

Villers-Bretonneaux, 1918
A Bolt Action WWI Tank War Mega-Game Scenario

During the great German offensive of 1918, the first tank on tank battle in history took place between Villers-Bretonneaux and Cachy.

This scenario is designed to recreate the fighting that occurred in this area, as German forces, having taken Villers-Bretonneaux using their new tank force, pushed on to secure Cachy and the Bois d'Aquenne. It provides a historical context for fighting a tank heavy action using our Bolt Action WWI 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 crops, and offer no cover or blocking of visibility.

Deployment:

The Allied players then deploy their forces as follows:

- Split the units as evenly as possible, and have each deploy within 12” of the western table edge, and no closer than 12” from any other Allied force.

The German players deploy their forces next, and as follows:

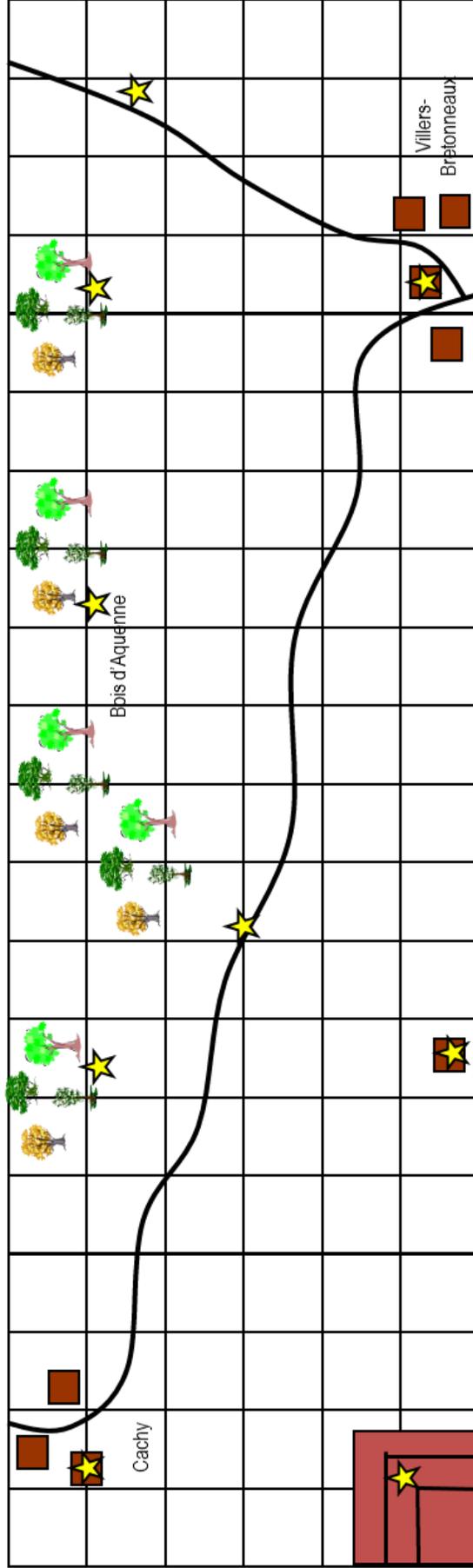
- Split the units as evenly as possible, and have each deploy within 12” of the eastern table edge, and no closer than 12” from any other German force.

The German players then take the first turn.

Map:

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Bolt Action WW1 Mega-Game Villers-Bretonneaux, 1918



	Buildings		Woods
	Road		Objective
	Trench Area		

Fields – the open terrain more than 12" from any trench lines should be liberally covered with fields.

The crops should be quite short, about six weeks into the growing cycle.

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 WWI.

- German forces should be rated regular.

Allied Forces:

Allied forces can be fielded from any lists in the 1918 Allied lists in Bolt Action WWI.

- Allied forces should match the German forces based on points.
- Allied forces should be rated regular

Special Rules –

Mustard Gas:

The Germans had saturated the area east of the battlefield with mustard gas overnight to aid their capture of Villers-Bretonneaux. The gas had since dissipated in effectiveness, but random clouds still blew west throughout the morning. To reflect this, the German CiC should roll one die after deployment 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 German forces had already broken through the Allied front lines, and were now focused on their next set of breakthrough objectives. They needed keep up the momentum while the Allied forces were in disarray, while the Allied command threw their available tank units in to slow the German advance.

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

Any other result is a draw.