage - Effects machine gun unit's combat. If a machine gun unit is forced to retreat because the unit it is targeting causes the machine gun unit to retreat, it may not battle.

Mata Hari Spy - Complete the card action before ordering units.

Messenger Pigeons - Effects the number of ordered units.

Physician - Complete the card action during Phase 2 Order Units.

Trench Raid - Effects one ordered infantry unit's movement and combat. A trench raid unit, if forced to retreat because the unit it is targeting causes the ordered trench raid unit to retreat, it may not battle. It may, however, remain in its hex or move back to its original hex. When the unit's original hex is occupied it may not move back to the original hex.

Reposition - Effects all ordered machine gun and mortar units.

Short Supply - Complete the card action before ordering units.

Stretcher Bearer - Complete the card action before ordering units.

Tactician - Complete the card action before ordering units.

Three on a Match - Complete the card action before ordering units.

Mortar Barrage - Effects mortar unit's combat.

Phase of play - Play after successful close combat

Battle Fury - Complete the card action after one of your unit's close combat has either eliminated or caused the enemy unit to retreat for its hex.

Phase of play - Play after your opponent's battlefield ranged combat roll

Body Armour - Complete the card action during your opponent's turn after an opponent's battlefield unit's ranged combat dice roll.

Phase of play - Play after your opponent's close combat roll is resolved

Butt & Bayonet - Complete the card action during your opponent's turn after an opponent's unit's close combat dice roll is resolved.

Phase of play - Play before your battlefield unit's combat roll

Lice - Complete the card action after combat roll.

Phase of play - Play before your unit's close combat roll

Hand Grenade - Complete the card action when declaring a close combat.

Phase of play - Play in reaction to your opponent's command card

Hold at All Costs - The combat card is played just after your opponent is playing a command card - Phase 1 of opponent's turn, Play a Command Card. Effects all your units during opponent's entire turn.

Phase of play - Play in reaction to your opponent's command card

Lost Messenger - The combat card is played just after your opponent is playing a command card - Phase 1 of opponent's turn, Play a Command Card. Effects the number of orders that are given by your opponent on his turn.

Phase of play - Play when you are gaining HQ at the end of the turn

Improved Logistics - Complete the card action during Phase 5 End of Turn.

Phase of play - Play after opponent's ranged combat roll is resolved

Return Fire - Complete the card action during your opponent's turn, after an opponent's unit has completed a ranged combat against one unit.

Phase of play - Play before your opponent's reserve artillery combat roll

Shell Shortage - Complete the card action during your opponent's turn after the opponent declares his number of reserve artillery targeting dice, but prior to the dice roll.

Phase of play - Play before your opponent's close combat roll

Surprise Ambush - Complete the card action during your opponent's turn after the opponent declares a close combat, but prior to the dice roll.

Phase of play - Play when opponent is moving a soldier unit

Trench Foot - Complete the card action during your opponent's turn, when an opponent is moving a unit. The card will not affect an enemy unit that is ordered, but does not move.

Phase of play - Play after movement

Wire Cutters - Complete the card action after all your infantry units have completed their movement and are in hexes with wire tokens.

COMMAND CARDS

SECTION CARDS

Section cards are used to order units in a specific section of the battlefield to move and/or battle. These cards also indicate how many units you may order.

Recon Left - Issue an order to 1 unit in the left section. When drawing a new command card, draw two, choose one and discard the other, unless a Victory Medal is taken at the end of the turn, then only draw 1 card.

Recon Centre - Issue an order to 1 unit in the centre section. When drawing a new command card, draw two, choose one and discard the other, unless a Victory Medal is taken at the end of the turn, then only draw 1 card.

Recon Right - Issue an order to 1 unit in the right section. When drawing a new command card, draw two, choose one and discard the other, unless a Victory Medal is taken at the end of the turn, then only draw 1 card.

Probe Left - Issue an order to 2 units in the left section.

Probe Centre - Issue an order to 2 units in the centre section.

Probe Right - Issue an order to 2 units in the right section.

Attack Left - Issue an order to 3 units in the left section.

Attack Centre - Issue an order to 3 units in the centre section.

Attack Right - Issue an order to 3 units in the right section.

Assault Left - Issue an order to all battlefield units in the left section.

Assault Centre - Issue an order to all battlefield units in the centre section.

Assault Right - Issue an order to all battlefield units in the right section.

Recon in Force - Issue an order to 1 unit in each section.

Forward - Issue an order to 2 battlefield units in each section.

Out Flanked - Issue an order to 2 units in both the left and right sections.

TACTIC CARDS (18 CARDS)

Tactic cards allow ordered units to move and/or battle in ways not normally allowed in the basic rules. However, terrain movement and battle restrictions still apply when a command card's action contradicts the basic terrain rules.

Artillery Bombard - Issue an order to your reserve artillery. The reserve artillery may combat twice, but only spends HQ tokens for one combat. -Or- Issue an order to 1 unit of your choice. (2 cards)

Big Show - For each command card you have, including this card, roll 1 die. A soldier symbol orders an infantry unit. A Deadly Die side orders a machine gun or mortar unit. Each flag orders 1 battlefield unit of your choice. Collect one HQ token for each HQ rolled. Ordered units battle with 1 additional die for the entire turn. Reshuffle the command card deck and discards. Also reshuffle the combat card deck and discards. (1 card)

Counter Attack - When you play this card, it becomes a copy of the command card your opponent played on his last turn. Follow the instructions on that card as though you were actually playing it, except reverse any section references made on the card (left section becomes right section and vice versa). (2 cards)

Direct From HQ - Issue an order to 1 battlefield unit for each HQ you spend. Place an HQ token on the units that are ordered to keep track of which units are ordered. Remove the token after the unit moves and cannot battle or remove it after unit battles when eligible. Do not collect HQ tokens when rolled in combat this turn. (3 cards)

Infantry Assault - Issue an order to all infantry units in 1 section. Units may move up to 2 hexes and still battle or move 3 hexes and not battle. Terrain movement and battle restrictions still apply. If you do not have any infantry units, issue an order to 1 unit of your choice. (3 cards) Machine gun and mortar units are not considered infantry units and are not ordered by the play of an "Infantry Assault" card.

