



AXIS & ALLIES WORLD WAR I – 1914



POISON GAS – HOUSE RULES

DEVELOPER – THE PLASTIC COMMANDO

The introduction of poison gas during World War I was thought to be a military breakthrough in effectively dealing with the bloody stalemate of trench warfare. While the Germans are typically credited for the introduction of gas on the battlefield, it was actually first deployed by the French in 1914 against the Germans in the form of rifle grenades filled with tear gas. However, the first serious use of poison gas (Chlorine) was indeed used by the Germans during the Second Battle of Ypres in 1915 against a defending force of British, Canadians, and French. The three primary chemical weapons used during the war, producing most of the injuries and deaths from gas attacks, included Chlorine, Phosgene, and Mustard Gas. The use of Chlorine caused immediate irritation to the eyes, nose, lungs, and throat in those exposed and with high enough dosage killed its victims by suffocation. Phosgene was colorless and those exposed progressively developed fluid in their lungs only to slowly suffocate and die in agony. Eighty-five percent of the 90,000 fatalities from poison gas during WW1 were from Phosgene exposure. Mustard Gas was a blistering agent with a potent smell causing severe effects ranging from temporary blindness to burning of the lungs and skin. While Mustard Gas was responsible for the majority of the 1.2 million casualties from all chemical weapons, it actually caused few deaths overall given the open air of the battlefield. The primary delivery of poison gas on the battlefield was by artillery shell. The British Expeditionary Force Commander, Sir John French, called the use of poison gas on the battlefield “a cynical and barbarous disregard of the well-known usages of civilized war”. Both sides though used chemical weapons on a widespread basis the longer the war continued. However, highly effective gas mask filter respirator technology also improved during the war, reducing the effect of poison gas. Nevertheless, over half of the deaths reported from poison gas were Russian, who in all likelihood, may not have been properly equipped with gas masks. Poison gas was not as effective in killing on the battlefield compared to artillery and machine guns for instance, but, poison gas did have a very significant psychological and terrifying effect on infantry.



- **Poison Gas (Red Acrylic Marker)** – To be utilized in the game as an offensive weapon only against enemy infantry; if the Poison Gas artillery unit is in defense, the poison gas artillery shell cannot be used and the artillery unit defends normally at 3 or less; the Poison Gas artillery unit fires first during an attack
- **Cost: 6 Attack: 3* Defense: N/A Move: 1** *Poison Gas may be utilized in Round 2 and beyond*
- **Poison Gas (Red Acrylic Marker)** paired with an artillery unit at the time of purchase; able to move in the same manner as an artillery unit on the battlefield map, including by transport ship and rail
- Unlike the normal order of play for land combat where attacking units fire, defending units fire, and then casualties are removed, when a Poison Gas artillery unit scores a hit a defending enemy infantry “casualty” and/or “casualties” must roll a 6D to determine whether or not a defense roll will be permitted
- * Following a successful attack of a Poison Gas artillery unit that hits on a 3 or less (4 or less with air supremacy), up to two defending enemy infantry units are selected as casualties (this represents the widespread ground cover effect of gas); a defending enemy casualty is then required to roll a 6D; with a roll of 2 or less a defending enemy casualty is able to thwart the effects of poison gas by successfully donning a gas mask and then proceeds to defend normally; with a roll of 3 or 4 a defending enemy casualty “panics” and is either ill equipped or is unable to successfully don a gas mask, succumbing to the horrible effects of poison gas and is immediately removed from battle with no defense; with a roll of 5 or 6 though, a defending enemy casualty is wounded and placed into a hospital in an adjacent friendly territory or transported via ambulance up to two spaces to a friendly land territory with a hospital; if no hospital is available or accessible via ambulance, the defending enemy casualty dies from poison gas exposure and is immediately removed from battle with no defense

