THE GREAT WAR

TANK EXPANSION

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, in the scenario section, focus on the historical deployment of forces and important terrain features 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 first expansion for THE GREAT WAR, we focus on battles involving WWI Tanks. Although the performance of the first WWI tanks, Little Willie/Mark I, proved disappointing in battle, British supporters of this new battlefield weapon remained convinced that the use of these cumbersome machines could win the war. Nonetheless, the first appearance of tanks caused considerable alarm to the Germans.

By 1917, the new Mark IV tank was ready for battle and featured many improvements, which made the tank more reliable. A number of the scenarios in this expansion feature Byng's Third Army, in Autumn of 1917, putting these new assets to use to launch a limited and tactically radical attack at Cambrai. Following a surprise hurricane artillery bombardment, 378 British tanks smashed through the Hindenburg Line, temporarily creating a rupture to the German lines and gaining a chance for a major breakthrough. Mobile reserves were not brought forward in time to exploit the tanks' success and within days the opportunity of success was lost. However, Cambrai did proved to be a key learning experience for the British command.

1917 also saw the introduction of a lighter tank, nicknamed the Whippet, which was faster than previous tanks and in July 1918 the Mark V tank became available. Although German High Command still expressed its contempt for the new battlefield weapon, judging a tank to be of little use and having no future, also introduced their own Super Heavy A7V tank in 1918.

Through the war years, modifications and improvements to the British tank force were constantly being countered as the Germans developed tactics and armament to defend against each new version. In retrospect, the Tanks of 1916-1918 were not war-winners, but they were a vital stepping stone in the development of battlefield tactics which were not fully implemented until 1939 and 1940 and exemplified in the blitzkrieg tactics of the German army in 1940.

Welcome and Enjoy!

Richard Borg

Notice: This product is an expansion for THE GREAT WAR board game. **NOT A STAND-ALONE GAME.** An original copy of THE GREAT WAR is required to play.

CONTENTS

COMPONENTS

◈ 4 Terrain and Accessories punchboards containing:
  ◈ 36 double-sided terrain tiles
  ◈ 9 Fortified Position Wire double-sided rectangular markers
  ◈ 4 Bridge/Damaged Bridge double-sided rectangular tokens
  ◈ 20 British/German double-sided Tank Silhouette square tokens
  ◈ 15 double-sided Bogged Down/Ditched Tank rectangular tokens
  ◈ 4 Captured Tank markers
◈ 6 WWI Tank Models
  ◈ 2 British Mark IV 'male' Tank
  ◈ 2 British Mark IV 'female' Tank
  ◈ 2 German A7V Tank
◈ 2 German Artillery units (1 artillery piece and 4 crew members)
◈ 1 Rule & Scenario Booklet with 21 WWI battle scenarios
◈ 2 Unit and Terrain Summary Sheets

COMPONENTS

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 new Terrain: see the Terrain rules section.
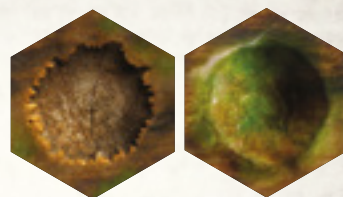
Fortified Position/Wire Markers

These double-sided markers have an image of a fortified position on one side and wire on the other.

Fortified Position

A fortified position provides both additional cover and security for any soldiers that are fortunate enough to occupy these positions on the battlefield. Fortified position markers, like terrain tiles, are placed on the battlefield prior to a battle as indicated by the scenario map.

Bridge/Damaged Bridge

These double-sided tokens have an image of a bridge on one side and damaged bridge on the other.

Bridge

A bridge token, when positioned on a waterway hex, eliminates any movement or battle restrictions of the waterway hex.
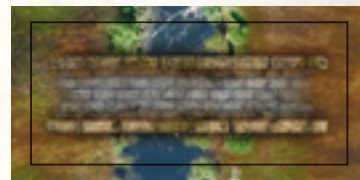
Damaged Bridge

A damaged bridge token indicates that the bridge is damaged. A damaged bridge acts as a ford over the waterway, but to cross the waterway without movement and battle restrictions, the bridge must first be repaired.

Tank Silhouette Tokens

One or more tank silhouette tokens are placed with a tank figure at the start of a battle to indicate the relative number of hits it can absorb before being lost. Each confirmed hit on a tank will remove one token. When all tokens are removed, the next confirmed hit on the tank will remove the tank model and the opponent will gain medals.

Bogged Down/Ditched Tank Markers

These double-sided tokens have an image of a Bogged Down tank on one side and an image of a Ditched tank on the other.

Bogged Down

A Bogged down marker is placed on a hex with a tank to indicate the tank, for some reason, is either stuck or has some minor situation that must be remedied before it can once again move and get back into the battle.

Ditched Tank

A ditched tank marker is placed on a hex with a tank to indicate the tank crew has left the tank. A player can choose to ditch a tank after an unsuccessful attempt to recover a tank that was bogged down.

Captured Tank

When a scenario deploys one or more captured British tanks fighting for the German army, place a captured tank marker on the captured British tanks.

WWI Tank Models

The expansion contains six WWI tank models and specific rules for the following tanks: 2 British Mark IV 'male' tanks, 2 British Mark IV 'female' tanks and 2 German A7V tanks.

- A tank unit consists of one model and a number of tank silhouette tokens.
- In the early war scenarios, players must use Mark IV tank models to act as stand-ins for the Mark I tanks.
- In this expansion there are also two German field artillery units. A field artillery unit is made up of 1 artillery piece and 4 crew members.
- Although not directly part of this expansion, specifications for British Whippet tanks are also included as a special bonus feature.

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 or more Victory Medals are gained for each enemy unit eliminated. When the last figure of an enemy unit is eliminated, a Victory Medal(s) 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 section.

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 tile hexes, markers and 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. A tank unit is one figure and a number of tank silhouette tokens.

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 your 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 your 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, bogged down markers 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.

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.

TANKS

As noted in the introduction, the scale of the game is flexible and varies from battle to battle. A single tank model, like an infantry unit, may therefore represent a section of tanks in a larger battle, while in other scenarios, a tank model may represent a single armoured landship.

The first tanks were built in two types. They were essentially the same, except for their armament. The 'Male' type carried two 6-pounder cannon and a few machine guns; while the 'Female' version only supported machine guns. This male/female reference to tanks would carry on throughout WWI, male tanks' main armament being cannons and female tanks' main armament being machine guns.

In general, a tank is classed as a battlefield unit and will follow the same rules as other battlefield units, when ordered, when moving and when engaging in battle. Each type of tank, however, has its own specifications and in some cases some specific rules: see New Unit Types rules section Tank Specifications.

Ordering Tanks

A Tank will follow the same general Phase 2 - Order Units rules as all other battlefield units.

Tank Movement

A Tank will follow the same general Phase 3 - Movement rules as all other battlefield units. Unlike other battlefield units, however, wire does not stop a tank's movement. The wire is removed when a tank moves onto a hex with wire.

Tank Battle

A Tank will follow the same general Phase 4 - Battle rules as all other battlefield units.

Ranged Combat (Fire)

- A tank must be within both range and in line of sight to the target unit to engage in ranged combat.
- Ranged combat may not be used against an adjacent enemy unit.
- A tank adjacent to an enemy unit may not target and fire on another more distant enemy unit. If it chooses to battle, the tank must close combat an adjacent enemy unit.
- A tank may not engage in ranged combat the turn it moves onto a building hex.