Replacements - Roll 1 die for each command card you have, including this card. For each soldier symbol, 1 lost figure is returned to an infantry unit. For each HQ or flag, 1 lost figure is returned to a battlefield unit of your choice. A unit may not gain more figures that it originally had. If a unit gains at least 1 figure, it may also be issued an order. (1 card)

Rush & Rotation - Issue an order to 4 soldier units to reinforce success or rotate and pull back. An ordered unit may move up to 6 hexes, but must end its move in a hex adjacent to a friendly unit. Units may move through friendly units and terrain that is not impassable. Units may not combat this turn. (1 card). Infantry, machine gun and mortar units are all considered soldier units and may be ordered by the play of the "Rush & Rotation" card.

Storm of Fire - Issue an order to 4 battlefield units to open fire and battle with 1 additional die this turn. Units may not move or be ordered when in an adjacent hex to an enemy unit. (3 cards)

Strike First - Play this card after your opponent declares a close combat, but before he rolls his die. Your defending unit will battle first. If the opponent's unit is not eliminated or retreats, it may then battle as originally ordered. At the end of the turn, you draw a replacement command card first. (1 card)

Whistles & Bugle Calls - Order a general advance. Issue an order to a group of battlefield units in adjacent, linked and contiguous hexes. (1 cards)

TERRAIN

A detailed description of each type of terrain follows; including terrain movement effects, combat battle restrictions, terrain protection and if the terrain blocks line of sight.

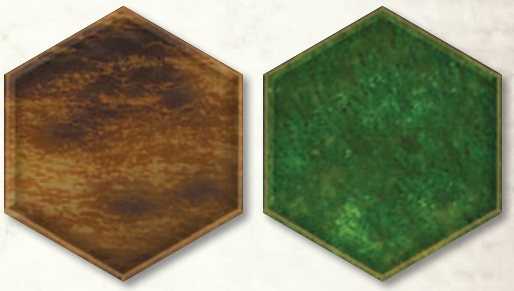
Unlike other Command and Colours games, where terrain reduces the number of battle dice the attacking unit rolls, we have taken a slightly different, more historically tuned approach for the Command and Colours WWI game. In most cases the number of dice rolled by an attacking unit remains constant, even against an enemy unit on a terrain hex. What happens is that a unit on a terrain hex receives protection from the terrain, which will allow the unit to ignore one or more soldier symbols. In addition, some terrain will also allow a unit to ignore flags.

Each terrain hex or token description includes the following information:

- Movement: Effect on moving onto a terrain hex
- Combat: Effect of battling from the hex with terrain and when targeting an enemy unit on a terrain hex.
- Line of Sight: Whether or not the terrain blocks line of sight.

Although not listed under each terrain feature, as a reminder, when a unit battles in close combat, each Deadly Die side rolled will also score a hit.

COUNTRYSIDE



Movement

- No movement restrictions

Combat

- A unit, that moves onto a countryside hex or that is already on a countryside hex, does not reduce the number of battle dice it rolls.
- Targeting a unit on a countryside hex in ranged or close combat, the unit on a countryside hex does not have any protection (may not ignore soldier symbols or flags).
- When reserve artillery targeting dice have 3 or more dice On Target, place a shell crater token on the countryside hex. When the battle dice are rolled for the On Target hex on this combat, all terrain protection is ignored and all dice symbols rolled will count. The hex, after this combat, is considered a shell crater hex when determining terrain protection.

Line of Sight

- A countryside hex does not block line of sight.

FOREST

Movement

- A unit, that enters a forest must stop and may move no further on this turn.

Combat

- A unit that moves onto a forest hex may battle, but reduces the number of battle dice rolled by 1 this turn.
- A unit that is already on a forest hex does not reduce the number of battle dice it rolls.
- Targeting a unit on a forest hex in ranged or close combat, the unit on the forest hex will ignore 1 soldier symbol, but does not ignore any flags.
- When reserve artillery targeting dice have 3 or more dice On Target, place a shell crater token on the forest hex. When the battle dice are rolled for the On Target hex on this combat, all terrain protection is ignored and all dice symbols rolled will count. The hex, after this combat, is considered a forest for movement and shell crater when determining terrain protection.

Line of Sight

- A forest terrain hex blocks line of sight.

BUILDINGS

Movement

- A unit that enters a building hex must stop and may move no further on this turn.

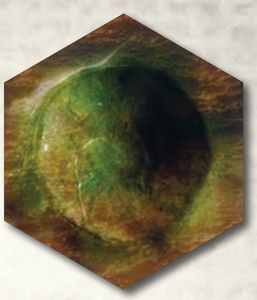
Combat

- A unit that moves onto a building hex may battle, but reduces the number of battle dice rolled by 1 this turn.
- A unit that is already on a building hex does not reduce the number of battle dice it rolls.
- Targeting a unit on a building hex in ranged or close combat, the unit on the building hex will ignore 1 soldier symbol and may ignore 1 flag.
- When reserve artillery targeting dice have 3 or more dice On Target, place a shell crater token on the building hex. When the battle dice are rolled for the On Target hex on this combat, all terrain protection is ignored and all dice symbols rolled will count. The hex, after this combat, is considered a building rubble hex when determining terrain protection.

Line of Sight

- A building hex blocks line of sight.

HILL



Movement

- No movement restrictions.

Combat

- A unit that moves onto a hill hex or that is already on a hill, does not reduce the number of battle dice it rolls.
- Targeting a unit on a hill hex in ranged combat, the unit on the hill hex will ignore 1 soldier symbol, but does not ignore any flags.
- Targeting a unit on a hill hex in close combat and the attack is up hill, the unit on the hill hex will ignore 1 soldier symbol, but does not ignore any flags.
- Targeting a unit on a hill hex in close combat from an adjacent hill hex, the unit on the hill hex will not ignore any soldier symbols and does not ignore any flags.
- When reserve artillery targeting dice have 3 or more dice On Target, place a shell crater token on the hill hex. When the battle dice are rolled for the On Target hex on this combat, all terrain protection is ignored and all dice symbols rolled will count. The hex, after this combat, is considered a shell crater hex when determining terrain protection.

Line of Sight

- A hill hex blocks line of sight to units behind a hill hex.
- A unit on a lower level has line of sight up onto the first hill hex and vice versa.
- A unit on a lower level does not have line of sight up through one hill hex onto a second hill hex behind the first and vice versa (i.e. a unit at a lower level is not able to see, or be seen, if at least one other hill hex is in between the two units).
- Line of sight is not blocked between units on the same hill looking across adjacent, continuous, connected hill hexes. The units are considered to be on a plateau.
- Line of sight is not blocked between units on hill hexes separated by one or more intervening hexes of lower elevation unless those hexes contain a unit or terrain that blocks line of sight.

BUILDING RUBBLE

Movement

- A unit that enters building rubble must stop and may move no further on this turn.

