

SOLDIERS

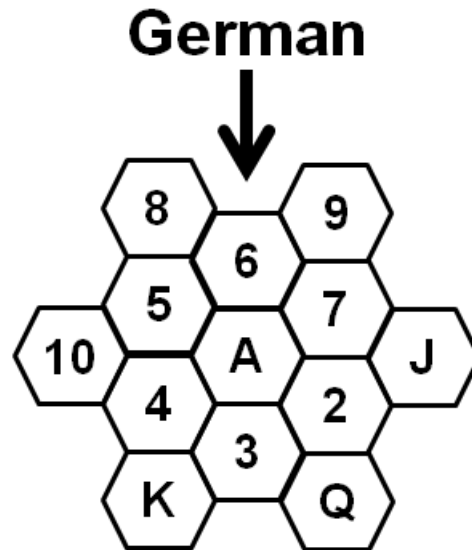
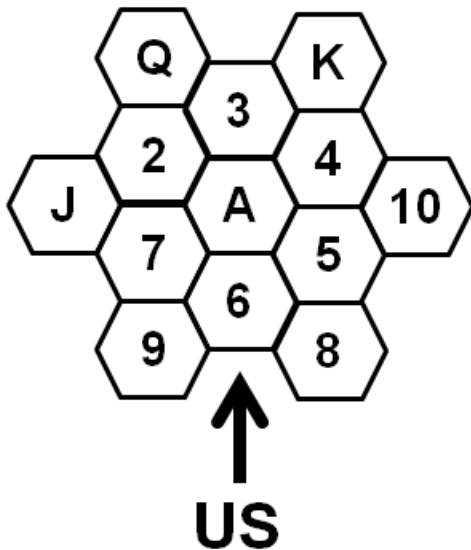
Assault through No Man's Land in WWI – a teaching game

Each player gets a poker deck of cards. The Germans are defending the south side of the map. The Americans are attacking from the north side of the map. The Germans set up first in any bunkers, main or support trenches south of hexrow 16; ignore communication trenches. Buy tubes of 50 black, blue, and white plastic 5/8-inch chips.

Only 1 German unit is allowed in a hex, and once placed it may not move for the rest of the game. American units may stack up to 3 high in a hex. They set up in or north of the support trench north of hexrow 16. Treat all barbed wire adjacent to an American setup hex as cut, and thus clear terrain.

Each turn represents 30 seconds of time. The Americans go first, then turns alternate. Turn sequence is: 1) Fire artillery, 2) Fire rifles and machine guns (MGs) (Germans only), 3) Move (Americans only), 4) Americans only may cut adjacent barbed wire, 5) Place move markers (Americans only). The game is over when all German MGs have been killed. The fewer the American casualties, the more successful the attack.

1) Both sides have 3 explosion markers that the owning player may place on any 3 hexes each turn, represented by "A" (Ace) on these charts, but where the artillery shells explode depends on the 3 cards he turns up:



Americans may fire either High Explosive (HE) or smoke shells. Germans may only fire HE shells. HE shells kill all units in the hex where the shell lands; smoke shells don't kill. Smoke shells remain on the board (place a white chip on the hex). On the first turn only, there is no German artillery fire.

2) The only American units that the Germans may fire at with rifles and MGs must have a blue or black chip on them. An infantry unit may fire with 1 point in any direction. An MG may fire with 4 points along an arc of the 3 hexes on its north side (i.e., if located in A above, hexes 4, 3, and 2). Range to target is up to 10 hexes. It takes 1 point to kill 1 unit with a black chip on it. It takes 3 points to kill 1 unit with a blue chip on it. Firing units may combine their fire against a target unit. Rifles and MGs may not fire into or through any hex with a white chip (smoke) in it, and a unit with a white chip in its hex may not fire. On the first turn only, there is no German rifle or MG fire.

3) On the first turn only, all American units may move up to 3 hexes. On every following turn, American units without chips on them may move up to 1 hex. A blue chip allows movement up to 2 hexes, while a black chip allows movement up to 3 hexes. Units may move through each other but may not stack more than 3 high at the end of movement. Killed (flipped) units do not count against stacking. Remove chips when units move.

However, American Army units in a hex that is not next to a hex occupied by other live American units may not move that turn, but may cut barbed wire. American Marine units do not have this restriction and may always move.

Units must stop when they move next to German units and may not “slide by” them. When American units end up next to German units, there is hand-to-hand combat. All German units adjacent to American units must be attacked. American/German: <1 to 1 = the Americans are killed; 1 to 1 = the American player draws a card - red means the Germans are killed while black means the Americans are killed; >1 to 1 = the Germans are killed. Victorious units do not advance; they stay where they are. Killed German units are removed from the map, unlike all American killed units, which are flipped.

4) Barbed wire runs along hexsides on the map. Uncut barbed wire may not be crossed. After movement, any American unit in a hex with one or more barbed wire hexsides may cut one or more of them by placing a white cardboard marker on each wire hexside. Once placed, they cannot be removed. These markers that come with the game have numbers or words printed on them in black, and there are 27 of them. On every following turn, treat the marked hexside as clear terrain.

5) The American player places black chips on units he wants to run next turn, blue chips on units he wants to move in short dashes next turn, and leaves units he wants to crawl next turn uncovered.

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