

FOUR “QUICK” LATE WAR SCENARIOS (Great for teaching the basic tactical concepts of the game) Ver 3.0
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GENERAL RULES FOR ALL “QUICK” LATE WAR SCENARIOS:

Allies always set up first, on the hexes listed as the “Front Line”. All units (of both sides) *must* set up on or adjacent to the hexes of the specified Front Line, within their assigned historical sectors. All friendly HQs *must* set up 4 hexes apart; HQs are all 1-3s (deployed with their support sides face-up). All units are 1-step INF divisions unless noted otherwise. Carefully note all of the “-2 Trench” effects that apply for all defending BEL, BR, FR, and GER units.

SCENARIO #1: THE AMERICANS REDUCE THE ST. MIHIEL SALIENT - SEPTEMBER 12, 1918:

Note: I use this very short scenario to teach new opponents how to play the game.

Uses only a quarter of the West Map, w/ Verdun & St. Mihiel, north of 47xx line. Play only the three Sept, Oct, Nov/Dec turns of 1918 (just entirely skip Strategic Turn R, an easy way of representing the “Spanish Flu” being in effect). For FR, use low combat factor units. For the US, use 8-4s, 6-7-4s and 5-6-4s. The Allies set up first, and also move first.

FRONT LINE: 5323, 5224, 5123, 5023, 4922, 4823, 4824, 4825, 4826, 4827, 4828 (to the German border).

ALLIES: 9 US, 1 US HQ; 2 FR. First setup 7 US INF in or next to hex 4825, then the 2 FR and 2 remaining US INF in or next to hexes 5023, 4922, and 4823.

CP: 9 GER (6 of them are to be of low combat factors to represent 2nd line units, the other 3 are CP players choice), 1 GER HQ. Place CP units within the salient, only.

SPECIAL SCENARIO RULES:

Allies set up first, and move first. Units can attack into salient hexes only. The rest of the front line is assumed to be static. NO chits or special rules are in effect.

VICTORY CONDITIONS:

Allied Overwhelming Victory: Eliminate the entire salient.

CP Victory: Avoid Allied victory.

SCENARIO #2: THE COMMONWEALTH REDUCES THE ARRAS/AMIENS SALIENT - AUGUST, 1918:

Uses only the northwest corner of the West Map (Flanders). Play from August 1918 onwards. Skip all strategic turns. Allies set up first, and move first. All units (of both sides) must set up (in their assigned historical sectors, see below) on or adjacent to the Front Line. The BRHQ is a 1-3, and begins deployed with support side face-up.

FRONT LINE: 6811, 6711, 6612, 6511, 6510, 6410, 6310, 6211, 6111, 6011, 5910, 5811, 5711, 5612, 5512 (15 hexes).

COMMONWEALTH SECTOR (FROM ARRAS TO AMIENS):

4th British Army: 1 US; 4 BR, all 5 BR Cav, 5 Ausln (or *any* BR), 4 Can (or *any* BR), 1 RAF, 1 BR HQ, RTC (represents 342 MK V heavy and 72 Whippet light tanks).

FRENCH SECTOR (IN THE SOUTH):

1st French Army: 3 FR.

GERMAN SECTOR:

CP (2nd Army): 15 GER (to be mostly of low quality). If you want to use historical designations, I have found conflicting source info but I present it here FYI: Two divs (22nd Wurttemberg, 117th) were considered first-line and completely fit; 5 divs (13, 41, 108, 217, ?) were fit only for static defense; 3 more (109, 43 Res, ?) were fit for defense only in a quiet sector, and 3 more were badly understrength/needed replacements.

SPECIAL SCENARIO RULES:

- 1) CP reinforcements in Sept Turn: 5 GERINF (incl. 119, 43, 209, ?, ?).
- 2) Flip the BR HQ back to its Support side every 2 Operational Turns.

VICTORY CONDITIONS:

Allied Victory: Take and keep at least hex 5911.

CP Victory: Avoid Allied victory (keep or re-take hex 5911).

SCENARIO #3: ALLIED GRAND OFFENSIVE - SEPTEMBER 27 TO NOVEMBER 11, 1918:

Note: This Scenario essentially combines the first and second scenarios.

