Hot Blood & Cold Steel

First World War night patrols in No-Man's Land

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Contents

Introduction

This is a game of trench raiding on the Western Front during World War One. The latest version can be found from http://www.cold-steel.org/

Figure Scale

All figures should be individually based as the figure scale is 1:1. Figure size and base size are largely irrelevant provided that they are visually useful for the players. However several figures should be capable of being fitted in the same square/hex. Also the armament of the figure should approximately match what they are using.

Ground

For ease this is played using offset squares (basically hexes but much easier to draw & make by hand). All movement, measurement and ranges are reported in squares. Figures are all deemed to be inside a square, but their particular layout within the square can be important for firing or hand to hand combat. Each 3.5" square is approximately ten yards across.

Time

Each turn represents around one minute, however played turns represent critical events. (i.e. a patrol might be a couple of hours long, but much of this could be lying quietly trying to observe, or avoid observation, between periods of activity.

The spirit of the wargame

"Wargames are played, for the most part, without the supervision of an umpire. The game relies on the integrity of the individual players to show consideration for other players and to abide by the rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be. This is the spirit of the wargame." Bob Cordery, Wargames Development.

Credits

Thanks to Chestnut Lodge Wargames Group for helping me with the playtests and applying their ethos of quality, criticism & development to the rules. Also thanks to John D Salt & Jonathan Pickles for separately reading the rules and making a number of suggestions on how they might read better. Any errors, omissions or inconsistencies in the rules are entirely my fault.

Character Generation

Each member of a patrol needs a number of scores to help with play. Additionally it is necessary to decide what type of troops are represented on patrol. The annex on national characteristics shows how to determine what sort of troops you have. Once this is done the section below can be used to allocate scores.

Morale State

This represents the ability or willingness to patrol into no man's land. The basic score is 0 for all troops. Officers add 2. NCOs add 1. Veterans add 1. Raw troops and British private soldiers subtract one. The maximum is +3 and the minimum is –1.

Grenadier Skill

This is how good the figure is at throwing bombs. One point is gained if Veteran, an NCO or a specialist grenadier. One point should be deducted if raw or an officer. The maximum is +3 and the minimum is –1.

Melee Factor

This starts at 0 and add from the following table to get to a final score between –2 and +4. This depends on weapon as well as skill.

Weapon Factors	Mod	Skill Factors	Mod
Specialised melee weapon	+3	Veteran	+1
Rifle & bayonet	+2	Any NCO or German Officer	+1
Pistol	+1	Raw	-1
Unarmed	-1	Walking wounded	-2

Shooting

Veterans get +1, specialist grenadiers subtract 1, Raw troops subtract 1, British regulars add 2. Scores should range between –2 and +3. Rifle NCOs get +1.

Turn Sequence

Morale (patrol & individual)
Hand to hand combat
Throw bombs
Special Actions
Movement
Spotting/Noise
Shooting
Bomb effects
Indirect Fire
Resolve effect of hits

Both sides move simultaneously. If the game is played without an umpire one side should write their orders down prior to the other side moving.

Finding the Enemy

Visibility

Trench raiding is always done at night, which means that the distance at which things can be spotted is always short. The table below shows how many squares can be seen in particular circumstances. Only those squares that can be clearly seen are represented on the table, with an additional partially obscured one square border.

Spotter / Target	Standing	Lying	Ground level	Within 3 of flare	Firing
In a hole	Same hole	same hole	nil	same hole	Same hole
Standing	2	1	0	Any	Any
Lying/Listening Post/ fire step/bunker	3	2	1	Any	5

Any figure that fires can be seen by anything in line of sight when it is firing. Bomb detonating can also be seen by anyone in line of sight (but the thrower can't).

Sounds

At night sound often carries a long way. Any action that creates sound has a method for determining how far that sound carries. If any sound is made with earshot of a figure then the umpire should indicate what direction the sound comes from and whether or not it is in the adjacent square (if not then only the direction should be given by placing a sound marker two squares from the hearing unit).

Terrain

Firing Trenches

These provide partial cover or full cover at the option of the occupant. If full cover is taken the occupant may nor see or fire out. In either case they provide no cover against bombs or shells that explode within the cover, unless round a corner. Only figures on the firing step can see out of or shoot from the trench.

Communications Trenches

These have no firing step so only ever provide full cover (except from bombs or fire from inside the trench). It is not possible to fire or observe except along the trench.

Shell Holes

Provide partial cover or full cover if desired in the same way that a trench does. These count as partial cover if the figure chooses to be in a position to fire or observe from them.

