Kaiserschlacht, 1918
A *Bolt Action WW1* Mega-Game Scenario

1918 was the decisive year in the ongoing struggle known as World War One. German forces, freed up by the end of the war on the Eastern Front, had a temporary window to assert their dominance before the arriving forces of the United States made the Allied forces too powerful to defeat.

Determined to take advantage of this window, and utilize fully the promising stormtrooper tactics they had recently pioneered, Germany launched a massive offensive known now as Kaiserschlacht, or the Kaiser's Battle. Although the offensive ripped open the British front and lead to a deep penetration over a broad area, they were unable to secure the decisive victory they so needed.

This scenario is designed to recreate the sort of fighting that occurred during the offensive, with outnumbered British forces holding out as infiltrating German forces assail them from all sides, seeking a clear breakthrough.

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 critcally important due to the very flat nature of the terrain, and were always heavily fortified. Any figure on the redoubt hill may see and bee 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.
- River – the river is a significant obstacle. Vehicles and guns may cross it only at bridges, while foot soldiers may cross by wading, counting it as rough terrain.
- 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 British players deploy their forces first, and as follows:
- Divide the total number of British units into thirds:
  - at least 1/3 of the British units present must start in reserve. This must include any tank units chosen
  - at least ¼ and up to 1/3 of the British units may be deployed anywhere within the forward trench system
  - all remaining British units are deployed anywhere within the secondary trench system.

The German players then deploy their forces as follows:
- Allocate infiltrators
  - Up to ½ of the German units may be assigned as infiltrators.
  - Any units of storm troopers must be included in those assigned as infiltrators
- Allocate any remaining units as assault forces
  - Split the units as evenly as possible, and have each deploy within 6" of German entry area A and German entry area B
The German players then take the first turn.

Arrivals:
German infiltrators and British reserves arrive on the table as follows:
- German infiltrators are split into 3 groups as evenly as possible. Each group may enter on their turn 1 from German entry areas C, D, and E respectively
- British reserves enter on their turn 1 from Allied entry area 1

Map:

Bolt Action WW1 Mega-Game
Kaiserschlacht, 1918

N ⟶
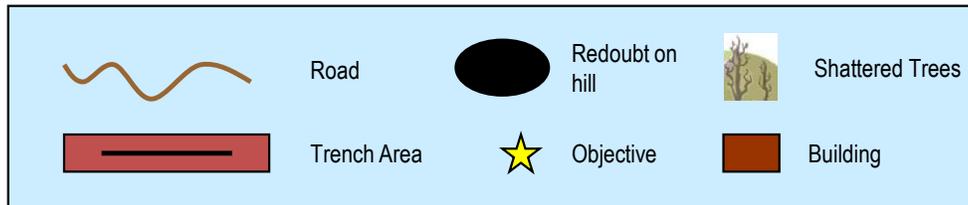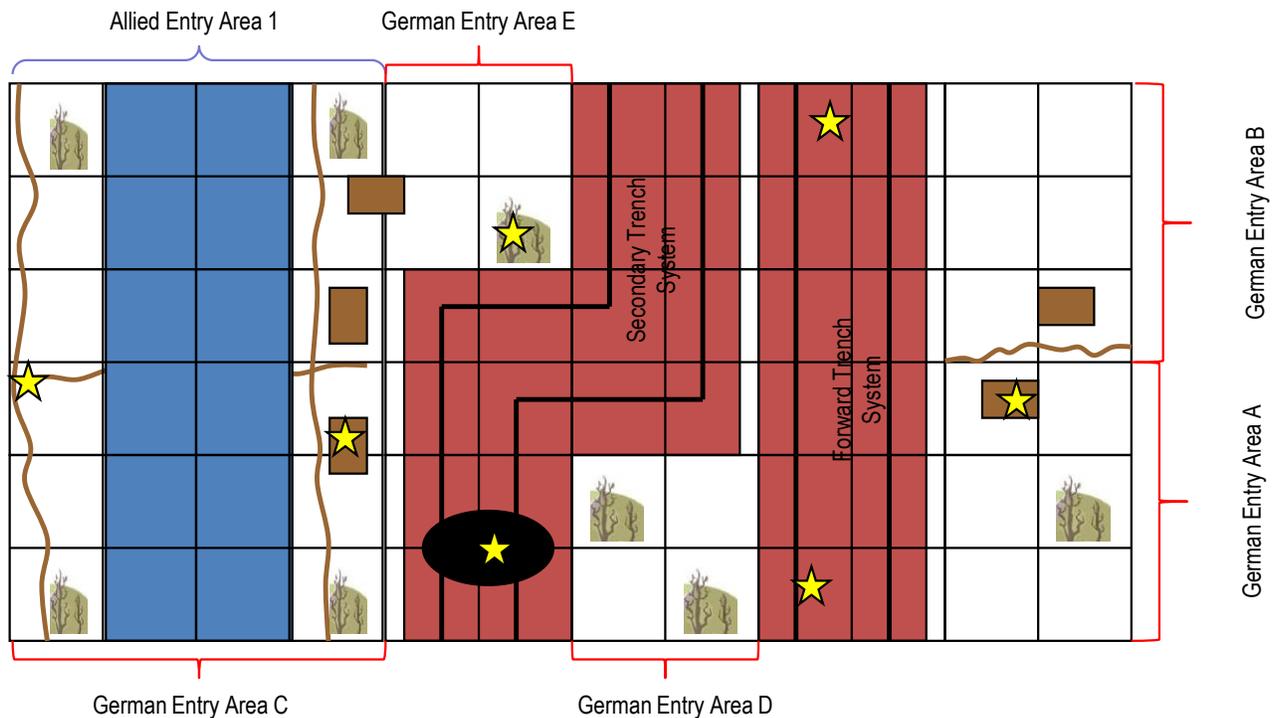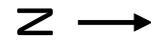
Forces:

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 points.

Allied forces can be fielded from any lists in the 1918 British Army lists in Bolt Action WW1. Up to 1/3 of the Allied points may be fielded from 1918 French, any French units fielded must be placed in reserve at deployment.

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

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

Winning the Game:
German forces were looking for a quick breakthrough to push rapidly into the Allied 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 Allied victory.