

**Gas Attack at St Julien**  
**The Canadians at Second Ypres**  
**24<sup>th</sup> March, 1915**

*A Rapid Fire 1914 Scenario V1.1*  
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**Background**

In order to break the stalemate reached on the Western Front by the spring of 1915, the Germans followed up a surprise gas attack against the French at the Ypres salient with a similar attack on 24 April against the Canadians. The Canadians desperately resisted the assault near the town of St Julien to prevent a collapse of the salient.

**Allied order of battle**

8<sup>th</sup> Canadian Bn “Winnipeg Rifles” (40 figs elite test @ 20) - initial  
15<sup>th</sup> Canadian Bn “48<sup>th</sup> Highlanders of Canada” (40 figs elite test @ 20) - initial  
A Coy 1<sup>st</sup> Bn Suffolks (8 figs reg) – Turn 3  
MG Coy 1<sup>st</sup> Bn Suffolks (MG + 4 figs reg) – Turn 3  
B Coy 1<sup>st</sup> Bn Monmouths (8 figs reg) – Turn 4  
MG Coy 1<sup>st</sup> Bn Monmouths (MG + 4 figs) – Turn 4  
2 x fd btys CFA (each 18 pdr with limber + 4 crew) – Turn 2  
1 x hwtzr bty RFA (4.5” with limber + 4 crew) – Turn 5  
1 x hwtzr bty RFA (4.5”) – off board  
1 x hy bty RGA (4.7”) - off board

**German order of battle (2<sup>nd</sup> Reserve Ersatz Bde)**

I, II and III Bns 3<sup>rd</sup> Res Inf Regt (each 40 figs reg test @ 20) with Regt CO + 2 figs – Turn 1  
I, II and III Bns 4<sup>th</sup> Res Inf Regt (each 40 figs reg test @ 20) with Regt CO + 2 figs – Turn 1  
6 x btys (3 x fd, 2 x hwtzr and 1 x hy) – off board

## **Scenario**

The game lasts 12 turns per side starting with German Turn 1. Allied troops start hidden in prepared defences (consisting of trenches providing 360 deg hard cover) and in reserve fire mode. Trenches are treated as a linear obstacle. All built up areas start damaged.

The 3<sup>rd</sup> Regt enters along the northern edge between Points A and B and the 4<sup>th</sup> Regt between Points B and C. Units may not adopt close order. The northern edge is German lines and the southern edge is Allied lines. Allied reinforcements may enter anywhere along the southern edge. Canadian units are elite for morale and firing at short range but regular for firing at medium/long range and for casualty points.

The following procedure applies to simulate the gas attack. On German Turn 1, a gas cloud 48" wide and 3" deep enters on the northern edge centred on Point B. It moves 12" at the start of each German turn (before any IDF markers are placed) towards the southern edge. It disperses prior to reaching the Locality C line (Points D-E). The gas blocks LOS. IDF markers cannot be placed within 12" of the gas. Any element that comes within 3" of the gas is affected. Canadian elements cannot leave their trenches until the gas cloud has passed by. At the start of an affected element's next turn, a d6 is rolled. On a roll of 1, 50% (rounded down) of the element routs. On a roll of 2, 25% (rounded down) of the element routs. On a roll of 3, the element fires at a -3 for the next 2 turns. On a roll of 4, the element fires at a -2 for the next 2 turns. On a roll of 5, the element fires at a -1 for the next 2 turns. On a roll of 6 the element is unaffected.

There are no artillery observers on table. They are located off board and can observe the entire table. They have telephone communications so connection tests for IDF are not required. At the start of each turn IDF markers (1 for each off board battery) are placed anywhere on the table of the owning player's choosing, with not more than 1 marker per template square. IDF is then resolved for each battery. After each battery fires, its marker is removed. The same procedure is followed in subsequent turns.

## **Victory conditions**

The German objective is to push beyond the Locality C line by the end of the game. The Allied objective is to delay the Germans as long as possible, allowing reinforcements to be brought up.

In addition to casualty points, the British receive 15 points for each German Turn that the Germans do not have at least 20 figures beyond the Locality C line. In addition to casualty points, the Germans receive 150 points if at the end of the game they have at least 40 figures beyond the Locality C line. To claim victory, a side must have 250 points with a margin of not less than 50 points. Any other result is a draw.

## **Bibliography**

"St Julien" – Graham Keech (Pen & Sword Books Ltd's Battleground Europe Series) 2001.

"Official History of the War – France and Belgium 1915 vol 1" – Brig JE Edmonds.

**Scenario map**  
(approximately 8' x 6')