Close Combat

- A tank, battling against an enemy unit in an adjacent hex, is said to be in close combat with the enemy unit.
- A tank, adjacent to an enemy unit, may not target and fire on another more distant enemy unit. If it chooses to battle, the tank must close combat an adjacent enemy unit.
- A soldier unit, attacked in close combat by a tank, suffers from "Tankschreken" and may not ignore flags rolled against it.
- A soldier unit, attacked in close combat by a tank, when on a building hex, does not suffer from "Tankschreken" and may still ignore flags based on the terrain it occupies.
- A field artillery soldier unit, attacked in close combat by a tank, does not suffer from "Tankschreken" and may still ignore flags based on the terrain it occupies.
- A tank may not close combat the turn it moves onto a building hex.
- Although it may seem a little quirky, a tank may use a Butt & Bayonet combat card.

Gaining Ground

When an ordered tank 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 tank MUST advance onto that vacated hex. This movement is referred to as gaining ground. Gaining ground, after a successful close combat, is mandatory for a tank.

The following situations do not allow a tank to gain ground:
- A tank, that moves onto a terrain hex that prevents further movement on that turn, will prevent a unit from gaining ground.
- A tank, ordered by a "First Strike" command card, is not eligible to gain ground.
- A tank, using a "Surprise Ambush" combat card, is not eligible to gain ground.
- A tank, using a "Butt & Bayonet" combat card, is not eligible to gain ground.

Bonus Combat

After a successful close combat, a tank that gains ground and it does not bog down (see the Bog Down rules section), is eligible to battle a second time. This bonus combat is optional and gaining ground does not require an eligible tank to attack in combat again.

- A female tank, that qualifies for a bonus combat after gaining ground, may choose to close combat any enemy unit in any adjacent hex or when not adjacent to an enemy unit may engage in ranged combat against any enemy unit that is in range and that is in line of sight.
- A male tank, that qualifies for a bonus combat after gaining ground, may only choose to close combat any enemy unit in any adjacent hex.
- A tank, when it gains ground and moves onto a vacated hex and it bogs down, will prevent the tank from making a bonus combat.
- Some terrain movement restrictions may prevent a tank from gaining ground and a bonus combat.
- A tank may only gain one bonus combat during a turn.
- When a tank's bonus close combat is also successful, the tank must again gain ground onto the vacated hex, unless prevented by terrain it had entered and roll to see if it will bog down.

TARGETING TANKS & CONFIRMING HITS

At the start of a battle, one or more tank silhouette tokens are placed on a deployed tank model to indicate the relative strength, number of hits, the tank can absorb before being lost: see Tank Specifications rules section Tank Strength.

✦ When a tank is being attacked in combat, each burst symbol is rerolled to confirm the hit against the tank. Each Deadly Die side symbol, that scores a hit under normal combat circumstances, is also rerolled to confirm the hit. All dice are rerolled together once.

Deadly Die side reroll examples:
✦ A machine gun unit rolls three dice in ranged combat against a tank. The roll is 1 soldier, 1 Deadly Die side and 1 burst. Only the burst die is rerolled to confirm the hit on the tank, because a machine gun unit does not hit on a Deadly Die side rolls in range combat and therefore is not rerolled.
✦ An infantry unit, with a bomber figure, is attacking a tank in ranged combat from two hexes away. The roll is 1 soldier, 1 Deadly Die side and 1 burst. The burst and Deadly Die side dice are rerolled to confirm the hit on the tank because an infantry unit, with a bomber figure in ranged combat from two hexes, will hit on a Deadly Die side roll.
✦ A reserve artillery On Target combat roll against a tank is 1 soldier, 1 Deadly Die side. The Deadly Die side die is rerolled to confirm the hit on the tank because a Deadly Die side die roll scores a hit when reserve artillery is On Target.

✦ On the reroll, a burst symbol will confirm a hit and one tank silhouette token is removed from the tank for each confirmed hit.
✦ When all tokens have been removed from the tank, the next confirmed hit will remove the tank model and the opponent will gain the tank Victory value in medals for eliminating the tank: see Tank Specifications rules section Victory Value.
✦ Do not collect HQ tokens on the reroll to confirm tank hits.
✦ A tank on a terrain hex will not receive any terrain protection.

One additional die is added to the confirming hit die roll when:
✦ A tank has a bogged down marker
✦ A tank has a ditched tank marker
✦ One or more hits are scored by artillery (field or reserve)
✦ One or more hits are scored by a male tank cannon attack

Tank Retreat

✦ A tank will always ignore the first flag rolled against it.
✦ A tank will never retreat when a flag is rolled on it in combat.
✦ Flags that cannot be ignored are treated as a potential hit that must be confirmed. Roll one die for each flag that cannot be ignored along with any other hits that must be confirmed, when rolling to confirm hits on a tank.

For example:
✦ When two flags are rolled against a tank, one flag must be ignored and the second flag will add one die when rolling to confirm hits on the tank.
✦ When reserve artillery targeting dice creates a shell crater in a hex with a tank, by rule all dice symbols will count. In this case it will override the tank's ability to ignore one flag.

Tank Bogged Down

A WWI tank when moving was often prone to bogging down or even breaking down, and could be something as simple as the engine needed to be restarted. In either case, bogging or breaking down, would prevent a tank from moving any further until the situation could be remedied. When a tank is bogged down, it may not move.

✦ A player must roll 1 die to see if a tank will bog down when a tank moves 1 or more hexes. Basically an early war WWI tank, that only moves one hex, will make a bogged down roll for the first hex it moves onto. A later war tank, that moves two or more hexes, will not make a bogged down roll for the first hex it moves onto, but will roll 1 die for the second hex and third hex it moves onto: see Tank Specifications rules section Movement.

✦ A player must roll 1 die to see if the tank will bog down when a tank is taking ground and moves onto the vacant hex after a successful close combat.
✦ A player must roll 1 die to see if a tank will bog down when a tank moves onto a hex with terrain. Terrain that requires a bogged down roll are: forest, building, building rubble, trench, shell crater, mine crater and a hex with a fortified position token.
✦ A wire token itself will not require a tank to make a bogged down roll.
✦ A player does not need to roll when a tank moves onto a trench hex that is part of its own friendly trench line.

Key Rule - The number of dice a player must roll to see if the tank will bog down is cumulative.

When making a bogged down roll, a tank will bog down when one or more Deadly Die side symbols are rolled. A bogged down marker is placed on a hex with a tank.

✦ A tank when moving and it becomes bogged down may not battle during the battle phase.
✦ A tank when gaining ground and it becomes bogged down will not gain a bonus combat.

Bogged Down examples:
✦ An ordered Mark IV tank has moved one hex and is moving onto a second hex. A player will make a bogged down roll with 1 dice, 1 die because it is the second hex of movement for the tank.
✦ An ordered Mark IV tank has moved one hex and on its second movement is moving onto a hex with a trench. A player will make a bogged down roll with 2 dice, 1 die because it is the second hex of movement and 1 die for moving onto a trench terrain hex.
✦ An ordered Mark IV tank has not moved this turn and is battling in close combat against an infantry unit on a countryside hex. The close combat is successful. The Mark IV tank must gain ground. A player will make a bogged down roll with 1 die, 1 die because the tank is taking ground after a successful close combat.
✦ An ordered Mark IV tank has not moved this turn and is battling in close combat against an infantry unit on a shell crater hex. The close combat is successful. The Mark IV tank must gain ground. A player will make a bogged down roll with 2 dice, 1 die because the tank is taking ground after a successful close combat and 1 die for moving onto a shell crater.