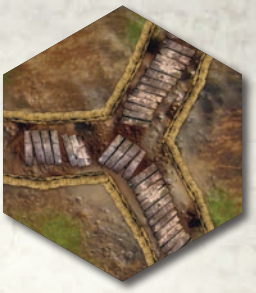
Combat

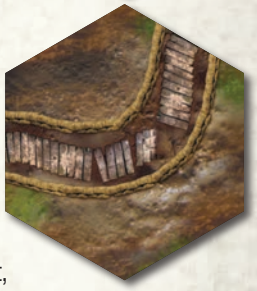
- A unit that moves onto a building rubble hex or that is already on a building rubble hex does not reduce the number of battle dice it rolls.
- Targeting a unit on a building rubble hex in ranged or close combat, the unit on the rubble hex will ignore 1 soldier symbol, and may ignore 1 flag.
- When reserve artillery targeting dice have 3 or more dice On Target, do not place a shell crater token on the building rubble hex. When the battle dice are rolled for the On Target hex on this combat, all terrain protection is ignored and all dice symbols rolled will count. The hex, after this combat, is still considered a building rubble hex when determining terrain protection.

Line of Sight

- A building rubble hex blocks line of sight.

TRENCH





Movement

- No movement restrictions.

Combat

- A unit that moves onto a trench or that is already on a trench hex does not reduce the number of battle dice it rolls.
- Targeting a unit on a trench hex in ranged combat, the unit on a trench hex will ignore 2 soldier symbols, and may ignore 2 flags.
- Targeting a unit on a trench hex in close combat, the unit on a trench hex will ignore 1 soldier symbol, and may ignore 1 flag.
- When reserve artillery targeting dice have 3 or more dice On Target, place a shell crater token on the trench hex. When the battle dice are rolled for the On Target hex on this combat, all terrain protection is ignored and all dice symbols rolled will count. The hex, after this combat, is considered a shell crater hex when determining terrain protection.

Line of Sight

- A trench hex does not block line of sight.
- A unit, however, when on a trench hex will block line of sight.

SHELL CRATER

Movement

- No movement restrictions.

Combat

- A unit that moves onto a hex with a shell crater or that is already on a hex with a shell crater does not reduce the number of battle dice it rolls.
- Targeting a unit on a hex with a shell crater in ranged or close combat, the unit on the shell crater hex will ignore 1 soldier symbol, and may ignore 1 flag.
- When reserve artillery targeting dice have 3 or more dice On Target, do not place a shell crater token on the hex that already has a shell crater token. When the battle dice are rolled for the On Target hex on this combat, all terrain protection is ignored and all dice symbols rolled will count. The hex, after this combat, is still considered a shell crater when determining terrain protection.

Line of Sight

- A hex with a shell crater token does not block line of sight.
- A unit, however, on a hex with a shell crater token will block line of sight.

MINE CRATER

Movement

- A unit that enters a mine crater hex must stop and may move no further on this turn.
- A unit that moves out from a mine crater hex must stop on the adjacent hex and move no further on this turn.

Combat

- A unit that moves onto a hex with a mine crater or that is already on a hex with a mine crater does not reduce the number of battle dice it rolls.
- Targeting a unit on a hex with a mine crater in ranged or close combat, the unit on the mine crater hex will ignore 1 soldier symbol, and may ignore 1 flag.
- When reserve artillery targeting dice have 3 or more dice On Target, do not place a shell crater token on the mine crater hex. When the battle dice are rolled for the On Target hex on this combat, all terrain protection is ignored and all dice symbols rolled will count. The hex, after this combat, is still considered a mine crater when determining terrain protection.

Line of Sight

- A hex with a mine crater token does not block line of sight.
- A unit, however, on a hex with a mine crater token will block line of sight.

WIRE

Movement

- A unit that enters a hex with a wire token must stop and may move no further on that turn.

Combat

- An infantry unit that is on a hex with a wire token may remove the wire token instead of battling.
- A soldier unit that is on a hex with a wire token may battle, but reduces the number of battle dice rolled by 1.
- Targeting a unit on a wire token in ranged or close combat, the unit on a wire token does not have any protection (may not ignore soldier symbols or flags).
- When a reserve artillery combat rolls a burst on a hex with a wire token, the wire token is removed from the hex, but no shell crater is created in this case.
- When a mortar unit combat rolls a burst on a hex with a wire token, the wire token is removed from the hex.
- When reserve artillery targeting dice have 3 or more dice On Target, flip the wire token over to the shell crater side of the token. When the battle dice are rolled for this hex on this combat, all terrain protection is ignored and all dice symbols rolled will count. The hex, after this combat, is considered a shell crater hex when determining terrain protection.

Line of Sight

- A hex with a wire terrain token does not block line of sight.

SCENARIOS

- Command and Colours - Opening Action 1
- Command and Colours - Opening Action 2
- Loos (2nd Division Diversionary Attack) - 25 September 1915
- Loos (Hohenzollern Redoubt) - 25 September 1915
- Loos (German Counter-Attack) - 27 September 1915
- Loos (Fight for the Trenches) - 29 September to 3 October 1915
- Loos (Renewed British Offensive) - 13-14 October 1915
- Somme (Hawthorn Ridge Mine Explosion) - 1 July 1916
- Somme (Mash Valley & La Boisselle) - 1 July 1916
- Somme (Sausage Valley & La Boisselle) - 1 July 1916
- Somme (Mametz) - 1 July 1916
- Somme (Mametz Wood) - 7-10 July 1916
- Vimy Ridge (1st & 2nd Canadian Infantry Divisions) - 9 April 1917
- Vimy Ridge (Hill 145) - 9-10 April 1917
- Vimy Ridge (The Pimple) - 12 April 1917
- Vimy Ridge (Bois en Hache) - 12 April 1917

SCENARIO 1 - COMMAND AND COLOURS - OPENING ACTION 1

The Command and Colours - Opening Action scenarios 1 and 2 are non-historical battles, expressly designed to gradually introduce you and a friend to the basics of WWI trench warfare. Scenario 1 features the different WWI units and trenches, while Scenario 2 adds No-Man's-Land shelling, wire and additional victory objectives.

The following format is used for all Command and Colours scenarios:

- A brief recap of the battle (usually found in this section).
- Scenario map, with terrain tiles, and units positioned on the battlefield.
- Starting Assets for each Army including: Command Cards, Combat Cards, HQ Tokens, Reserve Artillery Strength, First Player.
- Scenario Notes: Victory and any Special Rules.