Wire

Wire blocks movement. It can be shot through and seen through. It can be cut using a set of wirecutters as a special action (see below).

Morale

Patrol Morale

There comes a point in any patrol when it is time to turn back and seek the safety of your own lines. Sometimes this is because you've achieved your objectives and others it is because things have gone horribly wrong...

When any of the following conditions apply then patrol morale should be tested:
  ➢ two or more casualties (or 25% of patrol if more than eight members)
  ➢ 50% casualties (at -2)
  ➢ 75% Casualties (at -4)

For the purpose of patrol morale a casualty is defined as any figure that has been hit by fire (including bomb/artillery fragments), melee weapons or has been separated from the main body of the patrol when the enemy have opened fire.

Score 6 or more on 2d6 to carry on. If morale is failed the patrol will withdraw in good order, recovering any casualties and/or fighting their way back to their own line.

Individual Morale
Test individual morale only when individual danger increases, for example:
➢ coming under fire for first time
➢ attempting to enter enemy trench system
➢ wishing to advance while under fire
➢ advancing into a known danger zone (e.g. leaving trench or shell-hole)
➢ first-time in hand to hand combat

Roll 2d6 for each individual or small group (i.e. a group all inhabiting the same square). Modify the dice roll with the individual's morale state and any of the factors below that apply.

Situation	Modifier
Officer leading by example (i.e. in sight and doing the same as the others in the group, only the most senior in the patrol counts)	+1
Each friendly casualty in sight (walking wounded or worse)	-1
Each enemy casualty in sight (walking wounded or worse)	+1
Visibly outnumbered (i.e. more enemy than friends in view)	-1
Melee threatened with edged weapon	-2

Total Score	Resulting Individual Morale
7 or over	**No restrictions**, carry on until situation gets much worse.
3 to 6	**Move no closer to seen enemy**. May stand they and fight. Will not move to a more dangerous situation or towards a visible enemy or to the enemy trench line.
Less than 3	**Duck back behind nearest cover**. If no enemy in sight then count as 'move no closer'. If there is no cover, or nowhere to duck into within a tactical move distance, then stand and fight.
-1 or less	**Surrender** to nearest known enemy (even if not in sight initially).

Fire Swept Zone
This is any area that has been fired upon by the enemy in the previous turn, either by direct fire (including being under a MG dangerous area) or by indirect fire or bombs. Generally it will be several squares in size and should represent a greater danger to the figures than the area they currently inhabit.

Hand to Hand Combat

Both soldiers involved roll 2d6 and add their melee skill. The highest score wins, the loser is hit & rolls on the injury table. Draws are inconclusive and the melee continues in the next turn. Melee continues until one of the combatants is dead, incapacitated or failing morale (duck back) and flees. Any soldiers involved in hand to hand cannot do anything else during the turn.

Throw Bombs

Any soldier carrying a bomb may throw it up to four squares. Bombs are represented by green counters. The throwing player indicates all figures that are throwing bombs and places the counter(s) on the intended target square(s).

Roll 2d6 and score number on table below to hit. Thrower adds his Grenadier modifier and if Walking wounded subtracts 2 from the dice. On double 1 you drop the bomb.

Range	0	1	2	3	4
Trench/bunker	8	9	10	12	14
Square	Auto	4	6	8	10

If missed with an unmodified score of 2 then the grenade lands at the feet of the grenadier. If more then roll 1d6 and place the grenade in the square shown in the diagram below. Squares are numbered clockwise from the square closest to the grenadier.

Normal Deviation (1-3 range)				Max Range Deviation		
	4				Target	
3		5		3		5
	Target				4	
2		6		2		6
	1				1	
	Gren					
	1 or less					
					Gren	

Special Actions

Anything other than moving, shooting, throwing bombs or hand-to-hand fighting is considered a special action. Anything described as a simple action can be completed inside the special action phase. Anything else (including those where 1 is thrown on the dice) takes up the whole turn (for the requisite number of turns). The main ones are listed below:

Aim weapon
Prepare for an aimed shot. This can only be done by a stationary figure. The figure fires at the same time as moving figures. They must indicate (secretly in writing if no umpire) what the target square is in this phase. Only the target square may be engaged, if there are no valid targets in the square in the shooting phase then the figure may not fire.

Cut wire
Any character carrying a set of wire cutters may cut a gap in a piece of barbed wire. Cutting a piece of wire to take back is a simple action and takes only one turn and the noise can be heard for up to 1d6-2 squares.