Bogged Down Recover

✤ To recover a bogged down tank, the tank must be ordered.
✤ When ordered, the player may gain 0, 1 or 2 recovery dice, based on the tank, to roll to return the tank back to normal status: see Tank Specifications rule section Recover. In addition to dice gained when ordering the tank, a maximum of three additional recovery dice, can be rolled by spending HQ tokens. One additional die is rolled for each HQ token spent.
✤ All dice are rolled at the same time and the Tank recovers and is back to normal status when one or more HQ symbols are rolled. Remove the bogged down marker and the tank may move and/or combat this turn.
✤ HQ tokens are not collected when rolling to remove a bogged down marker.
✤ If no HQ symbols are rolled, the tank remains bogged down. The tank may still battle this turn, but the tank's combat dice are reduced by 1.

Tank Ditching

After a player makes an unsuccessful roll to recover a bogged down tank, the player may choose to ditch the tank. The bogged down marker is flipped over to the Ditched Tank side.

✦ A ditch tank may not, move, battle or attempt to recover.
✦ The same procedures are used when targeting and confirming hits on a tank with a ditched tank marker as a tank with a bogged down marker.
✦ The main reason a player may choose to ditch a tank, is that a tank with a ditched marker is only worth 1 Victory Medal when eliminated by your opponent.

NEW UNITS IN THIS EXPANSION

TANK SPECIFICATIONS

Mark IV Tank (male)

Tank Strength - 1 Tank Silhouette Token

Movement - Up to 2 hexes, no bogged down roll for first hex of movement, 1 die bogged down roll is made for each hex moved after the first: see Bogged Down rules section

Battle - A Mark IV male tank has a range of 4 hexes:
    (adjacent no ranged combat, the 4 dice is close combat)
    (two hexes to target 3 dice and at a two hex range,
    Deadly Die side symbols rolled in battle will score a hit)
    (three hexes to target 2 dice)
    (four hexes to target 1 die)

Morale - Must always ignore 1 flag

Recover - When tank is ordered to recover, the player gains one recovery die

Victory Value - 2 Medals

Mark IV Tank (female)

Tank Strength - 1 Tank Silhouette Token

Movement - Up to 2 hexes, no bogged down roll for first hex of movement, 1 die bogged down roll is made for each hex moved after the first: see Bogged Down rules section

Battle - A Mark IV female tank has a range of 4 hexes:
    (adjacent no ranged combat, the 4 dice is close combat)
    (two hexes to target 3 dice)
    (three hexes to target 2 dice)
    (four hexes to target 1 die)
    A Mark IV female tank may be included on a machine gun
    barrage combat card, but may not cross fire.

Morale - Must always ignore 1 flag

Recover - When tank is ordered to recover, the player gains one recovery die

Victory Value - 2 Medals

German A7V Tank

A German A7V super heavy tank was armed with a number of cannon and plenty of machine guns and is therefore classified as both a male and a female tank.

Tank Strength - 2 Tank Silhouette Tokens

Movement - Up to 2 hexes, no bogged down roll for first hex of movement, 1 die bogged down roll is made for each hex moved after the first: see Bogged Down rules section

Battle - An A7V tank has a range of 4 hexes:
    (adjacent no ranged combat, the 4 dice is close combat)
    (two hexes to target 3 dice and at a two hex range, Deadly
    Die side symbols rolled in battle will score a hit)
    (three hexes to target 2 dice)
    (four hexes to target 1 die)
    An A7V tank may be included on a machine gun barrage
    combat card, but may not cross fire.

Morale - Must always ignore 1 flag

Recover - When tank is ordered to recover, the player gains one recovery die

Victory Value - 2 Medals

CAPTURED BRITISH TANKS

The Germans refitted a number of captured British Mark IV tanks to fight for their army. All captured Mark IV tanks were refitted as male tanks. A captured tank, fighting for the Germans, has the same specifications as British Mark IV male tank.

EARLY WAR BRITISH MARK I TANKS

For early war scenarios, Mark I tanks will have Mark IV tank models act as stand-ins.

Mark I Tank (male)

[soldier] [(4)] [3] [2] [1]

Tank Strength - I Tank Silhouette Token

Movement - 2 hexes, bogged down roll 1 die for each hex moved: see Bogged Down rules section

Battle - A Mark I male tank has a range of 4 hexes:
    (adjacent no ranged combat, the 4 dice is close combat)
    (two hexes to target 3 dice and at a two hex range, Deadly Die
    side symbols rolled in battle will score a hit)
    (three hexes to target 2 dice)
    (four hexes to target 1 die)

Morale - Must always ignore 1 flag

Recover - When tank is ordered to recover, the player does not gain a recovery die

Victory Value - 2 Medals

Mark I Tank (female)

[soldier] [(4)] [3] [2] [1]

Tank Strength - 1 Tank Silhouette Token

Movement - 2 hexes, bogged down roll 1 die for each hex moved: see Bogged Down rules section

Battle - A Mark I female tank has a range of 4 hexes:
    (adjacent no ranged combat, the 4 dice is close combat
    (two hexes to target 3 dice)
    (three hexes to target 2 dice)
    (four hexes to target 1 die)
    A Mark I female tank may be included on a machine gun
    barrage combat card, but may not cross fire.

Morale - Must always ignore 1 flag

Recover - When tank is ordered to recover, the player does not gain a recovery die

Victory Value - 2 Medals

WHIPPET TANK

◈ The Medium Tank MK A, commonly know as the Whippet, was modestly armed with machine guns and are therefore classed as female tanks.

◈ A Whippet tank is classified as a battlefield unit. Although the Whippet tank models are not included in this expansion, tank specifications for Whippet tanks are presented as a special bonus.

Whippet Tank

Tank Strength - 1 Tank Silhouette Token

Movement - Up to 3 hexes, no bogged down roll for first hex of movement, 1 die bogged down roll is made for each hex moved after the first: see Bogged Down rules section

Battle - A Whippet tank has a range of 4 hexes:
    (adjacent no ranged combat, the 3 dice is close combat)
    (two hexes to target 3 dice)
    (three hexes to target 2 dice)
    (four hexes to target 1 die)
    A Whippet tank may be included on a machine gun barrage
    combat card, but may not cross fire.

Morale - Must always ignore 1 flag

Recover - When tank is ordered to recover, the player gains two recovery dice

Victory Value - 2 Medals

[soldier] [(3)] [3] [2] [1]

FIELD ARTILLERY

◈ A field artillery unit is made up of 1 artillery piece and four crew member figures.

◈ A field artillery unit is classified as a battlefield soldier unit.

◈ For each hit scored on a field artillery unit, one artillery crew figure is removed. When the last crew figure is eliminated the artillery piece is removed along with the figure. Your opponent gains one Victory Medal.

Field Artillery

Strength - 1 Gun model and four crew figures

Movement - An ordered field artillery unit may move 1 hex, but may not battle when it moves.

Battle - A field artillery unit has a range of 7 hexes:

(adjacent no ranged 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)

(seven hexes to target 1 die)

There are no line of sight restrictions for a field artillery unit.

Ranged combat at 2 or 3 hexes and unit has line of sight to the enemy target unit, one hit is also scored for each Deadly die side symbol rolled.

Ranged combat at 2 or 3 hexes and unit does not have line of sight to the enemy target, Deadly Die side symbols will not score a hit.

Morale - A field artillery soldier unit, attacked in close combat by a tank, does not suffer from "Tankschreken" and may still ignore flags based on the terrain it occupies.