Germans

- Command Cards 5
- Combat Cards 2
- HQ Tokens 6
- Reserve Artillery 4

British

- Command Cards 5
- Combat Cards 2
- HQ Tokens 6
- Reserve Artillery 4
- MOVE FIRST

Victory - 6

- 1 Medal for each unit eliminated.

Special Rules

- None.

Set up Reminder

- Place terrain tiles, place units, take a victory medal card, take a number 4 reserve artillery token, shuffle and deal 5 command cards, shuffle and deal 2 combat cards, take 6 HQ tokens.

SCENARIO 2 - COMMAND AND COLOURS - OPENING ACTION 2

The Command and Colours - Opening Action scenarios 1 and 2 are non-historical battles, expressly designed to gradually introduce you and a friend to the basics of WWI trench warfare. Scenario 1 features the different WWI units and trenches, while Scenario 2 increases the number of Combat cards and HQ tokens for each side and adds No-Man's-Land shelling, wire terrain and additional victory objectives.

Set Up Reminder - Place terrain tiles and wire tokens, place units, take a victory medal card, take a number 4 reserve artillery token, shuffle and deal 5 command cards, shuffle and deal 3 combat cards, Germans take 8 HQ tokens and British take 10 HQ tokens. British player does the No-Man's-Land shelling roll.

NO-MAN'S-LAND

Germans

- Command Cards 5
- Combat Cards 3
- HQ Tokens 8
- Reserve Artillery 4

British

- Command Cards 5
- Combat Cards 3
- HQ Tokens 10
- Reserve Artillery 4
- MOVE FIRST

Victory - 6

- 1 Medal for each unit eliminated.
- The British forces gain 1 Temporary Victory Medal at the start of their turn, when one or more units occupy any German trench hex in the front line. Place a Victory Medal, with the British side faceup, on the trench to indicate it is controlled.
- The British forces are racing against time. The German player may take a Victory Medal, instead of taking two command cards, when playing a "Recon" command card.

Special Rules

- British player does the No-Man's-Land shelling roll.

SCENARIO 3 - LOOS (2ND DIVISION DIVERSIONARY ATTACK) - 25 SEPTEMBER 1915

After capturing a large area in Northern France and Belgium, German forces had remained on the defensive. The French army, commanded by Joffre, had fought a number of bloody small offensive actions during early 1915, but all failed to impact the situation. Joffre's new plan for a major Franco-British Autumn offensive near Loos, an industrial area in north-east France, was not well received by British commander Sir Douglas Haig, but he had little choice but to comply, being that the British were still a junior partner in the ground war in France. At 6:00am, a major diversionary attack was launched by the 2nd Division, north of the La Bassee canal. The advance moved quickly into the German front trench, but as units approached the second line, they were assailed by heavy machine gun fire. A strong German counter-attack, then drove the British back to their original trench. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Germans

- Command Cards 5
- Combat Cards 3
- HQ Tokens 10
- Reserve Artillery 4

British

- Command Cards 5
- Combat Cards 3
- HQ Tokens 8
- Reserve Artillery 3
- MOVE FIRST

Victory - 6

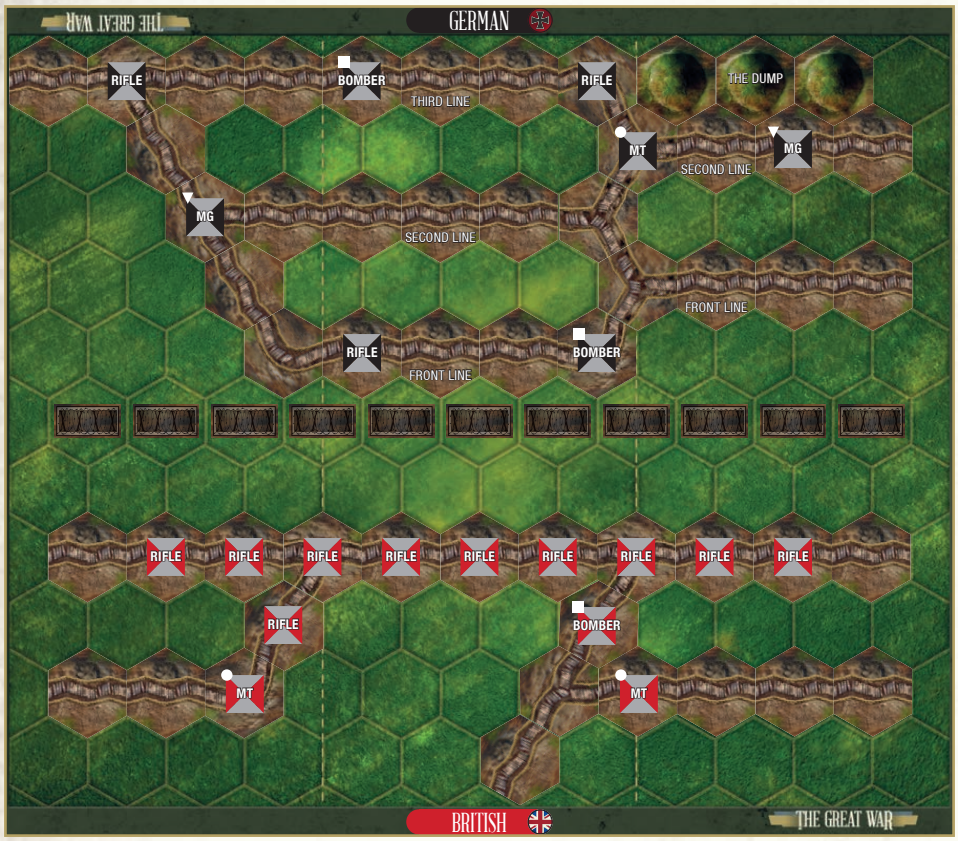
- 1 Medal for each unit eliminated.
- The British forces gain 1 Temporary Victory Medal at the start of their turn, when one or more units occupy any German trench hex in the front line, and for the second line, provided the first trench is also occupied. Place a Victory Medal, with the British side faceup, on the trench to indicate it is controlled.
- The British forces are racing against time. The German player may take a Victory Medal, instead of taking two command cards, when playing a "Recon" command card.

Special Rules

- British player does the No-Man's-Land shelling roll.