Cutting a gap in a linear obstacle takes 1d6 turns and the noise can be heard 1d6 squares away. Alternatively this can be done stealthily taking 2d6 turns with the noise carrying 1d6-2 squares. Roll each turn for the noise until the gapping is complete. Squares completely filled with wire cannot be cut through, it would take too much time.

Dealing With Casualties
Improvising a stretcher takes 2 turns. Picking up a wounded comrade can be done as a simple action. See the section on fire effects for time to stabilise a casualty.

Cover Bomb
If in a trench square then a figure may opt to cover a bomb with a sandbag. This can be done if an individual morale test is passed (move no closer or better). If not in a trench then a soldier may sacrifice himself to cover the bomb by passing an individual morale test with an additional –4 modifier. Alternatively a body may be used in lieu of a sandbag if available.

Call Fire
If adjacent to a field telephone then a figure may call fire. It is assumed that all sentry positions in a firing trench and dugouts have a field telephone. Any fire called is resolved in the indirect fire phase in the same turn. A figure calling fire may not fire or move. Alternatively fire may be called by firing an arrangement of Verey lights as agreed prior to the start of the game.

Movement

Figures may move up to four squares in any turn (two if crawling). There is a trade off between distance moved and the amount of noise that might be made. The table below shows how far noise carries for a given speed of movement (i.e. how far the intent was to move).

move	Crawling	Standing
1 (tactical)	No noise	No noise
2 (tactical)	1 square	1d3
3 (non-tactical)	-	1d4
4 (non-tactical)	-	1d6

If movement is stopped by an obstacle, or a trench entered, add one square to the distance noise carries. If there is an attempt to move through a square containing wire then double the distance that the noise carries (i.e. roll two dice). Moving 3 or 4 squares is considered non-tactical.

Maximum movement is reduced by 1 square when carrying a casualty or body. Additionally noise is calculated as if they had moved one square further than they actually have. Stretchers can only be moved while standing and are considered non-tactical if more than one square is moved.

Shooting

Weapons

The weapons are abstracted into broad classes for speed and ease. All weapons of the same class are assumed to have broadly similar characteristics.

Weapon class	Brief characteristic
Pistol	Anything capable of being held and fired in one hand. Generally these are small enough to be either holstered or put in a pocket. Not accurate except at very short ranges (in game terms the same or adjacent square)
Rifle	A two handed weapon accurate at fairly long range. Usually capable of having a bayonet fitted. Can be slung.
Light MG	A portable machine-gun that can be carried and fired by one man. Generally not available until the latter part of the war. High rate of fire but not sustainable for long periods. Attacks all the figures in one square.
Heavy MG	A crew served weapon capable of sustained fire. Usually emplaced in a prepared position with fixed arcs of fire. Highly reliable. Attacks all figures within the beaten zone (1 square) and standing figures in the 'dangerous area'. (see below).
Club	Anything hand-held that doesn't have a blade or sharp point. Only useful in hand to hand combat.
Shovel/axe	As a club but with a sharpened edge or point.
Trench mortar	An indirect fire weapon used for either flares or high explosive.

MG Beaten Zone

This is the target area where the bullets will strike the ground if they do not hit something en route. For most MGs this can be up to two miles away from the MG itself, obviously way out of the playing area. For game purposes one square on the playing surface is designated as the beaten zone, this should be at least three squares from the MG emplacement for Heavy MGs.

MG Dangerous Area

Any square directly between a MG and the beaten zone is part of the dangerous area. To check the dangerous area take a ruler or stiff tape measure and place it from the MG emplacement to the beaten zone using the middle of the squares as the reference points. The dangerous area is one

square wide along the line, where two square are touched the firing player determines which should be in the dangerous area. The dangerous area should consist of a series of adjacent squares forming the most direct route from the MG to the beaten zone.

Order of Fire
Stationary fire before moving, veterans before others. So the order of fire is:
1. Stationary Veterans
2. Stationary others
3. Moving Veterans
4. Moving others

Firing Chart
Roll 2d6 and score the number on the chart or greater for a hit.

Weapon	Same Sq	1	2	5	10+
Pistol	8	9	11	13	X
Rifle	9	7	8	8	9
LMG	9	7	7	8	9
HMG	10	9	8	8	8
Indirect fire	8	10	13	x	x

Modifiers (to dice roll) are:

Firer moving	-1 per sq.	Disappearing target	-2
Target in partial cover	-2	Aimed shot	+2
Artillery	+2	Target prone in open	-1
Target non-tactical	+1	Target illuminated	+2

Disappearing target
Any figure that started in view and has moved into cover can be engaged by a stationary figure only and counts as a disappearing target (aimed fire cannot be used).