Victory Value - 1 Medal

RULE CLARIFICATIONS & UPDATES

Special Personnel

A special personnel figure is added to a unit and will allow the unit to perform one or more special actions.

◈ 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.

(Rule Update)

◈ When a unit with a special personnel figure loses one or more figures in combat, there is a chance that the special personnel figure may also be removed. Your opponent will roll one die to see if the special personnel figure is also removed in addition to the other figures. If the Deadly Die side symbol is rolled, the special personnel figure is also lost and removed from the unit. All other symbols rolled on this check are ignored. When the special personnel figure is lost, the unit no longer will receive the special action of the special personnel figure.

(Rule Update)

◈ When a special personnel figure is removed, it will not count as a Victory Medal.

◈ When the last figure in the unit is eliminated, the special personnel figure is also removed from the battlefield along with the last figure of the unit.

Objective Medals

Breakthrough Medal Objective - When a player's victory objective allows his forces to achieve a Breakthrough medal, 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. (Rule Update) A Tank model when it exits the battlefield gains the player two Permanent Victory Medals.

(Rule Clarification) A unit must start its turn on an opponent's baseline hex to exit off the battlefield to gain a breakthrough medal. A player may not exit units from the battlefield when playing the "Rush & Rotation" command card and gain a breakthrough medal.

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. A tank on a Terrain hex will not receive any terrain protection or the ability 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.

WATERWAY (RIVER, CANAL, STREAM)

A waterway is classified as either, impassable terrain and can only be crossed when units move across it via a bridge, or as fordable terrain and can be moved onto and crossed without a bridge. The scenario notes will indicate when the waterway hexes are impassable or fordable.

Movement
⊕ A waterway classified as impassable terrain can only be moved across via a bridge.
⊕ A waterway classified as fordable, a soldier unit, that enters must stop and may move no further on this turn. A waterway that is fordable terrain is still impassable terrain for tanks and field artillery.
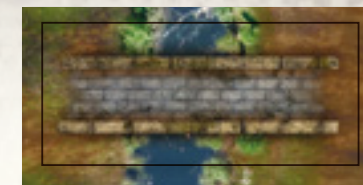
Combat
⊕ A waterway classified as fordable terrain, a soldier unit that moves onto or is already on a waterway hex, may not battle.
⊕ Targeting a unit on a fordable waterway hex in ranged or close combat, the unit on a waterway hex does not have any protection (may not ignore soldier symbols or flags).
⊕ When reserve artillery targeting dice have 3 or more dice On Target, do not place a shell crater token on the waterway 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.

Line of Sight
⊕ A waterway hex does not block line of sight.
⊕ A unit on a fordable waterway hex, however, will block line of sight.

BRIDGE

Movement
⊕ No movement restrictions
⊕ Tanks and battlefield artillery units may only cross a waterway, when the hex has a bridge.

## Combat
⊕ A unit, that moves onto a bridge or that is already on a bridge, does not reduce the number of battle dice it rolls.
⊕ Targeting a unit on a bridge in ranged or close combat, the unit on a bridge 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, flip the bridge token over to the damaged bridge 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 fordable waterway hex.

Line of Sight
⊕ A bridge does not block line of sight.
⊕ A unit, however, when on a bridge will block line of sight.

DAMAGED BRIDGE
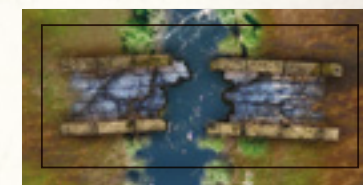
⊕ A damage bridge is considered a fordable waterway hex.
⊕ An infantry unit with a special personnel engineer figure may rebuild a bridge. When a damaged bridge is rebuilt, flip the damage bridge token over to the bridge side

Note: Special personnel engineer figures, at this time are not available. These figures are part of a special personnel figure expansion to be released at a future date.

FORTIFIED POSITION

A fortified position token may not occupy the same hex as a wire token, damaged bridge token, another fortified position token, building rubble or a waterway hex.

Movement

⊕ A fortified position token has the same movement restrictions as the hex the fortified position token occupies.

Combat

⊕ A unit that moves onto a hex that has a fortified position token or that is already on the hex, has the same combat restrictions as the hex the fortified position token occupies.

⊕ Targeting a unit on a hex with a fortified position token, the unit will ignore 1 soldier symbol, and may ignore 1 flag. Ignoring 1 soldier symbol, and 1 flag, is in addition to the protection of the hex the fortified position token occupies. A fortified position token protection will stack with the protection of the terrain hex it is on.

⊕ When reserve artillery targeting dice have 3 or more dice On Target, remove the fortified position token from the hex and continue with the rules governing what happens to the terrain when 3 or more dice are On Target.

  ⊕ Fortified Position Examples:

  ⊕ Targeting a unit on a Countryside hex in ranged and close combat - unit will ignore 1 soldier symbol and may ignore 1 flag.

  ⊕ Targeting a unit on a Forest hex in ranged and close combat - unit will ignore 2 soldier symbols and may ignore 1 flag.

  ⊕ Targeting a unit on a Building hex in ranged and close combat - unit will ignore 2 soldier symbols and may ignore 2 flags.

  ⊕ Targeting a unit on a hill hex in ranged combat - unit on the hill hex will ignore 2 soldier symbols and may ignore 1 flag.

  ⊕ Targeting a unit on a hill hex in close combat and the attack is up hill - unit on the hill hex will ignore 2 soldier symbols and may ignore 1 flag.

  ⊕ Targeting a unit on a hill hex in close combat from an adjacent hill hex - unit will ignore 1 soldier symbol and may ignore 1 flag.

  ⊕ Targeting a unit on a Trench hex in ranged combat - unit will ignore 3 soldier symbols, and may ignore 3 flags.

  ⊕ Targeting a unit on a Trench hex in close combat - unit will ignore 2 soldier symbols, and may ignore 2 flags.

  ⊕ Targeting a unit on a shell crater in ranged and close combat - unit will ignore 2 soldier symbols and may ignore 2 flags.

  ⊕ Targeting a unit on a mine crater in ranged and close combat - unit will ignore 2 soldier symbols and may ignore 2 flags.

Line of Sight

⊕ A fortified position token has the same line of sight restrictions as the hex the fortified position token occupies.

SCENARIOS

⊕ British Tanks - Opening Action 1
⊕ German Tank - Opening Action 2
⊕ Somme (High Wood) - 15 September 1916
⊕ Somme (Flers-Coucelette) - 15 September 1916
⊕ Messines Ridge - 7 June 1917
⊕ Passchendaele (Fray Bentos) - 24 August 1917
⊕ Cambrai (Siegfried Stellung Line) - 20 November 1917
⊕ Cambrai (Siegfried Stellung Line - Part 2) - 20 November 1917
⊕ Cambrai (Flesquieres Ridge) - 20 November 1917
⊕ Cambrai (Havrincourt Village) - 20 November 1917
⊕ Cambrai (Graincourt) - 20 November 1917
⊕ Cambrai (St. Quientin Canal) - 21 November 1917
⊕ Cambrai (Fontaine-Notre-Dame) - 23-25 November 1917
⊕ Cambrai (Bourlon Village & Wood) - 23-25 November 1917
⊕ Cambrai (German Counter Attack) - 30 November 1917
⊕ St. Quentin - 21 March 1918
⊕ Colincamps - 26 March 1918
⊕ Second Battle of Villars-Bretonneux - 24 April 1918
⊕ Villars-Bretonneux (Tank vs Tank) - 24 April 1918
⊕ Villars-Bretonneux (Tank vs Tank - Part 2) - 24 April 1918
⊕ Villars-Bretonneux (Tank vs Tank - Part 3) - 24 April 1918
⊕ Niergnies - 8 October 1918

SCENARIO 19 - BRITISH TANKS - OPENING ACTION #1

The two Tank Opening Action scenarios 19 and 20 are non-historical battles, expressly designed to gradually introduce you and a friend to the basics of WWI Tank warfare. Scenario 19 features two British Mark IV WWI tanks, one male and one female, while Scenario 20 adds a German A7V tank to the unit mix.