SCENARIO 4 - LOOS (HOHENZOLLERN REDOUBT) - 25 SEPTEMBER 1915

The Battle of Loos was fought between September 25 and October 15, 1915. The Hohenzollern Redoubt, considered by British planners to be one of the strongest defensive points in the German line, was a pre-war mining complex. The large slagheap, known to the British as "The Dump", provided the Germans an excellent view of the surrounding countryside. With this objective in mind, on September 25th, the 9th Scottish Division went over-the-top against the German IR 117th Division defending the Hohenzollern Redoubt. The British lead units advanced through the cut wire and quickly took the front face of the Redoubt. The second trench was also taken, but casualties began to mount as the advance was caught in a deadly crossfire. It then became clear that failure on their left meant that the Brigade could not continue further and they took up a defensive position in the captured trenches to reorganize. The stage is set, the battle lines are drawn, and you are in command. The rest is history.



Germans

- Command Cards 5
- Combat Cards 3
- HQ Tokens 6
- Reserve Artillery 4

British

- Command Cards 6
- Combat Cards 4
- HQ Tokens 10
- Reserve Artillery 4
- MOVE FIRST

Victory - 6

- 1 Medal for each unit eliminated.
- The British forces gain 1 Temporary Victory Medal at the start of their turn, when one or more units occupy any German trench hex in the front line, and for the second line, provided the first trench is also occupied, and for the third line, provided the first and second trenches are also occupied. Place a Victory Medal, with the British side faceup, on the trench to indicate it is controlled.
- The British forces are racing against time. The German player may take a Victory Medal, instead of taking two command cards, when playing a "Recon" command card.

Special Rules

- British player does the No-Man's-Land shelling roll.
- Reserve Artillery Observation Advantage is with the side that has the majority of units adjacent to or occupying "The Dump". The side with the Observation Advantage first targeting die does not cost an HQ. However, the maximum number of targeting dice rolled still remains the same.

SCENARIO 5 - LOOS (GERMAN COUNTER-ATTACK) - 27 SEPTEMBER 1915

The Battle of Loos was fought between September 25 and October 15, 1915. On September 27, the Germans launched a fierce counter attack in an attempt to regain control of "The Dump" and the Redoubt. Reinforced by various elements, the Germans succeeded in throwing back the men of the British Brigade, who were exhausted, having little food, water and sleep for 48 hours. Retaking "The Dump", the Germans brought forward heavy machine guns, to support the attack against the Hohenzollern Redoubt trenches. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

NO-MAN'S-LAND

Germans

- Command Cards 6
- Combat Cards 4
- HQ Tokens 9
- Reserve Artillery 4
- MOVE FIRST

British

- Command Cards 5
- Combat Cards 3
- HQ Tokens 6
- Reserve Artillery 4

Victory - 6

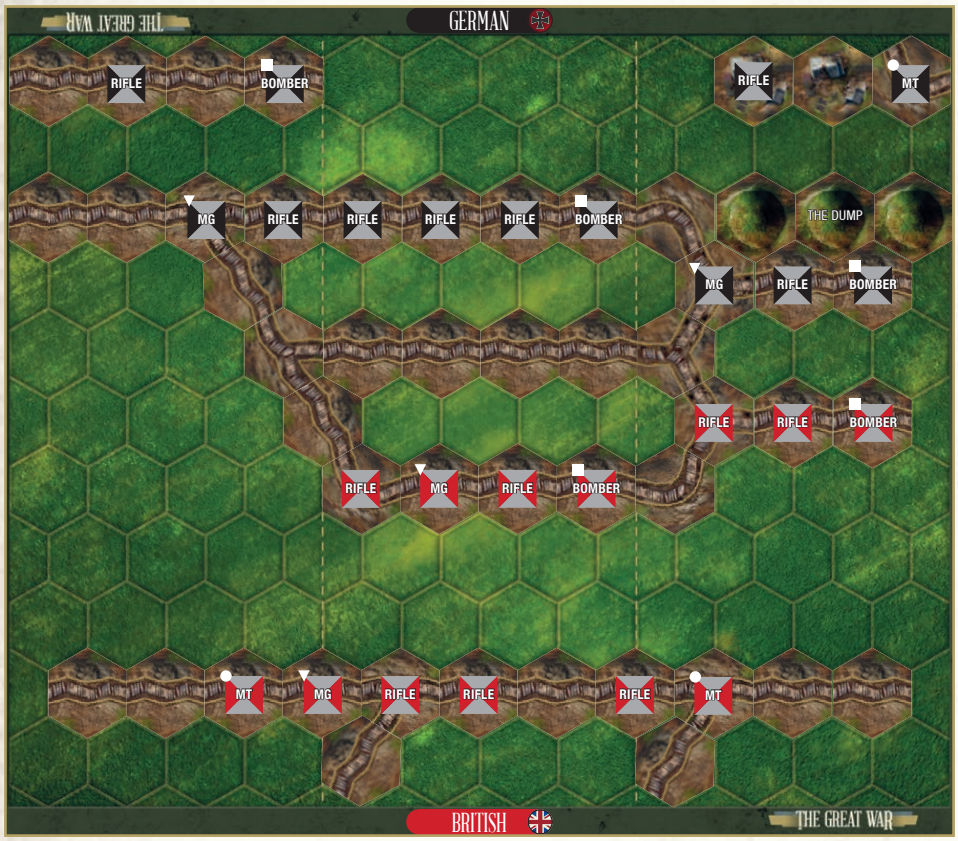
- The German forces gain 1 Temporary Victory Medal at the start of their turn, when one or more units occupy any British trench hex in the front line. Place a Victory Medal, with the German side faceup, on the trench to indicate it is controlled.
- The German forces are racing against time. The British player may take a Victory Medal, instead of taking two command cards, when playing a "Recon" command card.

Special Rules

- German player does the No-Man's-Land shelling roll.
- Reserve Artillery Observation Advantage is with the side that has the majority of units adjacent to or occupying "The Dump". The side with the Observation Advantage first targeting die does not cost an HQ. However, the maximum number of targeting dice rolled still remains the same.

SCENARIO 6 - LOOS (FIGHT FOR THE TRENCHES) - 29 SEPTEMBER TO 3 OCTOBER 1915

The Battle of Loos was fought between September 25 and October 15, 1915. With most of the major fighting along the rest of the front coming to an end, the trenches of Hohenzollern Redoubt became a priority, as both sides send reinforcements to the area. Desperate close fighting continues for control of the Hohenzollern Redoubt, but in the following days, the Germans manage to push the British back to their initial position. The stage is set, the battle lines are drawn, and you are in command. The rest is history.



