

MAZE RATS



Trench Rats

Disclaimer:

I have aimed at gameplay over actual historical accuracy so as always feel free to change what you like.

General rules:

No magic!

Hand guns, one handed light, range of 500 metres.

Rifles, two handed light, add 1 damage with a range of 750 metres.

Machine guns, heavy weapon, roll 3d when attacking range of 500 metres.

Swords and bayonets are the only melee weapons.

All grenades have a 10-metre radius, unless concussion

Fragmentation grenades deal 2 damage to all enemies who fail a damage roll

Heavy weapons decrease your speed by a half (if dismounted).

Mortars and projectile weapons cannot be equipped but can be used if you have grenades/rounds for them. When used, roll a WIL danger roll to hit

If out of range, roll a WIL danger roll to hit.

No heavy armour or shields and base armour is three

When running across No Man's Land (NML), every 10 metres roll a DEX danger roll (5 if carrying heavy weapon) if you fail, take one damage from mines.

Also before you run through NML add your STR to the 10 metres.

British Weapons:

Hand guns:

- Smith Wesson M1899 (basic starting weapon)
- Colt M1903 Pocket Hammerless (roll WIL danger roll when ambushed)
- Lancaster Pistol (can fire twice in one action)
- Webley Self-Loading MK1 (plus one to initiative)

Riffles:

- Lee-Enfield (Starting weapon)
- Elephant Gun (ignores armour)
- Farquhar-Hill rifle (plus one to initiative)
- Lee Speed (For officers)
- Martin Model 1894 (can use handgun rounds)

Machine Guns:

- Hotchkiss m1909 Benét-Mercié (considered a light weapon)*
- Browning Model 1917 (All previous MGs lose two attack)
- Vickers gun (Requires 8 man team to carry most common in trenches)

*Also called the Hotchkiss MK1

Grenades:

- Jam tin grenade (Gallipoli only)
- No. 1 (up to 1916)
- [No. 2] Hales (riffle grenade, frag, concussion)
- Mills bomb (starting grenade, frag, concussion)
- No. 6 (Time fused, concussion)

Projectiles:

- Leach Trench Catapult (1915-16)
- Sauterelle (1916-17)
- West Spring Gun (1915-17 and uses grenades)

Mortar:

- 2-inch Howitzer (mid 1915- mid 17)
- Garland Trench Mortar (Gallipoli only)
- Livens Projector (Fired flammable and toxic chemicals)
- Newton 6 inch Mortar (early 1917 onwards)

Swords:

- P1897 Officer's Sword (only for officers)
- p1908 Cavalry Sword (up to 1912)
- p1912 Cavalry Sword (Beyond 1912)

Attachment for guns:

- M1907 bayonet
- Pistol Bayonet

Knives:

- Kukri (Gurkha)