

## AT NEUVE CHAPELLE QUESTIONS AND ANSWERS

The following questions on *At Neuve Chapelle* were received in the White Dog Games folder on Consimworld and from other sources. We appreciate the interest in the game and hope these answers suffice.

Q1: It says, under 'Defensive Artillery Fire', to follow the procedure described in 'Artillery Fire'. 'Artillery Fire' only mentions the phasing player rolling a die to determine how many hexes he may attack. Does the non-phasing player, during his Defensive Fire phase, roll to determine the number of hexes he is allowed to target? Or, is a player required to save artillery shots from when he was the phasing player for his Defensive Fire phase?

A: When the phase is Defensive Fire, the defensive player temporarily becomes the "phasing player" for that phase only and the artillery fire rule then applies to him for that phase. So, yes, the defensive player rolls during his defensive fire phase to determine the number of hexes he is allowed to target.

Q2: Also, in the set up, the rules say the Germans set up as far south as "Port Arthur", while on the map it says "Pont Arthur". And just to clarify, no German units set up south of Port Arthur - leaving the last few hexes of their trenches wide open?

A: Opps! regarding the map misspelling. Historically, the Germans did deploy south of Port Arthur but in an area further south than the area on the map. The reason the British attacked at Neuve Chapelle is because the area was lightly defended and looked to be a good place to achieve a breakthrough.

Q3: Are Assault orders pre-designated (noting which assaulting units will be assaulting each hex) or can the player assaulting wait until he sees the defensive fire results before he chooses how to make his assaults? Section 16.0 seems to indicate that attacks are not pre-designated (Procedure) while 15.0 seems to indicate they are (Defensive Combat Fire Procedure and Inactive units).

A: Assault Orders are pre-designated in the Assault Orders phase as to which units attack which units. A defending unit must conduct defensive fire on an attacking unit assaulting it. If a non-phasing unit is not being directly attacked it must select an adjacent attacking unit.

Q4: If Assaults are not pre-designated, can Inactive units fire at any adjacent enemy unit? If they are pre-designated, then it's clear they can only fire on units assaulting them.

A: See above.

Q5: What happens if a British cavalry unit occupies an entry hex for German reinforcements? Is it eliminated? Just ignored? What about a cavalry unit's ZOC? Do the Germans ignore these for reinforcements?

A: In 9.0 German reinforcements Arrival, treat any British unit as blocking an arrival hex, cavalry or infantry. Strike the use of the term "non-cavalry".

Q6: How many artillery fire rolls does the non-phasing player get? The rules only mention the phasing player.

A: When the phase is Defensive Fire, the defensive player temporarily becomes the "phasing player" for that phase only and the artillery fire rule then applies to him for that phase. The defensive player rolls for the number of defensive fire rolls.

Q7: IF the non-phasing player gets as many as the phasing player, then each side gets 10-18 strikes per turn in Clear weather? Is that correct?

A: The range is 5 – 9 for phasing fire and 5 – 9 for defensive fire so, yes, each side will get between 10 and 18 fire artillery rolls a turn in clear weather. There is not arty fire in misty weather. The exceptions are the first turn where the British side does not roll for the number of fire rolls but gets 12 automatic fire rolls for both fire phases and, starting with turn 5, the British side does not add 3 to the die roll so, in effect, receives on average a reduced number of fire rolls from then on. The British ran out of shells while the Germans did not.

Q8: I find the friendly fire rule to be a bit too much....hitting the target hex and EVERY adjacent friendly-occupied hex? Ouch! I would suggest that, if the target hex is NOT successfully hit, pick one adjacent friendly-occupied hex and roll for that; but not every adjacent hex every time!

A: This is a design choice. There were a number of unfortunate friendly fire accidents at the battle. In addition, each artillery fire roll represents many guns firing at the target so that, even if the target is hit, other guns locked on the target may have missed.

Q9: LOS rule: blocking terrain such as towns or woods is fine, but units too? Blocking should be, IMO, limited to the terrain or \*assaulting\* units, but not non-assaulting units - those guys are hunkered down for dear life and shouldn't block LOS. Otherwise, assaults can be set up to be 'covered' by non-assaulting units blocking the LOS of potential defensive fires.

A: Agreed.

Q10: Fortifying hexes is limited by the counters/markers mix? Why then are there two additional "Inactive" markers, or 6 additional artillery strike markers that are never needed (9 being the max number to be rolled?)

A: Fortified hexes are essentially newly dug, temporary trenches. There were extra spaces on the counter grid when we were making it so we filled them with extra inactive and artillery markers, which were not changed when the counter sheet went to print. However, one could use the extra markers as fortify markers.

Q11: Defensive-firing units cannot combine their fire strengths, correct? It seems that way, but the rules are not "explicit" either way. If they can't, then a full-strength unit hits on a 4+ on the die roll, and a half-strength unit only hits on a 6.

A: Defensive combat fire is one unit on one unit. The non-phasing player selects a single unit marked by an attack marker to be fired upon and a single non-phasing unit to conduct defensive fire on that unit.

