

Battle on the Somme, 1940

A Flames of War Mega-Game Scenario

Germany opened the 1940 campaign in the west with a stunning blitzkrieg that sliced through northern France, isolating and then destroying or forcing the evacuation of the Allied Northern Group of Armies through the channel ports, including Calais and Dunkirk. After this both sides had a brief pause, facing each other along the line of the Somme River. During their initial thrust the Germans had breached the Somme line in many places, but had not followed up with further advances to the south.

This scenario allows a series of large tables to accommodate a scaled down version of the area south of the Somme, as the Germans launched a renewed assault on the reorganizing Allied forces. It provides an opportunity to field a wide variety of Early War units, from the German, French and British armies.

Special Terrain rules:

- Towns – the terrain in this area was generally flat and gently undulating. Areas of significant elevation therefore had a high tactical importance. Any unit or vehicle on a hill can see over forest or buildings. Hills are treated as difficult ground and provide concealment to any team on them.
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- Somme and Bresle Rivers – rivers in this area of France were significant obstacles; they are treated as impassable except over bridges and fords. Fords are very difficult going.
- Woods – several significant wooded areas in area of the German advance, which formed easily defensible terrain and delayed any mechanized advance. Woods terrain is difficult going and uses the normal *Flames of War* rules for woods.

Deployment:

The forces on both sides were cobbled together for the action in this area. To reflect this, each CiC at the start of the game may assign any forces from their side to any sector as labeled on the map. This is done in secret and written down before deployment begins.

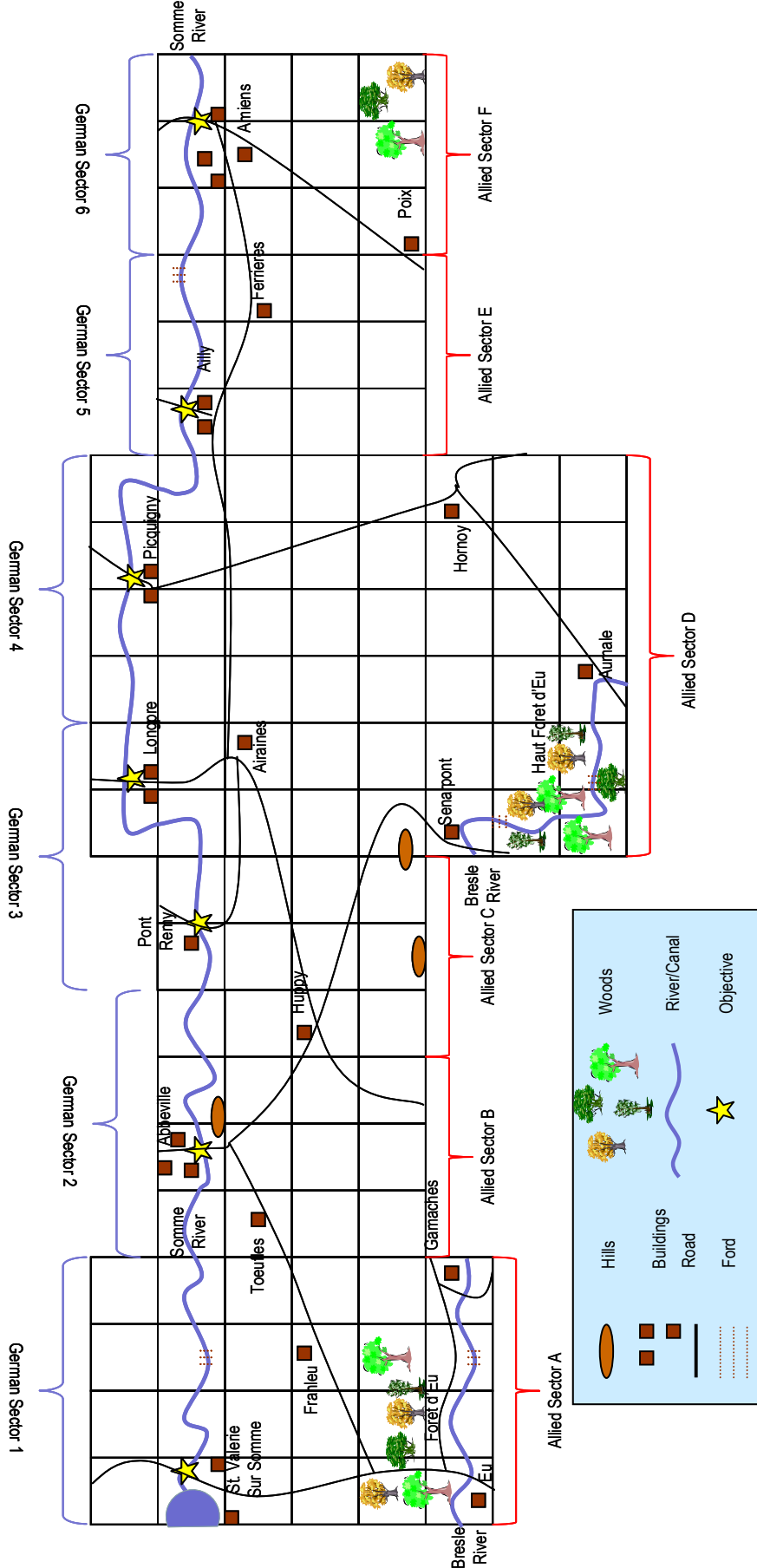
The Allied forces are deployed first. Each Allied force must first select at least ½ of its platoons to be off-table in delayed reserve. They then deploy any remaining platoons anywhere on the table within their assigned sector, but no closer than 18" from the Somme River. Delayed reserve units enter anywhere along that side's table edge within the player's deployment sector.

