Hindenburg Line, 1918
A *Bolt Action WW1* Mega-Game Scenario

After weathering the great German offensive of 1918, the Allies struck back. Bolstered by the arrival of significant American forces, they launched a series of offensives, pushing back the exhausted German army.

The Hindenburg line was the final German defense line, and it offered their last hope of stopping the Allies. As the German forces were pushed back toward this final position, the Allies looked to breach it, employing massed artillery fire and concentrated assault troops.

This scenario is designed to recreate the desperate fighting that occurred after the Hindenburg line was breached. It provides a historical context for fighting a more open field action using our Bolt Action WW1 mod.

Special Terrain rules:
- Buildings – the front had already been fought over for some time, so buildings behind the front lines were a mix of shattered and intact structures. The shattered buildings on the table are substantial enough to provide hard cover to figures inside them. Intact buildings are treated normally as per the Bolt Action rules.
- Trenches – units in trenches are considered to be in hard cover, even if they are moving, except for fire originating in the same trench. If one figure from the firing unit can see a figure of the defending unit without crossing a trench wall the target gets no cover.
- Woods with Shattered Trees – the remnants of wooded areas are by now a mix of intact and damaged trees, mixed with splintered logs and the shells of trees. Wooded areas provide soft cover. Any line of sight passing through 3" or more of shattered trees is blocked. Treat areas of shattered trees as difficult going for movement. Wheeled vehicles may not enter woods. Tanks may move through wooded areas, but bog on a 1 or 2.
- Fields – the fields were covered with low growth / post-harvest crops, and offer no cover or blocking of visibility.

Deployment:
The German players deploy their forces first, and as follows:
- Split the units as evenly as possible, and then have each deploy within 12" of the eastern table edge, and no closer than 12" from any other German force.

The Allied players deploy their forces next, and as follows:
- Split the units as evenly as possible, and then have each deploy within 12" of the western table edge, and no closer than 12" from any other Allied force.

During the first turn, each Allied player may activate up to 2 units before any order dice are drawn.

Map:

Bolt Action WW1 Mega-Game
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N

Hindenburg Line

Roman Road

Hindenburg Line

A B C D E

1 2 3 4 5
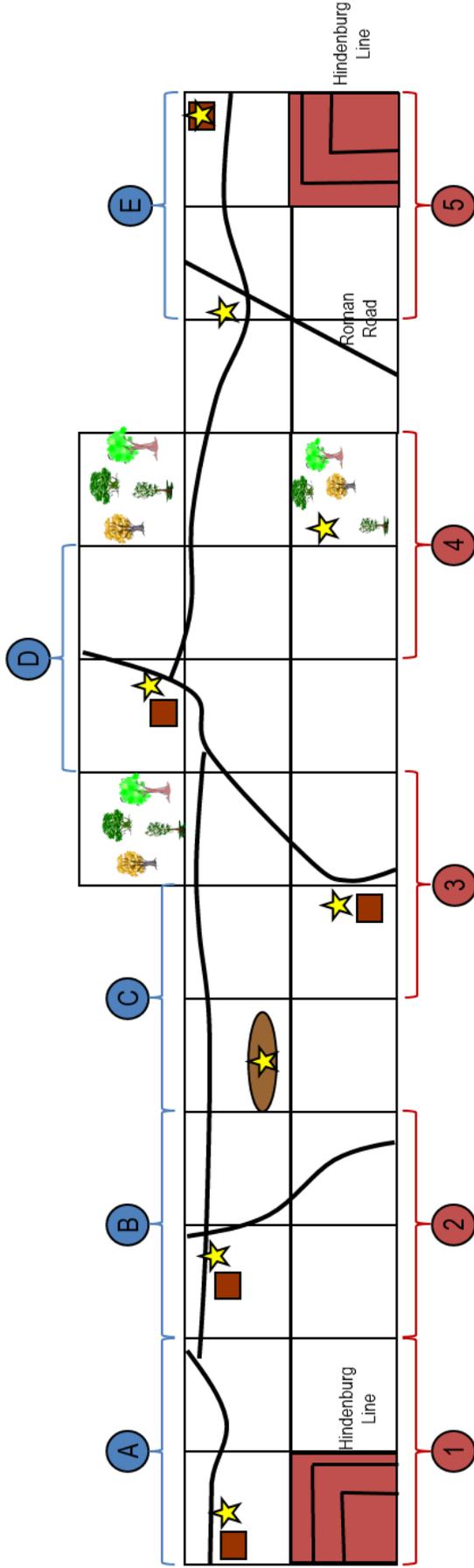
Fields – the open terrain on the table should be liberally covered with fields.

The crops should be harvested, it is September.

Building

Road

Hill

Shattered Woods

Objective

A   Entry Area

1

Forces –

To reflect the large number of armored vehicles in the area of the fighting, there is no limit to the number of tanks or other armored vehicles that may be taken by each force.

German Forces:
German forces can be fielded from any lists in the 1918 German Army lists in Bolt Action WW1.
- o   German forces should be rated regular.

Allied Forces:
Allied forces can be fielded from any lists in the 1918 Allied lists in Bolt Action WW1.
- o   Allied forces should match the German forces based on points.
- o   Allied forces should be rated veteran

Special Rules –

Preliminary Bombardment:
The Allies had a massive superiority in artillery and ammunition supply by this point in the war, and they started their attacks with large bombardments the Germans could not counter. After deployment, but before the first turn, the Allied players roll for each German unit on the table and consult the following table:

Die Roll	Bombardment Impact
1-2	No effect
3-5	Unit receives 1 pin
6	Unit receives 3 pins

Mist:
An Allied force starting its assault in early morning faces morning mist. To reflect this, the German CiC should roll one die at the start of turns one and two on the Visibility Table below to determine visibility for the first turn:

Die Roll	Visibility for Turn One
1-2	Maximum 24" visibility
3-4	Maximum 36" visibility
5-6	Use normal visibility rules

Winning the Game –
The Allied forces had already broken through the German defensive line, and they were now focused on their next set of breakthrough objectives. They needed keep up the momentum while the German forces were in disarray.

To reflect this, if either side controls the majority of the nine objectives on the tabletop at the end of six turns they have achieved their objective.

Any other result is a draw.