

# Yellow cloud north of Ypres

## Somewhere around the Ypres salient: 1915

### British Order of Battle

#### Introduction

German attacks have broken through the main allied defensive lines. French, British and Canadian troops have reeled under the first use of poisoned gas in France. Troops of both sides now face each other from another set of hastily dug defensive lines, with only shallow trenches, and no barbed wire to protect them.

British troops are being rushed to the scene to plug the hole in the allied lines have been trying desperately to dig in and re-establish the front line in order to stem the tide. They wait nervously for the next dawn, each man desperately clutching a pad of specially soaked fabric that he hopes will protect him from the evil yellow gas cloud that blinded French survivors described so vividly to the Tommy mates as they streamed back towards aid shelters in the rear.

The local bridge across the canal is vital to attack or defence over the next few days, as without it considerable delays will be faced in transferring troops and supplies across the canal as they must make a significant detour to find an alternative crossing point until engineers of either side can build more bridges.

Can these few brave British Tommys hold the line?

#### Designer notes:

This is a fictional scenario combining several significant elements from the battle of 2<sup>nd</sup> Ypres. While gas attacks at this stage in the war were predominantly made using cylinders, in this scenario (for ease of game play) the gas is delivered using artillery gas shells.

#### BEF OOB and objectives: Somewhere to the north of the Ypres salient.

Unit	Composition	Notes	Attachments
Infantry division	Div HQ Stand		
	1 <sup>st</sup> Brigade per TOE		
	2 <sup>nd</sup> Brigade per TOE	Must start in reserve off table; available for deployment from move 1.	
	3 <sup>rd</sup> Brigade per TOE	Must start in reserve off table; available for deployment from move 3.	
<b>Units available for attachment</b>			<b>Fire mission expenditure record</b>
Div Engineers	2 stands engineers		
Division Artillery	1 <sup>st</sup> Regt 18pdr (2)	Regt's only 2 stands if used on table, limited to 5 fire missions	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 <sup>nd</sup> Regt 18pdr (2)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3 <sup>rd</sup> Regt 18pdr (2)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4.5" Howitzer Regt(2)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Corps artillery	1 <sup>st</sup> Regt 6" Howitzers, off table	6" howitzers in general support, limited to 5 fire missions, all off table	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## **BEF Objective**

Hold the newly created front line, with the bridge.

Scenario notes:

1. The canal is crossable only by infantry and MMG stands at any place other than the bridge, taking one full turn to do so.
2. The British division's first brigade is deployed on table at the start of the game. At least two of its battalions must occupy the light entrenchments. The other two may be deployed at the player's discretion.
3. The British division's second brigade enters the table at the start of turn 1, under attack orders written before the start of the turn.
4. The British division's third brigade is available from the start of turn 3 under reserve orders per SH rules.