Q12: I also find the assault +1 DRM for assaulting from two hexes with units of the same brigade to be huge - totally nullifying the defender's trench DRM?!?

A: That is partially true. German defenders in original trench setup positions have a -2 DRM. Other trench positions, especially those dug overnight without sandbags by tired troops, were considered to be less "prepared" than the setup positions and thus not deserving of the -2 DRM. This rule encourages the player to keep his brigade units together as would be done in reality.

Q13: Exploiting units can ignore ZOCs seems a bit 'late-warish' to me. Just my opinion here, but when a game allows a successful attacker to move more after an attack than he would have if he didn't attack (looking at the entire player turn here) - that is a problem. Just normal infantry movement is 4 MPs; but if an assault is a success, two units get to enter the defenders hex, THEN get to move 4 more MPs (no EZOC stoppage either)? So, 8 MPs total movement, plus the defender's hex (which doesn't seem to be counted when exploiting), versus 4 MPs if not assaulting at all and just moving?!?

A: Exploitive movement starts after entering the abandoned enemy hex for up to four additional MPs, ignoring EZOCs. An advancing attacking unit may not have moved its full movement allowance before the assault. In fact, he may have started the turn adjacent to the defender. Keep in mind that a clear hex requires two MPs to enter so exploitive is not really that much of an advance.

Q14: The VPs - does the hex really have to be "occupied" to get the VPs? Having 'control' isn't enough? That is quite a few British units that will need to spend the third day sitting on their arses in the VP hexes.

A: VP hexes count if occupied at the end of the game or last occupied by the British side by the end of the game. No need for the British to remain in a VP hex for it to count. A player aide to record VPs has been added to the game web page.

Q15: The Assault DRMs: -2 for German defender in "setup" trench position. Does this mean that if a German unit survives a turn or two and happens to move from its starting hex, that it no longer gets a -2, but only the normal trench -1 DRM? Or, by chance does the word "setup" mean all trench hexes printed on the map are -2 DRM?

A: All printed trench hexes receive a -1 DRM except for initial German setup trench hexes which receive a -2 defender DRM, being "prepared" positions. It is assumed that, once abandoned or overrun, a setup trench hex becomes less effective as a defensive position and reverts to a -1 DRM.

Q16: Should bridges and rivers have an additional cost to cross, thus costing MPs to cross them as they are "hexside" terrain? Or, does their MP cost trump the cost of the terrain entered? So, crossing a river, entering a clear hex: does it cost 3 MPs or 5 MPs total? Crossing a bridge costs 1 MP total, or 2 MPs total (1 for the bridge and 1 for the road in the hex entered)?

A: To enter a clear hex costs 2 MPs. Crossing a river not at a bridge into a clear hex costs 3 MPs or one additional MP. Crossing a bridge is the same as road movement. Roads entering a trench hex cost one MP.

Q17: Do German reinforcements pay MPs for their initial hex (Aubers or 2315), or is placement there 'for free'?

A: German reinforcements get a free setup.

Q18: The reinforcement rules state that British cavalry do not block entry hexes, so how does the German "setup" when a cavalry unit is sitting on an entry hex, or its ZOC is? This implies that cavalry units and their ZOCs are "different" from infantry units and theirs.

A: In section 9.0 German reinforcements Arrival, treat ANY British unit as blocking an arrival hex, cavalry or infantry. Strike the use of the term "non-cavalry".

Q19: I second the question about "cavalry" interaction with the German reinforcement hexes? (I assumed it was any unit, not just cavalry BTW.)

A: Yes, ANY unit.

Q20: Shouldn't British units defending in captured German pillboxes get at least a -1 assault DRM?

A: Yes. You can treat a pillbox as having the same - 1 DRM as a trench.

Q21: The British "phasing player" will get 5-9 arty strikes, then the German "non-phasing" player will get 5-9 arty strikes; then the German player will become the \*phasing player\* and get 5-9 strikes, and the British player will be the \*non-phasing\* player and get 5-9 strikes. Is that correct?

A: Yes.

Q22: Note the third paragraph of 15.0: A non-phasing unit must fire at a unit that is assaulting it, even if it belongs to an inactive division. This implies that an inactive division can perform defensive fire on a unit "assaulting it." This would seem to override the restriction of inactive divisions "cannot conduct combat," from Section 13.0.

A: Regarding 13.0 British Command Check, please make that "are considered inactive for the turn and cannot move or **initiate** assault combat". That was what was meant. It just didn't get expressed properly (or at all). And, therefore, yes, you would be correct, an inactive British unit can, of course, return fire the same as active units. An inactive unit just cannot attack.

Q24: I'm playing with my friend Mark right now, and we just came up with a new one -- a hex my Brits are assaulting just lost its last unit due to friendly German artillery fire. What happens to the assaulting units? Can they advance automatically into the vacated hex? Exploit? Or do they just stay where they are since there are no units to assault?

A: Proceed as if the enemy was removed from the target hex by assault. In other words, advance the attacking unit into the hex and pursue the exploitive movement option if you wish. The idea behind this is that the assaulting troops are already up and advancing so they would continue to move into the objective hex.