



# Muck and Bullets

Trench Fighting in 1916

## THE RULES



Words In *Italics* are explained in the 'Definitions' Section overleaf

### 1. British Place *Artillery Target Markers*

(if defending you may hold back *Divisional Artillery* for later if you want, otherwise all markers must be placed). Where "British" are referred to, that includes French.

### 2. Germans Place *Artillery Target Markers*

(if defending you may hold back *Divisional Artillery* for later if you want, otherwise all markers must be placed).

### 3. British Move *Brigades* forward.

You can move 4 *areas* straight ahead or back only if it is in the *Tactical Zone*. No more than 2 units can end up in the same area. *Artillery Units* can only move 1 in the *Tactical Zone*.

### 4. Germans Move *Regiments* forward.

You can move 4 *areas* straight ahead or back only if the unit is in the *Tactical Zone*. No more than 2 units can end up in the same area. *Artillery Units* can only move 1 in the *Tactical Zone*.

### 5. Defender Places Unused *Artillery Markers* (*Divisional Artillery* Only)

6. IF you have placed *Artillery Markers* on *Enemy Artillery Units*. Roll 1d6 per *artillery marker* - score 5 or 6 to stop the enemy unit from firing this turn. (A d6 is a six-sided die)

7. **Cutting the Wire:** IF you have placed *Corps Artillery Markers* on enemy *trenches*, roll 5,6 and the trench system's *barbed wire* is destroyed.

### 8. Killing The Enemy With *Artillery*

IF you have placed an *Artillery Marker* on enemy in *trenches*, roll for each enemy unit in the area and score 6 to *inflict a loss*

IF you have placed an *Artillery Marker* on enemy in the open, roll for each enemy unit in the area and score 3,4,5 to inflict one loss – a 6 inflicts 2 losses.

If the target is in woods, a 5 or 6 inflicts 2 losses.

9. **Remove *Artillery Markers*** and place them back on their *Artillery Unit* counter.

### 10. British Attacking

IF Your *Brigade* movement reaches the enemy defenders, roll one die per side for combat:

#### *Highest score wins.*

BUT Modify the die roll for each side as follows:

- +1 if the enemy are not in *trenches*
- 1 if the enemy have intact *barbed wire*
- 2 if any of your units involved took losses from *artillery* this turn
- +1 if any of your units involved are *elite*.
- +4 if any of your units involved is a *Tank Company*
- +1 if you have more units involved in this combat than the enemy.
- 1 for each *unengaged enemy unit* on your *flank*.

The ***difference in scores*** tells you how great the victory was:

**A difference of 0 or less :** means no result, and the attack is *stalled* in front of the enemy. The defender takes no loss and the attacker takes one loss per unit involved. If the defender was *in the open* then they take one loss per unit involved.

**A difference of 1-3** means the attack was successful and the defenders are pushed back to the *next area* and take one loss per unit. The attacker takes one loss per unit and may occupy the area abandoned by the defender.

**A difference of 4 or more** means that the defenders are *routed* and must retreat 4 *areas* and lose 2 per unit. The attacker takes one loss per unit and may occupy the area abandoned by the defender.

### 11. Germans Attacking

Repeat the process as for '10. British Attacking'

### 12. Building Trenches

IF the unit has not moved at all, it is in an area that has not been attacked or shelled, and it is more than 1 area away from the nearest enemy then it can build *trenches* in that area.

### 13. Repairing Defences

IF the unit has not moved at all, it is in an area that has not been attacked or shelled, and it is more than 1 area away from the nearest enemy then it can repair the *wire* in that area.

14. **Both sides Moves Units in *Non-Tactical Zone*.** You can move unlimited distance outside the *Tactical Zone* only if the unit did **not** move during step 3 or 4.

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## DEFINITIONS

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**Areas:** The map is divided up into movement areas. The game counters move from area to area, a little like the pieces on a game board, such as chess.

**Army:** A group of Corps

**Artillery Markers:** These counters are used to indicate what your guns are shooting at.

**Artillery Units:** This is a game counter showing where your guns actually are. You can move the guns, but if you do that, they will not be allowed to fire in the same turn.

**Brigades:** The main forces of each army are game counters representing 'Brigades'. A brigade is an army unit of around 2,000-2,500 infantrymen armed with rifles, bayonets and grenades and a few machine guns.

**Corps:** A group of divisions, with some heavy long range artillery attached to it. Pronounced 'cor' not 'corpse' – though you'd think the latter was more appropriate in this war.

**Corps Artillery:** Larger guns are controlled by the higher Corps headquarters. These have greater range than *Divisional Artillery*. Corps Artillery has a range of 6 miles.

**Difference in Scores:** To work out the difference, each side rolls the dice, add the modifiers in the list, and the defender's score is *subtracted* from the attacker's score.

**Division:** A group of Brigades with some artillery attached to it.

**Divisional Artillery:** The Artillery attached to a division. This is distinct from *Corps Artillery* which is made up of bigger guns with longer range. Divisional Artillery has a range of 4 miles.

**Elite:** The best units in the Army. Brigades that are Elite have the word 'Elite' written on the game counter.

**Flank:** The side. In this game a 'unit on the flank' is a unit within one area of your unit (including diagonals).

**In the Open:** This is any area that is **not** a wood, a town or trenches.

**Losses:** Each unit counter has a set of boxes on it. Every time you take a 'loss', one of these boxes must be crossed out. When all the

boxes are crossed out, the unit has been wiped out and the counter is removed from the map. Each Loss Box represents around 300-400 men.

**Next Area:** When a unit is forced to withdraw to the next area this usually means the one immediately behind its original position. If there is any doubt about this, ask Game Control.

**Non-Tactical Zone:** This is all of the map that is more than 4 areas from the nearest enemy unit.

**Regiments:** The British use the term Brigades – the Germans and French use the term Regiments.

**Routed:** A unit that has routed has broken down into a stream of frightened men running away from the battle as fast as they can go. They will move as far away from all enemy units as they can.

**Stalled:** This means the attacking unit stops in the area in front of the defender's area. The men in the unit have taken cover in shell-holes etc and are refusing to go forward. You can order them to retreat in the following turn – that is move the unit away from the enemy – if you wish.

**Tactical Zone:** Any area within 4 areas of the nearest enemy unit.

**Trenches:** There are trenches marked on the map. It is also possible to build new trenches during the game. These automatically have wire around them – unless it is destroyed by enemy action.

**Unengaged Enemy Unit:** This is an enemy unit that doesn't have a friendly unit in front of it or fighting it.

**Wire:** or 'barbed wire'. Vast entanglements of barbed wire were placed in front of the trenches and make movement forward very difficult.









