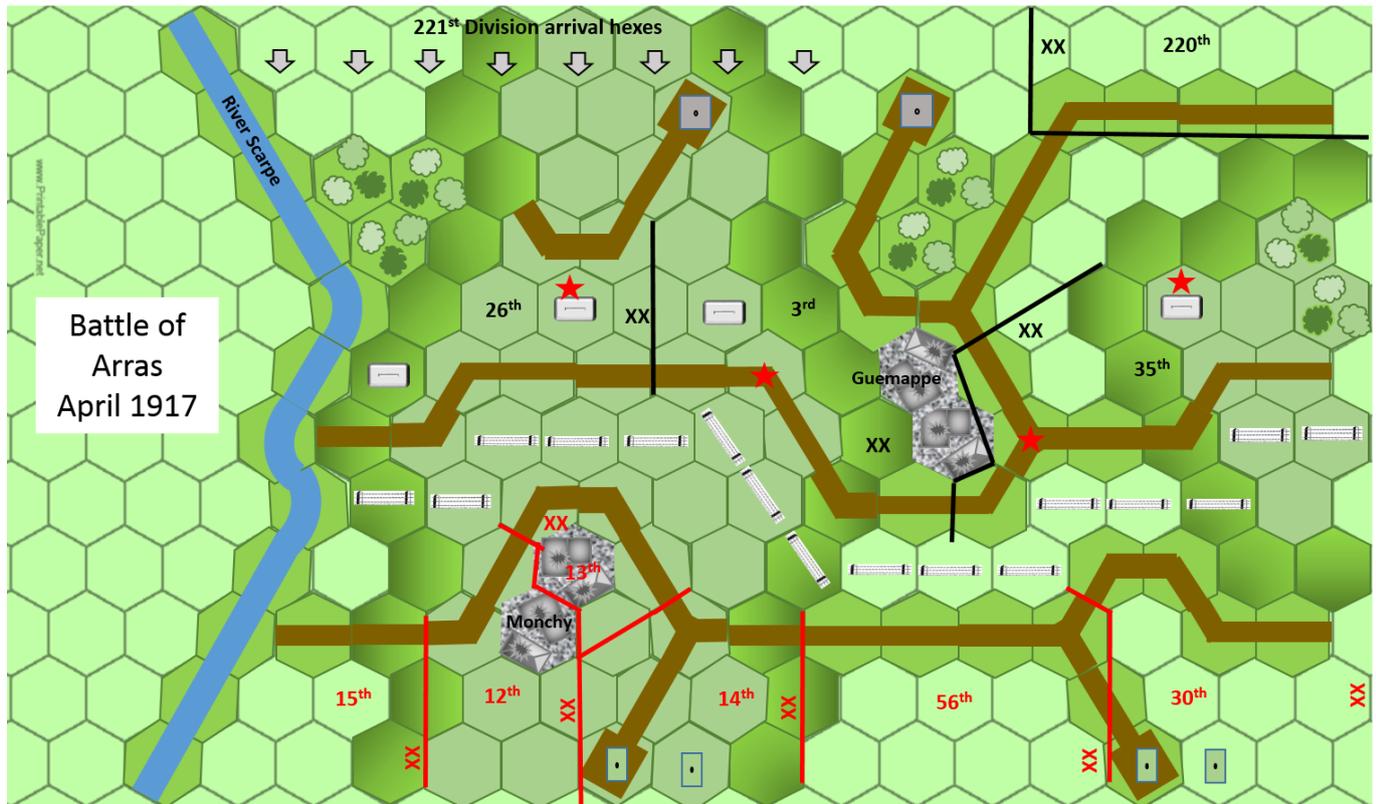


Army Commander Great War Scenario

Arras – April 1917



Standard Map Symbols

	River		Divisional Boundary
	Hillside		Corps Artillery
	Hill top		Victory Point Hex
	Trench on a hilltop		Strongpoint
	Trench on the flat		Barbed Wire
	Towns		Pill Box
	Woods on a hilltop		
	Woods on the flat		

Victory Conditions

British to capture three+ victory hexes for a victory. Two for a draw.

9 MOVES/3 DAYS

Day 1	1	2	3	Night. 2SP per division on the board recovery.
Day 2	4	5	6	Night. 2SP per division on the board recovery
Day 3	7	8	9	

Army Commander Great War Scenario

Arras April 1917 – Fighting South of the Scarpe.

British Divisions		German Divisions	
VI Corps			
15 th Scottish	12 Inf Bns 2 Support 1 Artillery 2 HQ	3 rd Bavarian	12 Inf Bns 2 Support 1 Artillery 2 HQ
12 th British	As above + 1 Tank	26 th	As above
13 th British	As above + 1 Tank	35 th	As above
Corps Artillery	2 Guns	220 th	As above
VII Corps		221 st	As above
14 th British	As above + 1 Tank		
56 th British	As above + 1 Tank		
30 th British	As above - no tanks		
Corps Artillery	2 Guns		
		Corps Artillery	2 Guns

A series of battles were fought by British forces both North and South of Arras from 9 April to 15 May 1917. The battles were planned in conjunction with the French Nivelle Offensive to bring maximum pressure to bear on the Germans and hopefully achieve the long hoped for breakthrough. Some rapid gains were made initially, particularly by the Canadians at the Northern end of the line in their assault on Vimy Ridge. However, as usual the fighting bogged down into attritional battles. The British were compelled to keep attacking to stop the Germans sending reserves South against the French offensive which was also floundering. This scenario covers one of the typical British offensives at the mid-point of the battle, attempting to gain ground against increasing German resistance.

Scenario Rules

- British move first.
- In the first move the British get a 'creeping barrage'. This is represented by giving each Corp level artillery piece three shots for the first move instead of two. British stands attacking in this first turn can call in 2 corps level artillery shots per division instead of only one allowing one divisional attack to be supported by three guns instead of only two. British Corps level artillery can support any division in the first turn, after this they can only support their own divisions.
- Any time a hex with a tank takes 2 hits in one battle the attacker throws a second time, on a 5 or 6 the tank is removed as the 2 hits.
- The 220th German Division is marked as having moved on the first turn. Its order status is determined by the German player. