

Amiens, 1918

A Flames of War Great War Mega-Game Scenario

After the great German offensive of 1918, the German forces had really shot their bolt while the Allies continued to grow stronger. In the area of Amiens, the Allied forces executed a massive offensive, which resulted in the “Dark Day of the German Army.”

This scenario is designed to recreate the fighting that occurred in this area, after the German trench lines had been cleared and the Allies broke out into “the Green Fields Beyond”, using the Flames of War Great War rules.

This scenario uses a large tabletop to show a scaled down version of the area around Amiens in 1918, where the heaviest fighting would have occurred. The scenario focuses on the action as the Allied assault forces meet the hastily assembled German reserves.

Special Terrain rules:

- Buildings – The small villages in this area were built solidly. Any stand touching a building should be treated as in concealing terrain and bulletproof cover.
- Fields – most of the terrain in this area was a mix of fallow and cultivated fields. It is early August and the crops are of good height. Treat all fields as low terrain, but they do not require cross checks.
- Low Hedges - roughly 1/4 of the fields placed on the table should be bordered by low, light hedges, which provide concealment but not cover to teams directly behind them, but do not otherwise block any line of sight. They have no effect on movement.
- Roads – the roads beyond the front lines, although having been repeatedly shelled, still offered better movement than the fields. Any vehicle moving its full move down a road adds 2” to its movement distance.
- Railroad – the rail line in this area was not significantly elevated but could still offer cover to infantry and gun teams directly behind it. Infantry and gun teams directly adjacent to the rail embankment receive cover to any fire crossing the embankment.
- Woods – woods are treated as per the normal FOW Great War rules.

Deployment:

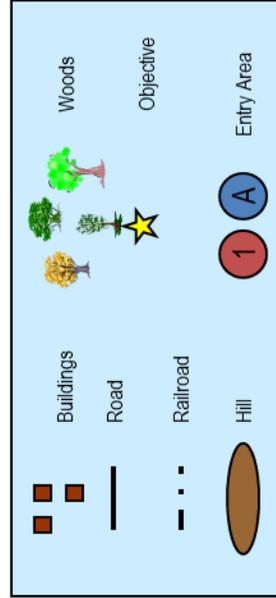
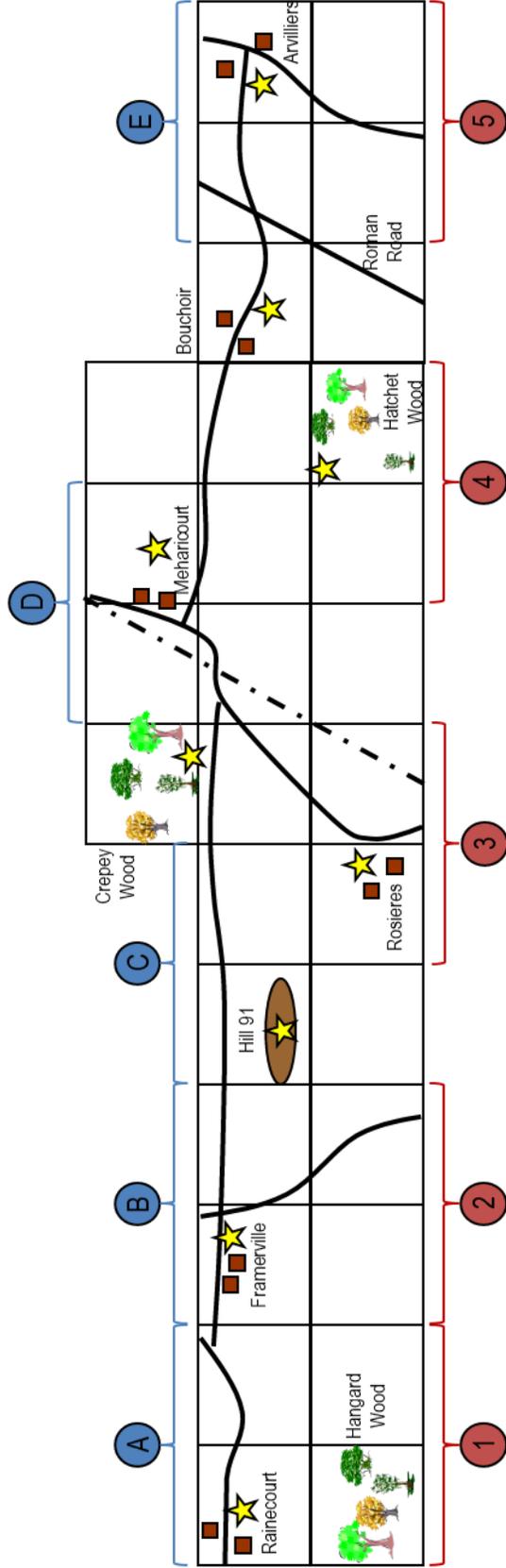
The game starts with the Allied forces having broken through a series of German trench lines and into the open fields beyond them. German reserves are being scraped together from anywhere handy and being rushed to counterattack and seal the breach.

The Allied forces then take the first turn, with their forces entering from their assigned arrival zones on the western table edge.

German forces enter on their turn, with their forces entering from their assigned arrival zones on the eastern table edge.

Map:

Flames of War WW1 Mega-Game Amiens, 1918



Fields – the open terrain on the table should be liberally covered with fields.
The crops should be relatively high, it is August and closing on harvest season.

Allied Forces:

The Allied forces in this area had been heavily reinforced by tanks for the breakthrough. Each Allied player may field a 150-point force drawn from any FOW Great War force lists.

Deployment:

- All Allied forces enter on turn one from the western table edge anywhere in the corresponding Allied deployment zone

Central Powers Forces:

The German command was scrambling to slow and halt the Allied breakthrough and have decided to throw in all of their remaining forces.

Each German player may field a 100-point force drawn from any FOW Great War force lists.

Deployment:

- All German forces enter on turn one from the eastern table edge anywhere in the corresponding Central Powers deployment zone

Special Rules:

The game uses the special rules found in the Flames of War Great War book, to reflect WWI conflicts.

Weather:

The weather was fine during the fighting covered by this scenario. Weather has no effect on the game.

Winning the Game:

This action represented a desperate struggle to contain or expand the German 1918 spring offensive.

To reflect this, there are 9 objectives on the tabletop. When the game ends, if the Allied side holds 7 or more objectives they have won a strategic victory. If no side wins a strategic victory, whichever side holds the majority of objectives wins a tactical victory. If neither side holds a majority of objectives, then the result is a draw.