

"A" Form
MESSAGES AND SIGNALS

Army Form C.2121
(in pads of 100)

SCENARIO 2

RED POPPIES

TO: 10th Worcestershire Regiment

Worcesters Again!

*1 Coy - Secure 'Green'
2 Coy - Secure 'Brown'
3 Coy - Secure 'Blue'
& Prisoner control*

FROM: 34th Division HQ

SUBJECT: "Storming La Boisselle"
July 3, 1916

The Worcesters are to advance, engage and defeat all elements of the 110th Reserve Infantry Regiment now occupying La Boisselle and secure perimeter by dawn. Preparations for attacking the enemy should be made without delay. As part of our deception plan, artillery assets will not be used.

Order of Battle:

Map La Boisselle, Length 7 turns. The Germans set up first.

German:

110th Reserve Regiment, set up in any hexes of La Boisselle: hexes H02, H03, I03 and I04.

- 3 X Infantry Companies (+2/2/8/3: +1/2/7/3)
- 1 X Machine Gun Platoons (0/0/7/1: +2/5/8/0)

British:

10th Worcestershire Regiment, set up in any hexes that are at least two hexes away from every hex of La Boisselle.

- 9 X Infantry Companies (+2/2/8/3: +1/2/7/3)

Victory Conditions:

The British win at game end if they control every hex of La Boisselle: hexes H02, H03, I03 and I04.

Notes:

This scenario takes place at night. However, on the first game turn only, if the initiative procedure and subsequent night reduction yield 0 command couplets then allow 1 with the British going first. Ignore all wire depictions; all wire has been breached.

To: 34th Division HQ
From: Worcester Regimental CP
Subj: Situation Report
We have broken into the village. Have lost contact with battalion CPs.
Action has degenerated into a general melee with Germans firing machine guns from cellars. More to follow.

