

# Yellow cloud north of Ypres

## Somewhere around the Ypres salient: 1915

### German Order of Battle

#### Introduction

The first 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.

This 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 river as they must make a significant detour to find an alternative crossing point until engineers of either side can build more bridges.

The German troops have made much after progress than the German generals had believed possible. Consequently the advance has ground to a halt with troops digging in for the night in the trench lines shown.

#### 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.

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

Unit	Composition	Notes	Attachments
46 <sup>th</sup> Infantry division	Div HQ Stand		
	1 <sup>st</sup> Regt per TOE		
	2 <sup>nd</sup> Regt per TOE		
	3 <sup>rd</sup> Regt per TOE		
	4 <sup>th</sup> Regt per TOE		
<b>Units available for attachment</b>			<b>Fire mission expenditure record</b>
Division Artillery	1 <sup>st</sup> Regt 7.7cm (2)	All Regt's 2 stands if used on table, all 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 7.7cm (2)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3 <sup>rd</sup> Regt 7.7cm (2)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4 <sup>th</sup> Regt 10.5 cm howitzers (2)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Div Trench mortar battery	1x17cm Trench Mortar battery		
Corps artillery	1 <sup>st</sup> Regt 15cm howitzers, all off table	Two rounds gas, and then in general support	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 <sup>nd</sup> Regt 15cm howitzers, all off table	Two rounds gas, and then in general support	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Divisional engineers	1 stand engineers		

## **German Objective**

Capture the river bridge, and the high ground beyond, to secure a better start line for the next major offensive.

### 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. Both the British and German trenches are light entrenchments.