Germans

- Command Cards 5
- Combat Cards 3
- HQ Tokens 6
- Reserve Artillery 4
- MOVE FIRST

British

- Command Cards 5
- Combat Cards 3
- HQ Tokens 6
- Reserve Artillery 4
- MOVE FIRST

Victory - 7

- 1 Medal for each unit eliminated.
- The three trench lines in the Hohenzollern Redoubt form a Temporary Majority Medal Objective (start turn) worth 1 Medal for the side that occupies absolute majority of the hexes in the group. Place a Victory Medal, with the German side faceup, on the trench to indicate it is controlled at the start of the scenario.

Special Rules

- To determine the starting player, both sides roll 2 targeting dice. The player that rolls the highest total will move first.
- Reserve Artillery Observation Advantage is with the side that has the majority of units adjacent to or occupying “The Dump”. The side with the Observation Advantage first targeting die does not cost an HQ. However, the maximum number of targeting dice rolled still remains the same.

SCENARIO 7 - LOOS (RENEWED BRITISH OFFENSIVE) - 13-14 OCTOBER 1915

The Battle of Loos was fought between September 25 and October 15, 1915. A heavy British bombardment prior to the attack on the 13th was too light to do sufficient damage to enemy positions and wire. Immediately after leaving their trench, the 137th Brigade, while crossing open ground, was hit by heavy machine gun fire and would accomplish nothing. The 138th Brigade advanced directly towards the Hohenzollern Redoubt. For a short time, units gained the front trench, but German bombers counter attacked which was too much for the British defenders, and soon after, isolated British parties gradually made their way back to the shelter of their own trench line. Although minor fighting continued for some weeks, the Loos offensive was effectively at an end. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Germans

- Command Cards 6
- Combat Cards 4
- HQ Tokens 9
- Reserve Artillery 5

British

- Command Cards 6
- Combat Cards 4
- HQ Tokens 9
- Reserve Artillery 4
- MOVE FIRST

Victory - 6

- 1 Medal for each unit eliminated.
- The British forces gain 1 Temporary Victory Medal at the start of their turn, when one or more units occupy any German trench hex in the German front line. Place a Victory Medal, with the British side faceup, on the trench to indicate it is controlled.
- The British forces are racing against time. The German player may take a Victory Medal, instead of taking two command cards, when playing a "Recon" command card.

Special Rules

- British player does the No-Man's-Land shelling roll.
- Reserve Artillery Observation Advantage is with the side that has the majority of units adjacent to or occupying "The Dump". The side with the Observation Advantage first targeting die does not cost an HQ. However, the maximum number of targeting dice rolled still remains the same.

SCENARIO 8 - SOMME (HAWTHORN RIDGE MINE EXPLOSION) - 1 JULY 1916

The initial plans for the battle of the Somme were much larger, but the French disaster at Verdun, early in 1916, caused these plans to be scaled back. This meant that the majority of the offensive effort would switch from the French to the British army. A week long, British bombardment, preceded the attack and early on 1 July, large mines that had been placed under the German lines were set off. At Beaumont Hamel, after the mine explosion, the British 29th Division moved forward to capture the mine crater. In addition, an attack was launched from a sunken lane. The Germans, recognizing the importance of the crater, also rushed troops forward. Fierce fighting took place all around the crater and woods, but running low on ammunition British resistance collapsed and the survivors returned to the British lines. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

NO-MAN'S-LAND

Germans

- Command Cards 5
- Combat Cards 2
- HQ Tokens 7
- Reserve Artillery 5

British

- Command Cards 5
- Combat Cards 3
- HQ Tokens 7
- Reserve Artillery 5
- MOVE FIRST

Victory - 6

- 1 Medal for each unit eliminated.
- The British forces gain 1 Temporary Victory Medal at the start of their turn, when one or more units occupy any German trench hex in the front line. Place a Victory Medal, with the British side faceup, on the trench to indicate it is controlled.
- The British forces gain 1 Permanent Victory Medal for each unit that succeeds in breaking through and exits the battlefield from the German baseline.
- The mine crater hex and surrounding 6 hill hexes form a Turn Start Temporary Majority Medal Objective worth 1 Victory Medal for the side that occupies the majority of these hexes.
- The British forces are racing against time. The German player may take a Victory Medal, instead of taking two command cards, when playing a "Recon" command card.

Special Rules

- British player does the No-Man's-Land shelling roll.
- The sunken lane provides protection and allows a unit on a sunken lane hex to ignore 1 soldier symbol and 1 flag.

SCENARIO 9 - SOMME (MASH VALLEY & LA BOISSELLE) - 1 JULY 1916

The 8th and 34th British Divisions objective was the town of La Boisselle. The 8th Division attacked from the north, up Mash valley between Ovillers and La Boisselle, while the 34th Division moved up Sausage valley and flanked La Boisselle from the south. Two large mines were set off to open a gap in the German defenses, but the mines, and the week long British bombardment preceding the attack, had little effect on the Germans. As soon as the bombardment lifted, the Germans returned to their trenches and the British advance met with disaster, as most of the land they were crossing provided little cover. Some of the German trenches were gained, but the town of La Boisselle was still under German control at the end of the day. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Germans

- Command Cards 5
- Combat Cards 3
- HQ Tokens 7
- Reserve Artillery 5

British

- Command Cards 5
- Combat Cards 3
- HQ Tokens 7
- Reserve Artillery 5
- MOVE FIRST

Victory - 7

- 1 Medal for each unit eliminated.
- The British forces gain 1 Temporary Victory Medal at the start of their turn, when one or more units occupy any German trench hex. Place a Victory Medal, with the British side faceup, on the trench to indicate it is controlled.
- The British forces gain 1 Permanent Victory Medal for each unit that succeeds in breaking through and exits the battlefield from the German baseline.
- The British forces gain 1 Temporary Victory Medal at the start of their turn, for each building hex occupied.
- The mine crater hex is a Turn Start Temporary Medal Objective worth 1 Victory Medal for the side that occupies the hex.
- The British forces are racing against time. The German player may take a Victory Medal, instead of taking two command cards, when playing a "Recon" command card.

Special Rules

- British player does the No-Man's-Land shelling roll.
- The buildings in La Boisselle are fortified. A unit on a fortified building hex will ignore 2 soldier symbols and 2 flags.