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 - 5
- 1 Medal for each soldier unit eliminated.
- Note, a British tank, when eliminated, is worth 2 Victory Medals.
- The British forces gain 1 Temporary Victory Medal at the start of their turn, when a British tank occupies any hex on the other side of the German front trench line.
- 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.

Set up Reminder
- Place 1 Tank Silhouette token on each British Mark IV tank. As the British player you may also need a couple of Bogged Down markers. Set these markers next to the deck of command cards.

SCENARIO 20 - GERMAN TANK - OPENING ACTION #2

The two Tank Opening Action scenarios 19 and 20 are non-historical battles, expressly designed to gradually introduce you and a friend to the basics of WWI Tank warfare. Scenario 19 features two British Mark IV WWI tanks, while Scenario 20 adds a German A7V tank to the unit mix.

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

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

Victory - 5
- 1 Medal for each soldier unit eliminated.
- Note, a German tank, when eliminated, is worth 2 Victory Medals.
- The German forces gain 1 Temporary Victory Medal at the start of their turn, when a German tank occupies any hex on the other side of the British front trench line.
- 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.

Set up Reminder
- Place 2 Tank Silhouette tokens on the German A7V tank. The German A7V tank is classified as both a male and a female tank. As the German player you may also need a Bogged Down marker. Set the marker next to the deck of command cards.

SCENARIO 21 - SOMME (HIGH WOOD) 15 SEPTEMBER 1916

The third offensive mounted by the British, during the battle of the Somme, was significant because it was the first use of tanks in warfare. The Mark I tanks were not ready for the first Somme offensive in July. But two and a half months later, when they did arrive, Haig quickly incorporated them into the 4th Army plan of attack.

On 15 September the 47th Division attacked High Woods, along with the four tanks allotted to the Division. Three tanks reached the south end of the wood, but two of them turned east, hoping to find more open ground. One tank drove directly into the woods and fired on the Bavarian Infantry Regiment 18. The advance continued through the wood, supported by mortar teams that fired a barrage against the last pockets of German resistance. By 1:00 PM, the wood was surrounded and the Germans began to surrender. 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 8
- Reserve Artillery 3

British
- Command Cards 6
- Combat Cards 4
- HQ Tokens 8
- Reserve Artillery 3
- MOVE FIRST

Victory - 7

- 1 Medal for each soldier unit eliminated.
- 2 Medals for each British Mark I tank eliminated.
- The British forces gain 3 Temporary Victory Medals at the start of their turn, when there are no German units occupying any trench hexes that surround High Wood.
- The British forces gain 1 Temporary Victory Medal at the start of their turn, when one or more units occupy any German Switch Trench line (very back line of German trench 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 British tanks are Mark I tanks. Use the Mark IV tanks as stand-ins.

SCENARIO 22 - SOMME (FLERS - COUCELETTE) 15 SEPTEMBER 1916

The third offensive mounted by the British, during the battle of the Somme, was significant because it was the first use of tanks in warfare. The Mark I tanks were not ready for the first Somme offensive in July. But two and a half months later, when they did arrive, Haig quickly incorporated them into the 4th Army plan of attack. On 15 September, after struggling for almost two months to take High Wood and the Switch Line (a line of trenches that ran between High Woods and Flers), with tanks leading the way, these German positions were finally taken. Haig was now ready to execute his plan of opening a gap between Flers and Coucelette and completing his breakthrough. The advance on Flers and the surrounding area would, however, prove to be a difficult challenge for both the men of the British 41st Division and their new battlefield weapons. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Germans
- Command Cards 6
- Combat Cards 3
- HQ Tokens 8
- Reserve Artillery 4

British
- Command Cards 6
- Combat Cards 3
- HQ Tokens 12
- Reserve Artillery 4
- MOVE FIRST

Victory - 6

- 1 Medal for each soldier unit eliminated.
- 2 Medals for each British Mark I tank 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.
- The four building hexes form a Turn Start Temporary Majority Medal Objective worth 1 Medal for the side that occupies the most buildings. The German player starts the battle with 1 Medal.
- 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 British tanks are Mark I tanks. Use the Mark IV tanks as stand-ins.

SCENARIO 23 - MESSINES RIDGE - 7 JUNE 1917

General Herbert Plumer's Second Army, on 7 June 1917, attacked Messines Ridge, a natural stronghold southeast of Ypres and a German salient since late 1914. Plumer had begun plans to take the position a year earlier and authorized the laying of 22 mine shafts underneath German lines all along the ridge. Prior to the attack, a fourteen day bombardment of the German lines was followed by the detonation of 19 mine explosions, which dazed the German defenders. Nine divisions of infantry, along with British tanks, then advanced against the ridge. Plumer's plan for limited successes, rather than a significant breakthrough, saw all of the initial objectives taken within three hours. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Germans
- Command Cards *2
- Combat Cards 0
- HQ Tokens 0
- Reserve Artillery 4

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

Victory - 6
- 1 Medal for each soldier unit eliminated.
- 2 Medals for each British tank eliminated.
- The British forces gain 1 Permanent Victory Medal for each soldier unit that exits the battlefield from the German baseline and 2 Permanent Victory Medals for each tank.
- 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.
- * Because the German forces are stunned, the German player starts the battle with 2 command cards and will draw 2 command cards, instead of 1, at the end of turns 1 and 2. He will then have a hand of 4 command cards for the rest of the battle.

