

Vimy Ridge, 1917

A Bolt Action WWI Mega-Game Scenario

During the French Nivelle offensive in the spring of 1917, the British Empire forces launched several diversionary attacks to assist their allies. A critical one was launched by the Canadian Corps with supporting British troops, on the Vimy Ridge.

This scenario is designed to recreate the fighting that occurred in this area, and sees Canadian assault troops pushing forward against German reserve troops, holding an excellent position before and on the ridge.

Special Terrain rules:

- Buildings – the front had already been fought over for some time, so buildings in this area were all shattered. The shattered buildings on the table are substantial enough to provide hard cover to figures inside them.
- 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.
- Shell Holes – the area had been subjected to heavy bombardment, and was littered with shell craters. Figures touching shell holes are a -1 to hit as the troops desperately use any cover available to them.

Deployment:

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

- Split the units as evenly as possible, and have each deploy on the ridge itself, and no closer than 12” from any other German force. Each German player must hold at least ½ of their force’s points in reserve. Each on table unit may have prepared positions, providing soft cover until they move.

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 Allied players then take the first turn, starting with their preparatory bombardment.

Forces:

German Forces:

German forces can be fielded from any lists in the 1917/8 German Army lists in Bolt Action WWI.

- German forces should be rated regular.

Allied Forces:

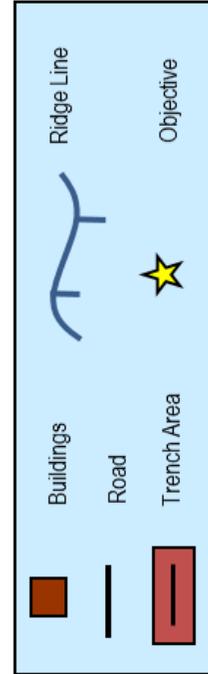
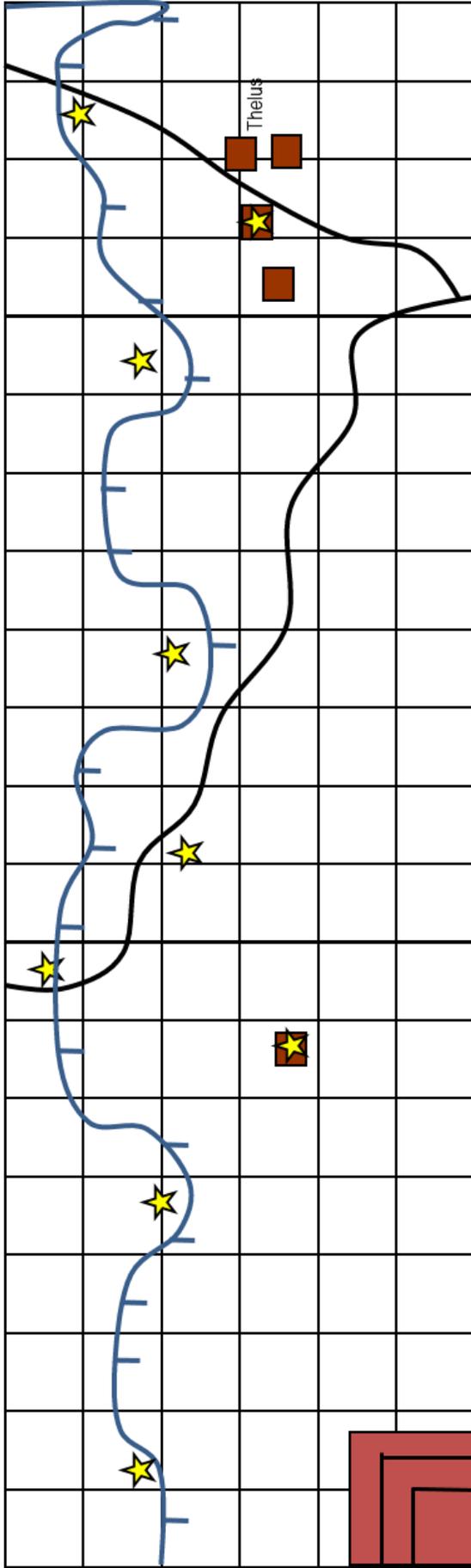
Allied forces can be fielded from any lists in the 1917/8 Allied lists in Bolt Action WWI.

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

Map:

Bolt Action WW1 Mega-Game Vimy Ridge, 1917

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Special Rules –

Artillery Barrage:

The Allies had concentrated a huge amount of artillery to support the assault in this sector. To reflect this, employ the following:

- Turn 1 - after both forces have deployed but before they take the first turn, the German forces on table are subject to a preparatory bombardment with a +1 modifier (although a roll of 1 remains a miss).
- Turn 2 – prior to the start of the turn, the German forces on table are subject to a normal preparatory bombardment

Tunneling:

Both sides had been utilizing tunneling operations to support their positions, as the soil in this sector allowed reasonably effective tunneling. Prior to this assault, the British tunnelers had been heavily reinforced and gained ascendancy in this area. To reflect this, the Allied overall commander receives two tunneling attacks to use during the game. No more than one tunneling attack may be used per turn.

To resolve a tunneling attack, place a large GW blast template anywhere on the table. Any figures fully or partially under the template are potentially affected by the blast and cave in. Roll a d6 for each figure affected, on a 5+ it is buried and becomes a casualty. Each unit affected by a tunneling attack, even if it takes no casualties, receives 2 pins.

Reserves:

Each German player will have units held in reserve. Reserves use the normal Reserves rule in Bolt Action v2 – they may enter the table beginning on turn 3 in this scenario. Each reserve unit must make an order check with a -1 penalty to activate in order to arrive, failure allows them to try again the following turn; while a blunder results in that unit being diverted to an adjacent sector and being permanently removed from the game.

Canadians:

All Allied infantry sections may be Canadians at no cost. Canadian troops may re-roll any 1s they roll in assaults on a turn they charged.

Winning the Game –

The Allied objective was simple, they needed to secure the key ridge. German forces in this area were reserve units, tasked only with holding their sector.

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

Any other result is a draw.