The German starting forces then deploy all of their platoons anywhere in their deployment sector, but no more than 12" south of the Somme River. The German forces then take the first turn.

Map:



FOW Mega-Game The Somme, 1940



Forces:

German forces can be any legal force drawn from the Blitzkrieg book. Any point amount between 1,200 and 2,000 is acceptable.

[German Force 1] _____ [Points] _____

[German Force 2] _____ [Points] _____

[German Force 3] _____ [Points] _____

[German Force 4] _____ [Points] _____

[German Force 5] _____ [Points] _____

[German Force 6] _____ [Points] _____

French and British forces can be any legal force drawn from the Blitzkrieg book. Any point amount between 1,200 and 2,000 is acceptable.

[Allied Force 1] _____ [Points] _____

[Allied Force 2] _____ [Points] _____

[Allied Force 3] _____ [Points] _____

[Allied Force 4] _____ [Points] _____

[Allied Force 5] _____ [Points] _____

[Allied Force 6] _____ [Points] _____

Note that the total points for each side (not each player's force) should be the same.

Airpower:

The Germans enjoyed massive strategic air superiority throughout the 1940 campaign, and it was a major reason for their success.

- Each turn the German CiC receives 3 Stuka Schwerpunkt airstrikes. He may allocate them to any player as he sees fit.
- Each turn the Allied CiC receives 1 fighter mission. After enemy airstrikes are placed, it may try to intercept and chase off the attacking aircraft, succeeding on a d6 roll of 5+.

Weather:

The weather throughout this campaign was relatively good. Weather plays no role in the game.

Winning the Game:

Both sides had very different objectives for the campaign. The German forces were trying to swamp the remaining French defences by pushing south as rapidly as possible. The Allies, by comparison, were looking to stabilize the Somme line, by holding their ground across the board, while counterattacking where they could to eliminate the German bridgeheads across the Somme.

To reflect this:

- The German side will win as soon as 1500 points of units have exited from the south table edge. Only units which are over $\frac{1}{2}$ strength count for this condition.
- The Allied side will win as soon as they secure 2 bridges over the Somme River (shown as objectives on the map). Bridges are secure based on the normal FOW rules for holding objectives.
- Any other result is a draw.