

Le Hamel, 1918

A Bolt Action WWI Mega-Game Scenario

After the failure of the massive German Kaiserschlacht offensive, the arrival of the Americans, and significant additional British troops, allowed the Allies to go back over to the offensive.

The recently arrived Americans were initially used to bolster and support French and British forces, as the forces in France built up. In July of 1918, a force of US troops was assigned to support a British / Australian offensive near the town of Le Hamel (near Villers-Bretonneux) in northern France. This combined arms offensive represented the first time that American troops were to serve under foreign command.

This scenario is designed to recreate the fighting that occurred during the offensive, with German front line forces holding out as massed British and American 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 hard cover 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:

- Each German player must allocate his forces for deployment:
 - at least $\frac{1}{2}$ of the German units present must start in reserve. This must include any tank units chosen
 - $\frac{1}{4}$ of the German units may be deployed anywhere within the forward trench system
 - all remaining German units are deployed within 6” of Le Hamel or the Vaire Wood

The Allied players then deploy their forces as follows:

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

The British players then take the first turn.

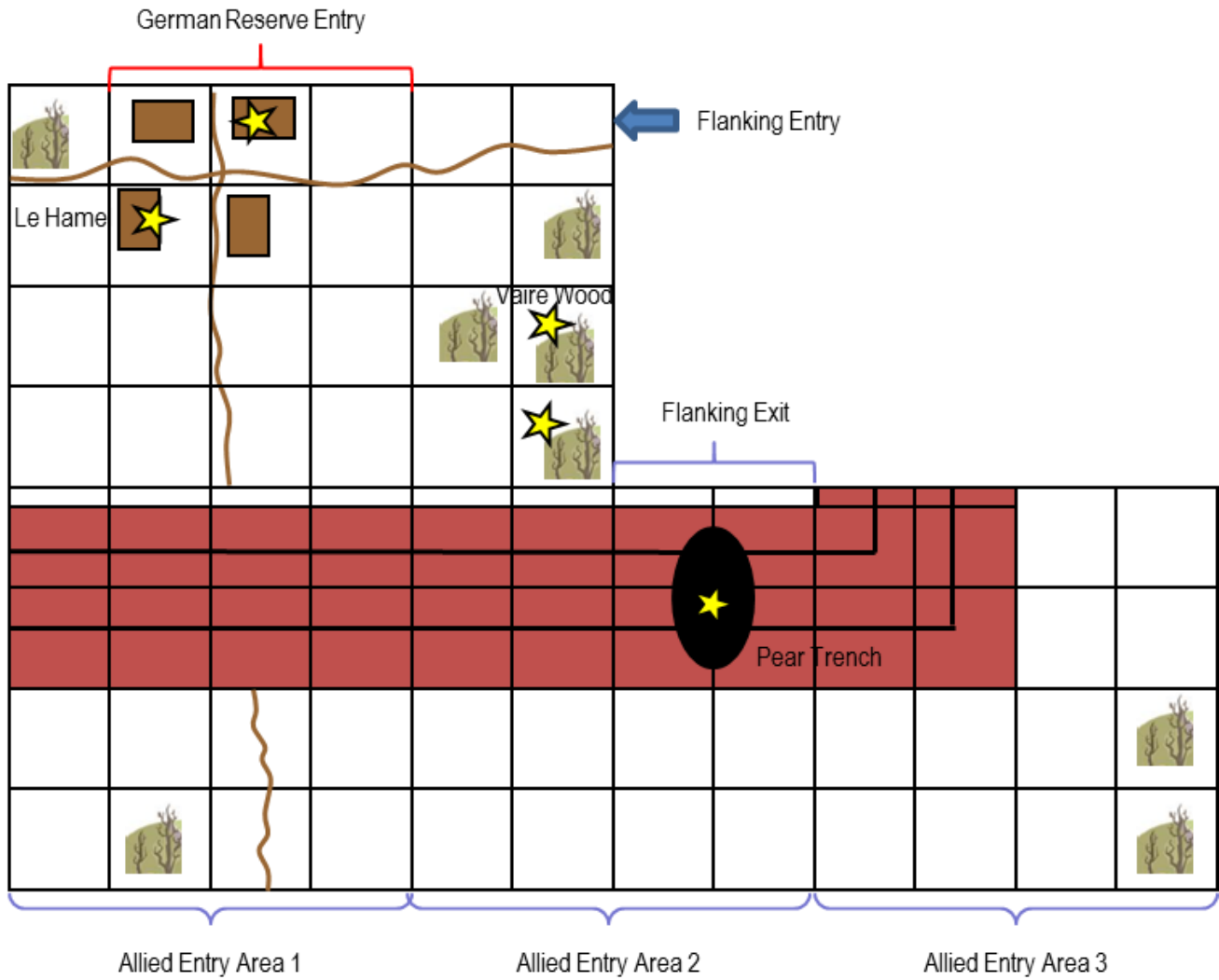
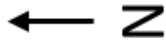
Reserve Arrivals:







German reserves arrive on the table as follows:

- German reserves may enter from their turn 3 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 Le Hamel, 1918



	Road		Redoubt on hill		Shattered Trees
	Trench Area		Objective		Building

Forces –

German Forces:

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

- German forces were drawn from the 13th Infantry Division, and should be rated regular.

Allied Forces:

Allied forces can be fielded from any lists in the 1918 British or American Army lists in Bolt Action WWI.

- Allied forces should match the German defenders based on points.
- British and Australian troops should be rated veterans
- American forces should be rated regular
- American and Australian reinforced platoons may upgrade up to two rifle sections to tough fighters for no cost
- British reinforced platoons may include an artillery observer for no cost (to reflect dedicated trench mortar support)

Special Rules –

Flanking Move:

Part of the Allied plan was to move around the Le Hamel area to the south in order to assault the area from two directions.

To represent this, any Allied forces that leave the table in the flanking exit sector may re-enter the table on the following turn in the flanking entry zone.

Weather:

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

Surprise:

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

Supply Tanks:

A pioneering tactic used at Le Hamel was the use of tanks to resupply ammunition to the advancing troops.

To reflect this, each Allied commanders may allocate 0-1 tank as an ammunition supply tank. A supply tank may be targeted normally and not shoot, but carries 6 ammunition markers. Each ammunition marker allows a single unit within 12” of the tank to fire a second time during their action. Once its ammunition markers are exhausted, the supply tank is removed.

Allied Air Support:

Allied forces had clear air superiority and attempted to provide direct support to their ground forces. The Allied forces receive an Air Force Forward Observer for no cost, who may call in air support twice during the game.

Winning the Game –

The Allied forces needed to secure the town of Le Hamel and the nearby woods as they were a critical staging point for future offensives. 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.