

LIVING RULES

British Command Variant

Refer to 13.0 British Command Check. Variant: if the roll is 5 – 6 (not 4 – 6), all units of the rolling British division are considered inactive. This simulates British command and communication problems but not as harshly as in the original rules. Optionally, on a purely what-if basis, this rule can be eliminated.

German Reinforcements Variant

Refer to 9.0 German reinforcements Arrival. Variant: Change the rules to agree with the following. German reinforcements arrive on the night turn of March 11 (not the night of March 10) and have twice the normal movement allowance of eight movement points (not ten) during that night turn and must pay the normal terrain movement costs when moving during the Night Turn (not just one movement point per hex). Historically, the German army launched a counterattack on March 12 so this rule modification aligns more with the historical timing of the counterattack than the original rules.

Modified Victory Points Table Variant

OBJECTIVE	VICTORY POINTS
Neuve Chapelle	10
The Quadrangle	2 Each Hex
Smith-Dorrien Trench	2 Each Hex
Mauquissart	5
Pietre Mill	5
Bridge Defense Hex 1308	5
Bridge Defense Hex 1212	5
Bois du Biez	5 Each Hex
Fortified Bois du Biez Hex 1313	10
Pietre	10
Railroad	5 Each Hex
Aubers	Automatic British Win

The game rules as originally written simulate well the historical result of the battle which was essentially a draw. At the end of the battle, the British had been pushed back to just an eight-hex advance from the starting British trench hexes, including the starting trench hexes. The victory points for some British objectives have been modified in this variant and some new objectives added to better reflect that historical result. Should the British player occupy or last occupy the Smith-Dorrien Trench, The Quadrangle, and Neuve Chapelle at the end of the game, he would have accumulated 40 VPs using the variant VP Table. This would give him a draw using the Victory Level Table in the original rules. Historically, the British actually got a little further. So, if the British player manages to take Mauquissart and the two Bridge Defense Hexes, all of which are within 8 hexes of the start line, he would have 55 VPs and be just five VPs short of a minor British victory. At that point, should the British player additionally occupy or last occupy even one Bois du Biez hex at the end of the game, he will have done

as well or better than the British historically and thus obtain a minor win. Should the British player take the entire Bois du Biez or even just five Bois hexes, he can celebrate a major victory. Combinations of other objectives such as Pietre and two or more railroad hexes would achieve the same. Note that holding Aubers at the end of the game is an automatic if very difficult win. It is strongly suggested that the British Command Variant and the German Reinforcements Variant described here be used with the Modified VP Table and in all future games.

British Ammunition Supply What-If

Refer to 11.0 Artillery Fire. Remove the sentence "Starting with turn five, the British side rolls one D6 but does not add three to the roll result." This variant assumes British supply of artillery ammunition equal to that of the German side throughout the battle. Historically, the British ran low of shells. This rule modification allows players to play "what-if" as to how the British would do had they an equal supply of ammunition.

Solitaire Play

It should be noted that the game is well suited for solitaire play because the German side will find itself on the defensive with fewer tactical decisions to make. As such, the German side could be played by solitaire.