Play only the three Sept, Oct, Nov/Dec turns in 1918 (skip strategic turn R, the easiest way of representing “Spanish Flu”). Use only the West map north of 47xx line. Randomly choose units for Br, use mostly Br 3-4s and some 5-4s. For Fr, use mostly low combat factor units. For the US, use the 8-4s, 6-7-4s and 5-6-4s.

FRONT LINE: 6811, 6711, 6612, 6511, 6510, 6410, 6310, 6211, 6111, 6012, 6013, 5912, 5813, 5712, 5613, 5513, 5414, 5314, 5215, 5216, 5217, 5218, 5219, 5220, 5221, 5222, 5322, 5323, 5224, 5123, 5023, 4922, 4823, 4824, 4825, 4826, 4827, 4828 (to the German border).

FLANDERS SECTOR:

Allies: All 7 BEL, 1 BEL HQ, Setup in Belgium; 8 BR Inf, all 5 BR Cav, 1 BR HQ.
CP: 12 GER, 1 GER HQ.

SECTOR OF CAMBRAI TO St. QUENTIN:

Allies: 3 US, 40 BR, 1 RTC, 1 BR HQ.
CP: 57 GER (18 of them Stosstruppen), 1 HQ, Hindenberg Line in 4 hexes per 1918 Scenario.

IMMEDIATE AREA OF THE “ST. MIHIEL SALIENT” SECTOR:

Allies: 13 US, 1 US HQ.
CP: See next.

St. QUENTIN TO RHEIMS, THEN BEYOND St. MIHIEL TO GE BORDER (ENCOMPASSES PREVIOUS):

Allies: 41 FR, 2 FR HQs.
CP: 1 AH, 39 GER, 2 GER HQs.

SPECIAL SCENARIO RULES:

- 1) The Allies move *first* (representing their having the initiative in the West now).
- 2) Rules and chits (one each) that are in effect: “Shocktroops”, “Foch”, “German Looting”; “Br Rigid Planning”, “Tanks”, “Paris Gun”, “Hindenburg Line”, “Devastated Hexes”, “Western Front Trench Warfare”, CP Sudden Death Victory [18.2]; the French Mutiny is considered over.
- 3) Allies roll one six sided die at the beginning of each turn. They receive a +1 DRM for that number of combats (attack or defense, Allied players choice), to simulate uneven CP morale during this timeframe.

VICTORY CONDITIONS:

Allied Grand Victory: Capture and hold ≥ 5 more town/city/Victory hexes than at start.
Draw: Capture and hold ≥ 1 more town/city/Victory hex than at start.
CP Victory: Hold at least as many town/city/Victory hexes than as at start.

SCENARIO #4: SALONIKA FINALE – SEPTEMBER THROUGH NOVEMBER, 1918:

Use the East map (Balkans). Play only the Sept, Oct, and Nov/Dec turns of 1918 (skip Strategic Turn R, the easiest way of representing “Spanish Flu”). Randomly choose units for everyone (except for Fr, use mostly low combat factor units). Allies set up first, but move *second*. All units (both sides) must set up on or adjacent to the Front Line. FR HQ is a 1-3, and begins with the support side face-up. BU HQ is a 0-3. ALL units are 1-step INF divisions unless noted otherwise.

FRONT LINE: 1210, 1211, 1212, 1213, 1312, 1313, 1314, 1315, 1416, 1417, 1317, 1218.

ALLIES: (29 Divs total); All 3 GRK, 7 SERB, 7 BR, 3 ITN, 9 FR, 1 FR HQ.

CP: (14 Divs Total); 3 AH MTN, 2 GER, 9 BULG, 1 BU HQ (Note: All Bulg have 2-steps).

VICTORY CONDITIONS:

Allied Overwhelming Victory: Take Skopje *or* Sofia (or both), plus take Belgrade.
Allied Marginal Victory: Take Skopje *and* Sofia (but not Belgrade).
CP Marginal Victory: The Allies take only Skopje *or* Sofia (but not both).
CP Overwhelming Victory: The Allies do not take Skopje, Sofia, nor Belgrade.

Sources:

The First World War, A Complete History, Martin Gilbert, Henry Holt Press, 1994.

November 1918 by Gordon Brook-Shepherd, American Battlefields and Units (WWI), Encyclopedia Britannica (1929 edn.)---