SCENARIO 24 - PASSCHENDAELE (FRAY BENTOS) - 23 AUGUST 1917

It sounds like the far fetched plot of a war film, but in fact, this remarkable incident occurred at the Battle of Passchendaele. The Fray Bentos tank's officer, Captain Donald Richardson, had been a wholesale grocer in Nottingham before the war and held the agency for Fray Bentos canned meat, and had flippantly named his first tank command, Fray Bentos. Early in the battle, the tank was hit by machine gun fire, which struck the driver, causing the tank to surge into a crater, where it became stuck. A number of attempts were made by the crew to free the tank, but all failed. Instead of ditching the tank, Richardson and crew remained in No-Man's-Land in order to cause the enemy problems. Repeated attacks by the Germans against the tank were driven off and after almost three days, the remaining members of the crew escaped back to the British lines, under cover of darkness. The stage is set, the battle lines are drawn, and you are in command. The rest is history.
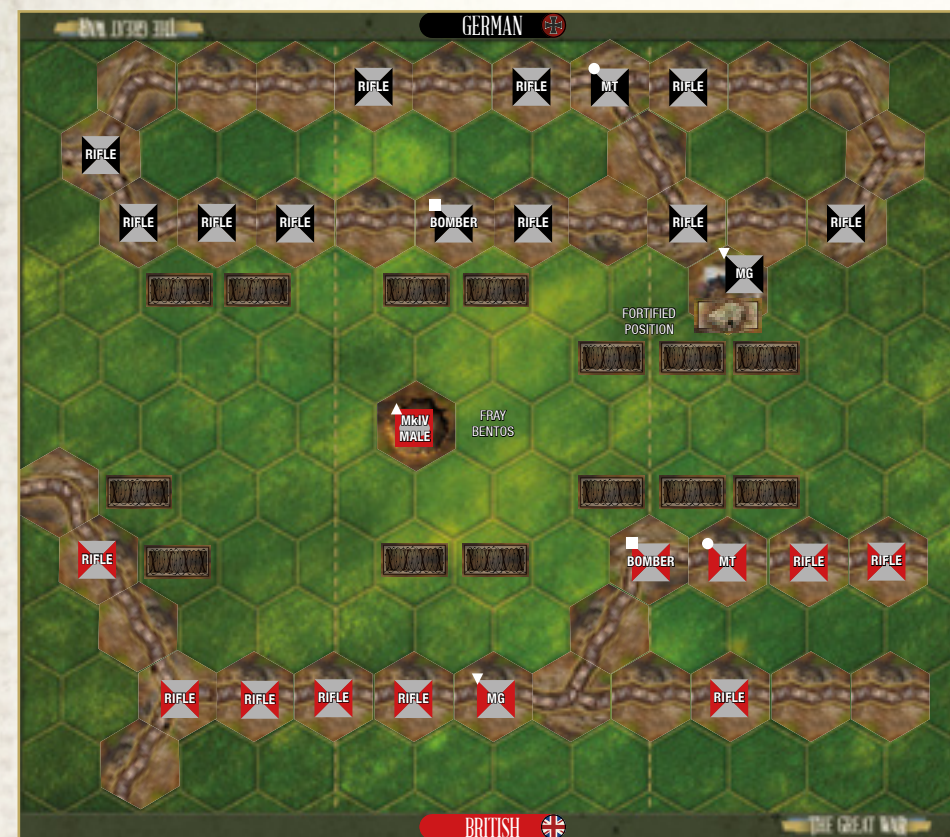
Germans
- Command Cards 5
- Combat Cards 2
- HQ Tokens 6
- Reserve Artillery 3

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

Victory -5
- 1 Medal for each soldier unit eliminated..
- 1 Medal for each British male Mark IV (Fray Bentos) Tank Silhouette token eliminated.
- 2 Medals for British Fray Bentos tank eliminated.
- Both the German and British forces gain 1 Temporary Victory Medal at the start of their turn, when one or more units occupy any trench hex in the opposition's front line.
- 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
- British player does the No-Man's-Land shelling roll.
- Place 3 Tank Silhouette tokens on the British Mark IV (Fray Bentos) tank. Each confirmed hit on the tank will remove one Tank Silhouette token and the German player will gain 1 Medal.
- The Fray Bentos tank is bogged down. Place a bogged down marker on the tank. The tank may not move and the British player may not attempt to free the tank.
- In addition to the command card played by the British player, the Fray Bentos tank is also ordered each turn.

SCENARIO 25 - CAMBRAI (SIEGFRIED STELLUNG LINE) 20 NOVEMBER 1917

After a short bombardment, the 36th Infantry Brigade with Tank Battalion F attacked the German forward line of trenches, south of the village of La Vacquerie. The tanks had no difficulty crushing paths through the belts of wire in this sector and the infantry, that followed closely behind, confidently made their way through the narrow openings in the matted down beds of wire. Once over the first trench line, the tanks turned to the left, to rake the second support trench, while the infantry cleared the first trench of any remaining German resistance. 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 8
- Reserve Artillery 4

British
- Command Cards 5
- Combat Cards 3
- HQ Tokens 12
- Reserve Artillery 4
- MOVE FIRST

Victory -8
- 1 Medal for each soldier unit eliminated..
- 2 Medals for each British tank eliminated.
- The British forces gain 1 Permanent Victory Medal for each soldier unit that exits the battlefield from the German baseline and 2 Permanent Victory Medals for each tank.
- The British forces gain 1 Temporary Victory Medal at the start of their turn, when one or more British units occupy any German trench hex in the front line, and for the second line, provided the first trench is also occupied by one or more units.
- 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.
- Kickstarter - Bonus Scenario.

SCENARIO 26 - CAMBRAI (SIEGFRIED STELLUNG LINE - PART 2) 20 NOVEMBER 1917

After a short bombardment, the 36th Infantry Brigade with Tank Battalion F attacked the German forward line of trenches, south of the village of La Vacquerie. The tanks had no difficulty crushing paths through the belts of wire in this sector and the infantry, that followed closely behind, confidently made their way through the narrow openings in the matted down beds of wire. Once over the first trench line, the tanks turned to the left, to rake the second support trench, while the infantry cleared the first trench of any remaining German resistance. 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 8
- Reserve Artillery 4

British
- Command Cards 5
- Combat Cards 3
- HQ Tokens 12
- Reserve Artillery 4
- MOVE FIRST

Victory - 8
- 1 Medal for each soldier unit eliminated.
- 2 Medals for each British tank eliminated.
- The British forces gain 1 Permanent Victory Medal for each soldier unit that exits the battlefield from the German baseline and 2 Permanent Victory Medals for each tank.
- The British forces gain 1 Temporary Victory Medal at the start of their turn, when one or more British soldier units occupy any German trench hex in the front line, and for the second line, provided the first trench is also occupied by one or more soldier units.
- 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.
- Kickstarter - Bonus Scenario.

SCENARIO 27 - CAMBRAI (FLESQUIERES RIDGE) 20 NOVEMBER 1917

Both leading brigades of the 51st Highland Division, after overcoming the German front line machine gun positions, watched with high hopes, as their tanks were pressing on alone towards the crest of the Flesquieres Ridge. The Germans, on the other hand, had prepared a little surprise for the British, by dragging a number of field gun batteries into position on the other side of ridge. So as the tanks made the top of the ridge, the German guns opened fire. One by one the British tanks, as they attempted to turn around, were decimated. The British attack in this section, at this point, was stopped in its tracks. 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 10
- Reserve Artillery 4
- MOVE FIRST

Victory - 8
- 1 Medal for each soldier unit eliminated.
- 2 Medals for each British tank eliminated.
- The British forces gain 1 Permanent Victory Medal for each soldier unit that exits the battlefield from the German baseline and 2 Permanent Victory Medals for each tank.
- The British forces gain 2 Temporary Victory Medals at the start of their turn, for each Flesquieres building hex occupied.
- The German forces gain 1 Temporary Victory Medal at the start of their turn, if the British do not occupy any Flesquieres building hexes. The German player starts with 1 Victory Medal.
- 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 28 - CAMBRAI (HAVRINCOURT VILLAGE) - 20 NOVEMBER 1917

The 62nd Division with G and E battalion tanks had carried most of their first line objective within a couple of hours, including the German trenches in front of Havrincourt. Captain Soltau and remnants of the 84th German Infantry Regiment, however, were still holding the village itself. The British 2nd and 6th Battalions of West Yorkshires attempted to enter the village, but they were driven back by a concentration of machine gun fire. When the British tanks arrived, a male tank under the command of Lieutenant William McElroy drove directly into the village and silenced the German machine guns. The German infantry attempted to rush the tank and although the tank was set on fire, McElroy, still fighting from inside the tank, with the help of a party of British infantry, drove back their attack. With ammunition running low, Captain Soltau, sent his final message back to headquarters, "We are holding out to the last man." 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 10
- Reserve Artillery 5

British
- Command Cards 6
- Combat Cards 3
- HQ Tokens 8
- Reserve Artillery 4
- MOVE FIRST

Victory - 8
- 1 Medal for each soldier unit eliminated.
- 2 Medals for each British tank eliminated.
- 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.
- The British forces gain 1 Temporary Victory Medal at the start of their turn for each building hex occupied. Place a British medal on the hex at the start of the turn. The medal is retained even when the unit exits the building or is eliminated. The medal is removed from the hex when a German unit reoccupies the building.

