

Cambrai 1917

A Bolt Action WWI Mega-Game Scenario

By 1917 both the Allies and the Central Powers were working on weapons, strategies and tactics to break the increasing stalemate on the western front of World War One. The British placed significant hopes around the tank, as a weapon that could alter the balance of power and pierce the German front line in France and Belgium.

After some initial early successes in small numbers, the first massed use of tanks was planned in the neighborhood near Cambrai. The assault was meant to breach the German defense lines, clearing the way to the “Green Fields Beyond”.

This scenario is designed to recreate the sort of fighting that occurred during the offensive, with German front line forces holding out as massed British tanks and infantry push forward in a deliberate assault.

Special Terrain rules:

- Buildings – the front had already been fought over for some time, so no intact buildings were left anywhere near the front. The shattered buildings on the table are substantial enough to provide a 4+ cover save to figures inside them.
- The Redoubt Hill – in Flanders even slight rises were critically important due to the very flat nature of the terrain, and were always heavily fortified. Any figure on the redoubt hill may see and be seen from anywhere on the table, unless direct line of sight is blocked by a shattered wood or a destroyed building.
- 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.
- Shattered Trees – the remnants of wooded areas are by now mostly filled 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.

Deployment:

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

- Divide the total number of German units in two:
 - at least $\frac{1}{2}$ of the German units present must start in reserve. This must include any tank units chosen
 - at least $\frac{1}{4}$ and up to $\frac{1}{3}$ of the German units may be deployed anywhere within the forward trench system
 - all remaining German units are deployed anywhere within the secondary trench system.

The British players then deploy their forces as follows:

- Split the units as evenly as possible, and have each deploy within 6” of each British entry area

The British players then take the first turn.

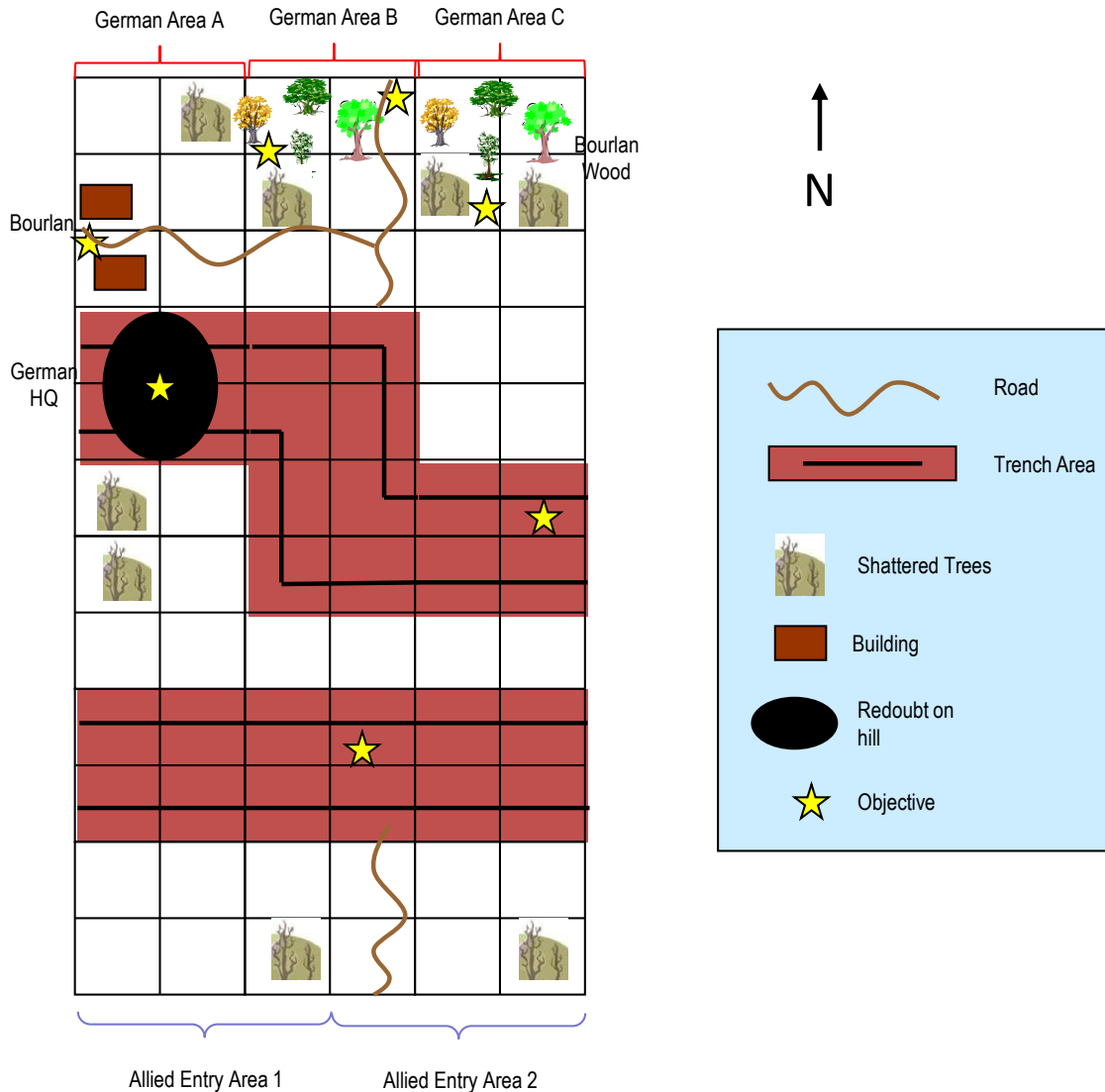
Arrivals:

German reserves arrive on the table as follows:

- German reserves may enter from their turn 2 on a successful activation roll. Those who succeed may enter the table anywhere within the German reserve entry zone

Map:

Bolt Action WW1 Mega-Game Cambrai, 1917



Forces:

German Forces –

German forces can be fielded from any lists in the 1918 German Army lists in Bolt Action WW1. German forces should outnumber the British defenders by no more than 1.3 to one, based on WHGW points.

Allied forces can be fielded from any lists in the 1918 British Army lists in Bolt Action WW1. British forces should outnumber the German defenders by no more than 1.3 to one, based on points.

Weather:

Weather did not have a significant effect on the days in question and plays no part in the scenario.

Surprise:

British forces receive a preliminary bombardment prior to turn one. Also, British forces may re-roll artillery rolls to hit on turn one, to reflect the surprise effect of the initial bombardments.

Winning the Game:

British forces were looking for a quick breakthrough to push rapidly into the German rear. They will win a crushing victory if they seize all of the tabletop objectives by the end of turn 10, and a marginal victory if they manage to seize the majority but not all.

Any other result is a marginal German victory.