SCENARIO 10 - SOMME (SAUSAGE VALLEY & LA BOISSELLE) - 1 JULY 1916

The 8th and 34th British Divisions objective was the town of La Boisselle. The 8th Division attacked from the north, up Mash valley between Ovillers and La Boisselle, while the 34th Division moved up Sausage valley and flanked La Boisselle from the south. Two large mines were set off to open a gap in the German defenses, but the mines, and the week long British bombardment preceding the attack, had little effect on the Germans. As soon as the bombardment lifted, the Germans returned to trenches and the British advance meet with disaster, as most of the land they were crossing provided little cover. Some of the German trenches were gained, but the town of La Boisselle was still under German control at the end of the day. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Germans

- Command Cards 5
- Combat Cards 3
- HQ Tokens 7
- Reserve Artillery 5

British

- Command Cards 5
- Combat Cards 3
- HQ Tokens 7
- Reserve Artillery 5
- MOVE FIRST

Victory - 7

- 1 Medal for each unit eliminated.
- The British forces gain 1 Temporary Victory Medal at the start of their turn, when one or more units occupy any German trench hex. Place a Victory Medal, with the British side faceup, on the trench to indicate it is controlled.
- The British forces gain 1 Permanent Victory Medal for each unit that succeeds in breaking through and exits the battlefield from the German baseline.
- The British forces gain 1 Temporary Victory Medal at the start of their turn, for each building hex occupied.
- The mine crater hex is a Turn Start Temporary Medal Objective worth 1 Victory Medal for the side that occupies the hex.
- The British forces are racing against time. The German player may take a Victory Medal, instead of taking two command cards, when playing a "Recon" command card.

Special Rules

- British player does the No-Man's-Land shelling roll.
- The buildings in La Boisselle are fortified. A unit on a fortified building hex will ignore 2 soldier symbols and 2 flags.

SCENARIO 11 - SOMME (MAMETZ) - 1 JULY 1916

On 1st July 1916, the 7th Division was preparing to capture the small village of Mametz, using a large assault force of 5 battalions. From left to right, these were the 2nd Border Regiment, 9th Devonshire Regiment, 2nd Gordon Highlanders, 1st South Staffordshire Regiment and the 22nd Manchester Regiment. Mametz, however, like so many villages at the Somme, had been turned into a fortress. Also, in front of it, lay the main German front line, with a secondary system of trenches immediately surrounding the village. By early afternoon, however, the Germans had been pushed back from their front line and fighting was taking place around the village. British Artillery renewed its efforts against the village and shortly after, Mametz had fallen. The Division ended the day by consolidating its position in and around the village. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Germans

- Command Cards 5
- Combat Cards 2
- HQ Tokens 5
- Reserve Artillery 4

British

- Command Cards 6
- Combat Cards 2
- HQ Tokens 6
- Reserve Artillery 5
- MOVE FIRST

Victory - 6

- 1 Medal for each unit eliminated.
- The British forces gain 1 Permanent Victory Medal for each unit that succeeds in breaking through and exits the battlefield from the German baseline.
- The British forces gain 2 Temporary Victory Medals at the start of their turn, for each building hex occupied.
- The British forces are racing against time. The German player may take a Victory Medal, instead of taking two command cards, when playing a “Recon” command card.

Special Rules

- British player does the No-Man’s-Land shelling roll.
- The buildings in Mametz are fortified. A unit on a fortified building hex will ignore 2 soldier symbols and 2 flags.

SCENARIO 12 - SOMME (MAMETZ WOOD) - 7-10 JULY 1916

In hindsight, Mametz Wood could probably have been taken on July 1st, but the 7th Division operational orders did not specify such a forward advance. Regrettably, it was not until the 7th of July, that two British Divisions began a pincer attack on the Wood. The 17th (Northern) Division attacked from the west and the 38th (Welsh) Division from the east. By the time of the attack, however, the German Prussian Guards had reinforced the Wood, stretched wire and expanded the trench system. The British attack was met by withering machine gun fire and would peter out before making any headway into the Wood. Three days later, the two Divisions again would be ordered to take the Wood. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Germans

- Command Cards 6
- Combat Cards 4
- HQ Tokens 7
- Reserve Artillery 3
- MOVE FIRST

British

- Command Cards 5
- Combat Cards 3
- HQ Tokens 7
- Reserve Artillery 3

Victory - 7

- 1 Medal for each unit eliminated.
- The British forces gain 1 Permanent Victory Medal for each unit that succeeds in breaking through and exits the battlefield from the German baseline.
- The British forces are racing against time. The German player may take a Victory Medal, instead of taking two command cards, when playing a “Recon” command card.

Special Rules

- There is no No-Man’s-Land shelling roll in this scenario.
- During set up, but before command cards are received, the British player will first place 1 Bomber figure with any British infantry unit and the German player will follow and place 3 Bomber figures with German infantry units.

SCENARIO 13 - VIMY RIDGE (1ST & 2ND CANADIAN INFANTRY DIVISIONS) - 9 APRIL 1917

The Battle of Vimy Ridge was fought at the northernmost end of the Arras Offensive. After studying the Battle of Verdun, the Canadian plan called for units to leapfrog over one another, as they advanced toward their objectives. The Germans recognized that it would be difficult to set up a defense-in-depth on the ridge. Their strategy was to place sufficient strength on the front line to defend against the initial attack, and then quickly move reserves forward, where needed, before the enemy could consolidate any gains.

At exactly 5:30 am, 9 April, 1917, every artillery piece at the disposal of the Canadian Corps fired a synchronized barrage. Then, at predetermined increments, the artillery barrage moved forward, followed closely by the advancing infantry. During the early fighting the German artillery was able to maintain a defensive fire, but it could not stop the advance and by 6:25 am, the 1st and 2nd Divisions reported capturing their first objective. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

NO-MAN'S-LAND

Germans

- Command Cards 5
- Combat Cards 3
- HQ Tokens 7
- Reserve Artillery 5

Canadian

- Command Cards 6
- Combat Cards 3
- HQ Tokens 10
- Reserve Artillery 5
- MOVE FIRST

Victory - 6

- 1 Medal for each unit eliminated.
- The Canadian forces gain 1 Temporary Victory Medal at the start of their turn, when one or more units occupy any German trench hex in the front line. Place a Victory Medal, with the British side faceup, on the trench to indicate it is controlled.
- The Canadian forces gain 1 Permanent Victory Medal for each unit that succeeds in breaking through and exits the battlefield from the German baseline.
- The Canadian forces are racing against time. The German player may take a Victory Medal, instead of taking two command cards, when playing a "Recon" command card.

Special Rules

- Canadian player does the No-Man's-Land shelling roll.