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

SCENARIO 29 - CAMBRAI (GRAINCOURT) - 20 NOVEMBER 1917

Although the 62nd Division met with strong resistance at Havrincourt, Brigadier-General 'Boy' Bradford VC, promoted at 25 years of age, did not wait to see the fall of Havrinourt. He advanced with the 186th Brigade and a company of tanks, with orders to take Graincourt and the high ground west of Bourlon Wood. German gun batteries firing from behind Flesquieres ridge into his exposed right flank slowed the advance and when the British finally reached the outskirts of Graincourt, two German guns on the edge of the village opened fire. The guns were overcome and the village was taken somewhat quickly, thanks to excellent cooperation between the infantry and tanks. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

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

British
- Command Cards 6
- Combat Cards 3
- HQ Tokens 8
- Reserve Artillery 4
- MOVE FIRST

Victory - 7

- 1 Medal for each soldier unit eliminated.
- 2 Medals for each British tank eliminated.
- The British forces gain 1 Temporary Victory Medal at the start of their turn for each building hex occupied. Place a British medal on the hex at the start of the turn. The medal is retained even when the unit exits the building or is eliminated. The medal is removed from the hex when a German unit reoccupies the building.
- 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.

SCENARIO 30 - CAMBRAI (ST. QUIENTIN CANAL) - 21 NOVEMBER 1917

Capturing the bridges at Mesnieres and Marcoing was critical to the British plan. The British captured the bridge at Marcoing intact, but at Mesnieres, the advancing British troops were less fortunate, as the bridge had already been blown. An attempt by a tank to still cross it led to both bridge and tank crashing down into the canal. The British infantry at Mesnieres, however, found a safe crossing via a footbridge and continued their advance. To the east of Mesnieres, the fortified farm of Mon Plaisir was quickly captured and a German counter attack to regain the farm repulsed. While behind Marcoing, the Germans had formed a new defensive line, but instead of moving to engage, the British tanks choose to stand off and fired on the position. The Germans recognized the importance of the British move, but lack of strength in their counter attacks allowed the British to hold strong. 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 10
- Reserve Artillery 3

British
- Command Cards 6
- Combat Cards 4
- HQ Tokens 10
- Reserve Artillery 3
- MOVE FIRST

Victory - 10

- 1 Medal for each soldier unit eliminated.
- 2 Medals for each British tank eliminated.
- The seven building hexes form a Turn Start Temporary Majority Medal Objective worth 2 Victory Medals for the side that occupies the most buildings. The German player starts with 2 Medals.
- 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 St. Quientin Canal is a fordable waterway.
- The footbridge may only be crossed by soldier units.

SCENARIO 31 - CAMBRAI (FONTAINE-NOTRE-DAME) - 23-25 NOVEMBER 1917

On the evening of the 22rd, Haig and Byng met to assess the merit of continuing the operation or pull back to Flesquieres Ridge. After weighing various considerations, Haig decided to continue the operations. On the morning of the 23rd, the 51st Division, supported by tanks, attacked Fontaine-Notre-Dame, but was unable to force an entrance. Early in the afternoon, this division repeated its attack and a number of tanks entered Fontaine. The tanks suffered from small-arms fire and assaults from German infantry with bundled hand grenades. To the west of Fontaine, the 6th/Seaforth Highlanders attacked against the ridge line, after setting up a loose line of defence on the ridge, turned and attacked Bourlon Wood and Fontaine. The village, however, by the end of the day, was still not cleared. The struggle for Bourlon Village, Woods and Fontaine would continue for several days. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

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

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

Victory - 8
- 1 Medal for each soldier unit eliminated.
- 2 Medals for each British tank eliminated.
- The 10 building hexes form a Turn Start Temporary Majority Medal Objective worth 1 Victory Medal for the side that occupies the most buildings. The German player starts with 1 Medal.
- 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 32 - CAMBRAI (BOURLON VILLAGE & WOOD) - 23-25 NOVEMBER 1917

On the evening of the 23rd, Haig and Byng met to assess the merit of continuing the operation or pull back to Flesquieres Ridge. After weighing various considerations, Haig decided to continue the operations. Also on the 23rd, the 40th Division (Major-General I. Ponsonby) attacked Bourlon Wood, and after four and a half hours of hard fighting, captured almost the whole of the wood and entered Bourlon Village. A number of German counter-attacks this day prevented further progress. West of the woods, the 121st Brigade attacked Bourlon Village and managed to storm the south corner with its support tanks. On the evening of the 25th, a fresh attack by the Germans regained Bourlon Village. The struggle for Bourlon Village, Woods and Fontaine-Notre-Dame would continue for several days, resulting in fiercely contested attacks and counter attacks. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

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

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

Victory - 9
- 1 Medal for each soldier unit eliminated.
- 2 Medals for each British tank eliminated.
- The 9 building hexes form a Turn Start Temporary Majority Medal Objective worth 1 Victory Medal for the side that occupies the most buildings. The German player starts with 1 Medal.
- The British forces gain a Sudden Death Victory at the start of their turn, when there are no German units occupying any Bourlon Wood 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.

SCENARIO 33 - CAMBRAI (GERMAN COUNTER ATTACK) - 30 NOVEMBER 1917

By the morning of 30 November, German High Command had assembled twenty divisions and were poised to counter-attack. All along the line, the Germans put into practice new methods of fighting, which consisted of infiltrating the enemy's lines with small groups of highly-skilled and heavily-armed soldiers, developed by the field commander Oskar von Hutier. In the south, German Gruppe Busigny, between Banteux and Villers-Guisian, pushed back the undermanned British III corps. To stop the German onslaught at Gouzeaucourt, British tanks and the Guards Division were ordered forward. But else where, as the Germans drove deeper into the British lines, British command structure broke down. The German counter-attack was so effective that by December 3rd, Haig gave the order for the British units still near Cambrai to withdraw and all the gains, which had been won in the initial stages of the offensive, had to be abandoned. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

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

British
- Command Cards 5
- Combat Cards 2
- HQ Tokens 7
- Reserve Artillery 3

Victory -7
- 1 Medal for each soldier unit eliminated.
- 2 Medals for each tank eliminated.
- The 4 building hexes of Gouzeaucourt form a Turn Start Temporary Majority Medal Objective worth 1 Victory Medal for the side that occupies the most buildings. The German player starts with 1 Medal.

Special Rules
- There is no No-Man's-Land shelling roll in this scenario.

SCENARIO 34 - ST. QUENTIN - 21 MARCH 1918

The German commander, General Erich Ludendorff, in the spring of 1918, believed it was essential for Germany to use the troops freed from the Eastern Front from the collapse of Russia, to achieve a victory against the war-weary Allies on the Western Front, before American troops arrived. The German offensive, Operation Michael, was directed against the British army north of the Somme River. It was the first time German tanks were used. Three of the five A7V Sturmpanzer-Kraftwagens (tanks) broke down, but Number 501, called "Gretchen", and Number 506, known as "Mephisto", helped the Germans overrun the first and second allied trench lines near St. Quentin. By March 22, the British 5th Army was in retreat. The offensive had obtained the single largest territorial gain on the Western Front since the early months of the war, but in spite of these gains, the Allied lines were only bent, not broken. 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
- MOVE FIRST

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

Victory -6
- 1 Medal for each soldier unit eliminated.
- 2 Medals for each tank eliminated.
- The German forces gain 1 Permanent Victory Medal for each soldier unit that exits the battlefield from the British baseline and 2 Permanent Victory Medals for each tank.
- The German forces gain 1 Temporary Victory Medal at the start of their turn, when one or more German units occupy any British trench hex in the front line, and for the second line, provided the first trench is also occupied by one or more units.
- 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.

