

## Villers Bretonneaux, 1918

### *A Flames of War Mega-Game Scenario*

During the great German offensive of 1918, the first tank on tank battle in history took place between Villers-Bretonneaux and Cachy.

This scenario is designed to recreate the fighting that occurred in this area, as German forces, pushing toward and around both flanks of Villers-Bretonneaux using their new tank force, pushed on to secure Cachy and Fouilloy. It provides a historical context for fighting a tank heavy action using the Flames of War Great War rules.

This scenario uses a large tabletop to show a scaled down version of the area around Villers Bretonneaux in 1918, where the tank fighting would have occurred. The scenario focuses on the action as the German assault forces meet the counterattacking Allied armor.

### 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 cultivated, but the late April fields offered no significant cover or impediment to movement.
- 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.
- Trench Lines – German forces had pushed past the main Allied trench lines at this point, and were beginning to exploit beyond. There are a few sections of the westernmost Allied trench line represented on the table, they are treated as normal trenches in the Great War rules.
- The Somme – the small section of the Somme River on the table is impassable to all teams.
- Woods – woods are treated as per the normal FOW Great War rules.

### Deployment:

The game starts with the German forces having cleared the final trench line and starting their advance beyond, while Allied forces rush to counterattack and seal the breach.

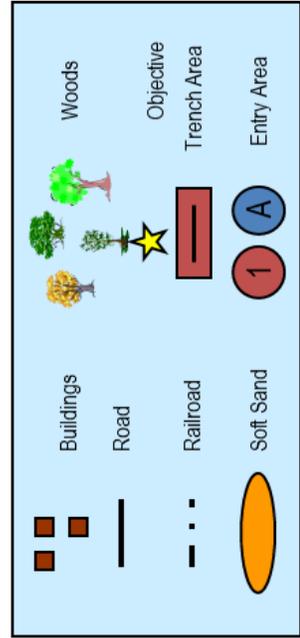
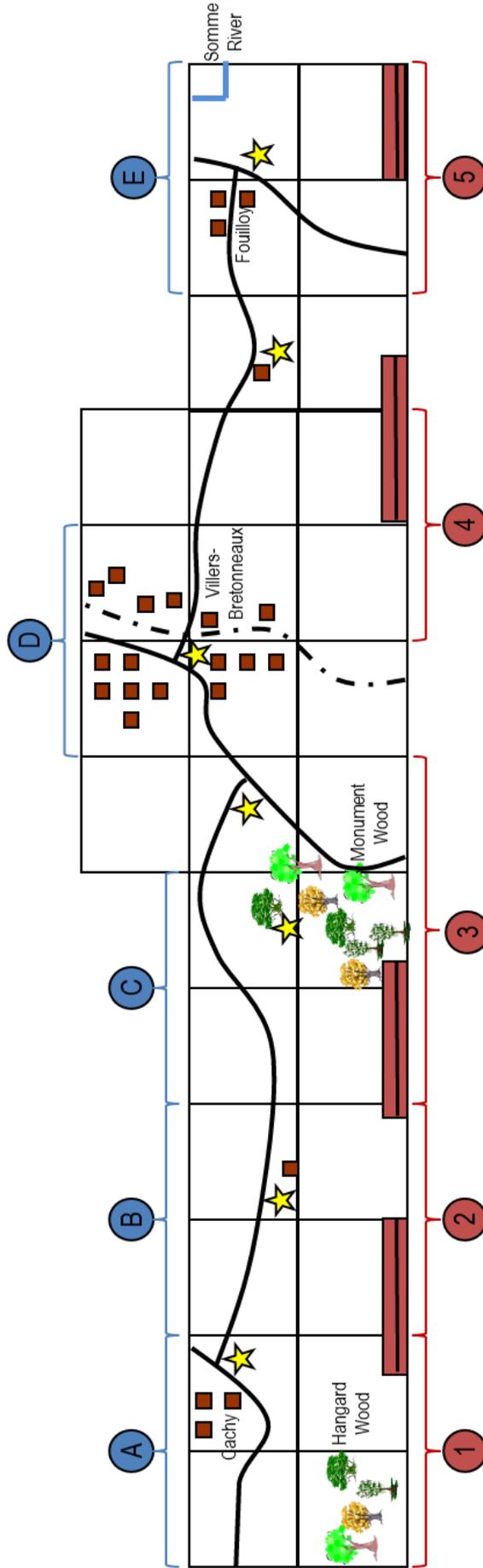
German forces deploy first, in their individual deployment zones, no more than 12" from the eastern table edge.

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

Map:

# Flames of War WW1 Mega-Game Villers-Bretonneaux, 1918

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Fields – the open terrain on the western half of the table should be liberally covered with fields.  
The crops should be quite short, about six weeks into the growing cycle.

## Axis Forces:

The German forces in this area had been heavily reinforced by tanks for the breakthrough. Each German player may field a 2000 point force drawn from any FOW Great War force lists. There is no limit to the number of Panzer Platoons that may be purchased.

In addition, an Armored company may be fielded as a force – simply purchase a one tank platoon as your company HQ, and a minimum of one other armor platoon. Armored companies must include all vehicles.

### **Deployment:**

- All German forces deploy within the corresponding German deployment zone, within 12” of the eastern table edge

## Allied Forces:

The Allies are scrambling to slow and halt the German breakthrough, and have decided to throw in all of their remaining mobile forces.

Each Allied player may field a 2000 point force drawn from any FOW Great War force lists. There is no limit to the number of Tank Platoons that may be purchased.

In addition, an Armored company may be fielded as a force – simply purchase a one tank platoon as your company HQ, and a minimum of one other armor platoon. Armored companies must include all vehicles.

### **Deployment:**

- All Allied forces enter on turn one from the western table edge anywhere in the corresponding Allied 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 7 objectives on the tabletop. When the game ends, if either side holds 5 or more objectives they have won a strategic victory. If neither 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.