Bomb Effects

Roll 2d6 for effect, a score of '2' or '3' for the first target in the square means that the bomb is a dud. Anything else attacks every soldier in the square it goes off in, enemy & friendly.

When a bomb detonates in a *square* with fortifications/shellholes but not actually inside that obstacle then people in the obstacle count as protected while those in the open do not. If it detonates *within* the obstacle then people inside the obstacle are not protected but others in the square are. NB if it detonates in the square then people in full cover in the obstacle are completely unaffected.

Those protected in an adjacent square are considered immune. Unless wearing trench armour or behind a shield figures should be considered unarmoured. Helmets only count as armour when on the firing step and a bomb goes off outside the trench. Armoured or protected targets cannot be hit in an adjacent square.

Target	Hit	Target	Hit
Unarmoured	7+	Armoured	9+
Adjacent	10+	Protected	9+

Indirect Fire

This always requires call fire as a special action. Prior to the game the list of targets is plotted and only squares on the target list can be engaged.

Mortars

These can fire either flares or high explosive. They are subject to random deviation. Up to six targets per mortar can be listed prior to the start of the game, mortar targets are single squares. Mortars have a seven square blast area (i.e. the square that is hit and every adjacent square). These always fire when requested. One round can be fired every four turns from a mortar.

Artillery

These will fire either shrapnel or high explosive. They are subject to random deviation and have a time lag on fire being delivered. There is also the possibility that the request will be refused. Only two artillery targets can be requested prior to the start of the game. These should be areas round a single square (the centre of the target). Artillery blast area on light guns is two squares surrounding the square that is hit (i.e. five square diameter circle).

Resolution

The square that indirect fire lands in is resolved using the bomb chart with exception that no modifiers are applied. Deviation occurs if the round misses and uses the normal deviation chart. Mortars only deviate one square. Artillery deviates 1d6 squares in the direction determined from the deviation chart. A roll of 8 or more when requesting artillery results in a delayed arrival by 1d6 turns. Late artillery always arrives on the turn it is deferred to but has to roll again on the bomb chart for accuracy (but cannot be deferred again).

Every figure in blast area tests on the firing chart to see if they are hit. All modifiers apply except for illumination and troop quality.

Effects of Being Hit

There are five possible results from a hit. Just a scratch, blighty wound (split between walking wounded and those requiring assistance to move), serious wound and killed. Each time a figure is hit roll 2d6, apply all the appropriate modifiers, and consult the table below:

Factor	Mod	Factor	Mod
Hit by machine gun	+4	Hit by melee weapon/bayonet	+2
Hit by rifle or pistol bullet	+2	Hit by unarmed opponent	-2

5 or less	6 or 7	8 or 9	10 or 11	12+
scratch	walking	blighty	serious	Killed

Just a Scratch

Carry on regardless. Note on sheet for experience and post-game outcome. These do not count as casualties for the purpose of morale.

Walking Wounded

If individual morale is passed walking wounded can carry on. Otherwise they move, as directed by the player, towards the safety of their own line. During the return trip they are still subject to all the normal rules of the game and have a –2 modifier to all die rolls. They count as casualties for the purpose of morale for both sides. These cases can be stabilised by spending 1 turn as a special action (which they can do themselves). Each turn not stabilised re-roll on the casualty table at –2. The condition may only get worse as a result of this die roll. Effectively this is the same as a blighty wound except that the wound hasn't impacted on mobility.

Blighty Wound

As walking wounded above except that they require assistance to move. While they cannot move unassisted they can use weaponry, conduct special actions (e.g. perform first aid to stabilise

themselves) and throw bombs. These cases can be stabilised by spending 1 turn as a special action (which they can do themselves). Each turn not stabilised re-roll on the casualty table at –2. The condition may only get worse as a result of this die roll.

Serious Wound

These always need to be stabilised quickly and require assistance for stabilisation. If not stabilised roll on the casualty table with a +1 modifier. The casualty self-stabilises if a 2 is rolled on 2d6, otherwise the condition may only get worse as a result of the die roll. No actions can be undertaken and the casualty can be heard moaning at a range of two squares.

Killed

The soldier is dead. Leave a corpse marker on the spot to count as a casualty for both sides. Corpses may be recovered as with other casualties.