

Saint Mihiel, 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 September of 1918, the now organized US forces launched an offensive aimed at eliminating the German salient centered on the town of Saint Mihiel. Success would allow a follow on push toward Metz, potentially dealing a significant blow to the German Army in France.

The well planned assault caught the over stretched German forces in the middle of withdrawing from the salient, and quickly broke through the fortified line into the rear. Heavy fighting occurred as German reserves were committed to allow their remaining forces to withdraw in good order.

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

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.
- Mud – it had been raining heavily prior to the attack, so the American forces had to advance through heavy mud. Any vehicles moving off road have a chance of bogging, on a d6 roll of 1 the vehicle is bogged (treat as immobilized). A bogged vehicle may be freed by 8 or more figures starting their move in contact with it on a roll of 3+. On a roll of 1 to un-bog the tank has water in the engine and is immobilized for the remainder of the action. Immobilized tanks still fight as normal, just simply cannot move.
- Hills – the terrain within the salient was rolling, and in some areas actions centered on a number of low rises. Any figure on the 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.
- 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.

Deployment:

The Allied players then deploy their forces as follows:

- Split the units as evenly as possible, and have each deploy within 12” of each Allied entry area

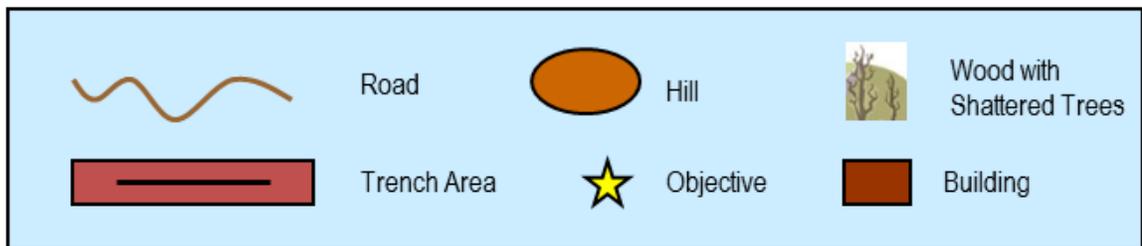
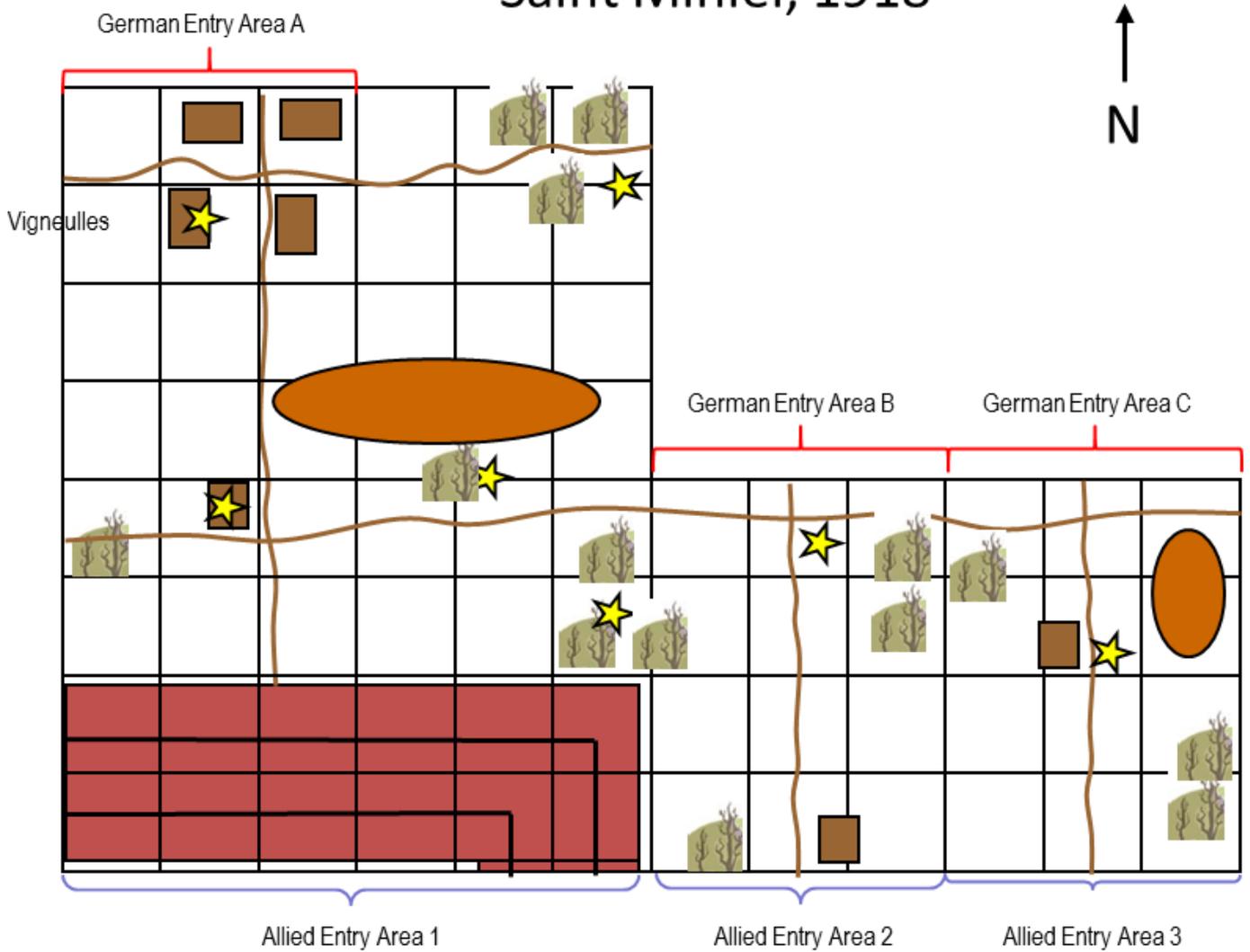
The German players deploy their forces next, and as follows:

- Each German player must allocate his forces for deployment:
 - All but one of the German units present must start in reserve. This must include any tank units chosen
 - all remaining German units are deployed more than 24” from, but no more than 48” from, the south table edge

The Allied players then take the first turn.

Map:

Bolt Action WW1 Mega-Game Saint Mihiel, 1918



Reserve Arrivals:

German reserves arrive on the table as follows:

- German reserves may enter on the table as follows: German players may hold their units in reserve if they prefer, but must bring them on no later than turn three.

Forces –

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 American or French Army lists in Bolt Action WWI.

- Allied forces should match the German defenders based on points.
- American forces should be rated regular
- American reinforced platoons may upgrade up to two rifle sections to tough fighters for no cost
- French forces should be rated regular

Special Rules –

Weather:

The weather during the offensive was quite poor, with wind and rain prevalent. At the start of each turn the Allied CiC should roll one die and refer to the Visibility Table below:

Die Roll	Visibility for the Turn
1-2	Maximum 24" visibility
3-4	Maximum 36" visibility
5-6	Use normal visibility rules

Observation Balloons:

The Allied assault was very meticulously planned, and each attacking force was provided with a group of observation balloons to assist in spotting and recon.

Balloons are considered to be anywhere in the Allied player's deployment area. They may spot for any of that player's artillery units like an FO, with unlimited visibility except as limited by the weather.

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 had already broken through the German defensive lines, aided by the German withdrawal. They needed keep up the momentum while the German forces were in disarray, while the limited German reserves available were charged with halting the Allied advance to allow time for neighboring forces to withdraw in an orderly manner.

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

Any other result is a draw.