SCENARIO 35 - COLINCAMPS - 26 MARCH 1918

Germany's 1918 Spring Offensive, Operation Michael, along the Western Front, was a last-ditch attempt for Germany to win the war before American forces entered Europe in large numbers. On March 26, as part of the Battle of Rosières, the Germans tried to capture the village of Colincamps in France, which was on their way to Amiens. Colincamps was held by New Zealand forces, who had forced marched to fill a gap in the British line. The German forces were in the process of outflanking the village when a company of Whippet tanks arrived. The Whippets, which were much lighter and quicker than Mark IVs, were able to drive away two German battalions that were about to enter Colincamps. 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 8
- Reserve Artillery 4
- MOVE FIRST

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

Victory - 6
- 1 Medal for each soldier unit eliminated.
- 2 Medals for each tank eliminated.
- The 5 building hexes form a Turn Start Temporary Majority Medal Objective worth 1 Victory Medal for the side that occupies the most buildings. The British player starts with 1 Medal.
- 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
- There is no No-Man's-Land shelling roll in this scenario.
- Whippet Tank - Bonus Scenario.

SCENARIO 36 - SECOND BATTLE OF VILLERS-BRETONNEUX - 24 APRIL 1918

In early April, the Germans renewed their efforts towards Villers-Bretonneux, a town on the high ground to the south of the city of Amiens. Through Amiens ran the main north-south rail line in northern France. Cutting the line would seriously limit the British ability to move troops and supplies. After a heavy artillery bombardment, two German Divisions, the 4th Guard and 228th, supported by tanks, launched an attack on the British lines held by the 62nd and the 8th British Infantry Division. As the German tanks advanced, panic broke out in the British lines and many of the men were taken prisoner or fell back. In spite of intense fighting, Villers-Bretonneux fell into German hands by mid-morning. The attackers then began to infiltrate the Arquenne woods and turned to attack Cachy. 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
- MOVE FIRST

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

Victory -6
- 1 Medal for each soldier unit eliminated.
- 2 Medals for each German tank eliminated.
- The German forces gain 1 Temporary Victory Medals at the start of their turn, for each building hex occupied.
- The German forces gain 1 Permanent Victory Medal for each soldier unit that exits the battlefield from the British baseline and 2 Permanent Victory Medals for each tank.
- 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
- There is no No-Man's-Land shelling roll in this scenario.

SCENARIO 37 - VILLERS-BRETONNEUX (TANK VS TANK) - 24 APRIL 1918

Fighting was already taking place in the streets of Villers-Bretonneux, when Captain Brown's three tanks, a male and two females, all Mk IVs, were ordered to support the infantry between Villers and Cachy. Second Lieutenant Mitchell was in command of the male tank and upon exiting Arquenne woods, his British tank came face to face with a German A7V tank and two captured British Mk IVs. Mitchell looked round to see what the British female tanks were doing and saw they were withdrawing, after receiving fire from the A7. Mitchell then decided on an unusual move and stopped his tank to allow his gunner a shot without jumping around. The first shot smashed into the A7V cupola, the next hit its frontal armour and the third its side. Smoke started to rise from the German machine and the crew baled out. He then ordered his tank to fire on the other two German tanks and after a few shots they backed away. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Germans

- Command Cards 6
- Combat Cards 3
- HQ Tokens 8
- Reserve Artillery 4

British

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

Victory - 5

- 1 Medal for each soldier unit eliminated.
- 2 Medals for each tank eliminated. Note, there are two Mark IV captured tanks fighting for the Germans. Place German captured tank markers on these captured tanks.

Special Rules

- There is no No-Man's-Land shelling roll in this scenario.
- Mitchell's British Mark IV male tank has 2 Tank Silhouette markers.
- Kickstarter - Bonus Scenario.

SCENARIO 38 - VILLERS-BRETONNEUX (TANK VS TANK - PART 2) - 24 APRIL 1918

Fighting was already taking place in the streets of Villers-Bretonneux, when Second Lieutenant Mitchell, in command of a British male Mk IV tank, attacked and knocked out one German A7V tank and forced two captured British Mk IV tanks to withdraw. Mitchell's tank, however, was not done. The British tank advanced and contacted two more A7Vs, supported by German infantry. Mitchell's tank fired several ranging shots at the German tanks and then opened fire on the mass of German infantry. He was joined by several new British Whippet tanks, which compelled the German tanks to retire. The Whippet tank, then moved forward, crossing a nearby ridge, where they encountered additional German infantry that were in the open. Mitchell's Mark IV then became a target for German artillery and when a mortar round disabled its tracks, the crew ditched the tank and escaped back to a British-held trench. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Germans

- Command Cards 4
- Combat Cards 2
- HQ Tokens 8
- Reserve Artillery 5

British

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

Victory -5

- 1 Medal for each soldier unit eliminated.
- 2 Medals for each tank eliminated.

Special Rules

- There is no No-Man's-Land shelling roll in this scenario.
- Mitchell's British Mark IV male tank has 2 Tank Silhouette markers.
- Whippet Tank - Bonus Scenario.

SCENARIO 39 - VILLERS-BRETONNEUX (TANK VS TANK - PART 3) - 24 APRIL 1918

Also on the 24th, shortly after the Whippet tanks had moved out of sight of Mitchell's Mark IV tank, they engaged a group of German infantry in the open. The German infantry were routed and as the tanks followed the retreating Germans, a A7V German tank emerged from a nearby wood. The Whippet was not designed to take on another tank and one Whippet was destroyed by cannon fire from the A7V, while the others retired. This was the first officially recorded German A7V tank vs Whippet tanks and the second tank on tank battle during World War One. 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 8
- Reserve Artillery 3
- MOVE FIRST

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

Victory - 5
- 1 Medal for each soldier unit eliminated.
- 2 Medals for each tank eliminated.

Special Rules
- There is no No-Man's-Land shelling roll in this scenario.
- Whippet Tank - Bonus Scenario.

SCENARIO 40 - NIERGNIES - 8 OCTOBER 1918

Towards the end of the second battle of Cambrai, British Mark IV tanks of 12th Battalion confronted a number of German captured Mark IVs. Under orders to support the advance of the 63rd Division to capture the German trench line just west of Niergnies, the British tanks moved forward in the mud, smoke and fog. The Germans also were advancing in the same area and around 8:30 AM the tanks met. Each side assumed the enemy tanks were friendly and not until they came within 50 yards of one another did the German tankers realize their mistake and opened fire. The lead British tank was immediately knocked out and another damaged and set on fire. The remaining British tanks, infantry and artillery all joined in the attack against the enemy tanks, which forced them to retire. 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 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 soldier unit eliminated.
- 2 Medals for each tank eliminated. Note, there are two Mark IV captured tanks fighting for the Germans. Place German captured tank markers on these captured tanks.
- The British and German forces gain 1 Temporary Victory Medal at the start of their turn, when one or more units occupy any opposition trench hex.

Special Rules
- British player does the No-Man's-Land shelling roll.
- The German tanks may not be targeted until the turn after a German tank unit engages in combat, or until a British unit is in an adjacent hex to any German tank.
- Kickstarter - Bonus Scenario.

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