SCENARIO 14 - VIMY RIDGE (HILL 145) - 9-10 APRIL 1917

The Battle of Vimy Ridge was fought at the northernmost end of the Arras Offensive. At exactly 5:30 am, 9 April, 1917, every artillery piece at the disposal of the Canadian Corps fired a synchronized barrage. Then, at predetermined increments, the artillery barrage moved forward, followed closely by the advancing infantry. The initial assault on Hill 145 by the 4th Canadian Division was repulsed. Around 3 pm, a renewed drive would capture the northern half of Hill, but a strong German counter attack retakes the position. The German flank, however, is threatened, and with no prospect of additional reinforcements, the German troops pull back from the Hill. By nightfall of 10 April, the only Canadian forward objective, not yet achieved, is the capture of the Pimple. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

NO-MAN'S-LAND

Germans

- Command Cards 5
- Combat Cards 3
- HQ Tokens 8
- Reserve Artillery 5

Canadian

- Command Cards 6
- Combat Cards 3
- HQ Tokens 8
- Reserve Artillery 5
- MOVE FIRST

Victory - 8

- 1 Medal for each unit eliminated.
- The Canadian forces gain 1 Temporary Victory Medal at the start of their turn, when one or more units occupy any German trench hex in the front line. Place a Victory Medal, with the British side faceup, on the trench to indicate it is controlled.
- The Canadian forces gain 1 Permanent Victory Medal for each unit that succeeds in breaking through and exits the battlefield from the German baseline.
- The 8 hill hexes that make up Hill 145 form a Temporary Majority Medal Objective (start turn) worth 2 Victory Medals for the side that occupies the absolute majority of the hexes in the group. Place two Victory Medals, with the German side faceup, on the Hill to indicate it is controlled at the start of the scenario.
- The Canadian forces are racing against time. The German player may take a Victory Medal, instead of taking two command cards, when playing a "Recon"command card.

Special Rules

- Canadian player does the No-Man's-Land shelling roll.

SCENARIO 15 - VIMY RIDGE (THE PIMPLE) - 12 APRIL 1917

The Battle of Vimy Ridge was fought at the northernmost end of the Arras Offensive. Elements of the 4th Canadian Division, on the very northern flank, faced a number of logistic difficulties, which delayed the initial assault on "The Pimple" until 12 April. This was a lucky break for the German forces, for the delay allowed the 4th Guards Infantry Division to relieve the 16th Bavarian Infantry Division, which had received heavy casualties by the Canadian preliminary artillery bombardment. The Guards managed to drive back the initial Canadian assault around 4:00 am, but the second attack at 5:00 am met with better success. The 10th Canadian Brigade with significant amount of artillery support and assistance from the 24th British Division from the north, allowed the Canadian troops to break into the German positions and capture the entire Pimple by 6:00 pm. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Germans

- Command Cards 5
- Combat Cards 3
- HQ Tokens 6
- Reserve Artillery 5

Canadian

- Command Cards 6
- Combat Cards 3
- HQ Tokens 9
- Reserve Artillery 5
- MOVE FIRST

Victory - 7

- 1 Medal for each unit eliminated.
- The Canadian forces gain 1 Temporary Victory Medal at the start of their turn, when one or more units occupy any German trench hex in the front line. Place a Victory Medal, with the British side faceup, on the trench to indicate it is controlled.
- The Canadian forces gain 1 Permanent Victory Medal at the start of their turn, when one or more units occupy any of the three hill hexes of "The Pimple".
- The Canadian forces gain 1 Temporary Victory Medal at the start of their turn, for each town hex of Givenchy-en-Gohelle occupied. Place a Victory Medal, with the British side faceup, on the town hex to indicate it is controlled.
- The Canadian forces are racing against time. The German player may take a Victory Medal, instead of taking two command cards, when playing a "Recon" command card.

Special Rules

- Canadian player does the No-Man's-Land shelling roll.
- Reserve Artillery Observation Advantage is with the side that has the majority of units occupying "The Pimple". The side with the Observation Advantage first targeting die does not cost an HQ. However, the maximum number of targeting dice rolled still remains the same.

SCENARIO 16 - VIMY RIDGE (BOIS-EN-HACHE) - 12 APRIL 1917

The Battle of Vimy Ridge was fought at the northernmost end of the Arras Offensive. An almost forgotten part of the battle was the Canadian attack against the Bois-en-Hache salient on the north side of the Souchez River. Their objective was to secure the German trenches at Bois-en-Hache, to prevent the Germans from outflanking the Canadian advance against the "The Pimple" to the south.

At 5:00 am, the 73rd Brigade moved forward slowly toward the woods. As the Canadians advanced, German mortar fire and the 5th Guard Grenadier Bombers put up strong resistance. Using the wooded terrain to their advantage, the Canadian forces achieved a foot-hold in the German front trench line. A weak German counter attack was repulsed and the sector was secured. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Germans

- Command Cards 5
- Combat Cards 3
- HQ Tokens 6
- Reserve Artillery 3

Canadian

- Command Cards 6
- Combat Cards 3
- HQ Tokens 8
- Reserve Artillery 3
- MOVE FIRST

Victory - 6

- 1 Medal for each unit eliminated.
- The Canadian forces gain 1 Temporary Victory Medal at the start of their turn, when one or more units occupy any German trench hex in the front line, and for the second line, provided the first trench is also occupied. Place a Victory Medal, with the British side faceup, on the trench to indicate it is controlled.
- The Canadian forces gain 1 Permanent Victory Medal for each unit that succeeds in breaking through and exits the battlefield from the German baseline.
- The Canadian forces are racing against time. The German player may take a Victory Medal, instead of taking two command cards, when playing a "Recon"command card.

Special Rules

- Canadian player does the No-Man's-Land shelling roll.

CREDITS

CREATION & DEVELOPMENT

Richard Borg

DEVELOPMENT

Pat Kurivial, Roy Grider

PLAYTESTING

George Carson, Neal Ekengren, Richard Lightle, Steve Malecek, Steve May, Richard May, Terry Mikrut, Paul Miller, Stan Oien, Jim Riley, Louis Rotundo, Bob Santiago, Rick Thomas, Ken Sommerfield, Bob Wanio, and Plastic Soldier Command Staff.

ART DIRECTION & GRAPHIC DESIGN

Sonar Design

ILLUSTRATION

Peter Dennis

FIGURES SCULPTOR

Sian Fahie at The Plastic Soldier Company

EXECUTIVE PRODUCER

Will Townshend

SPECIAL THANKS

James Hamilton, Chris Nevatt, Leon Locke at Adler Miniatures, Henry Hyde, Martin Neale and all the guys at The Neale Agency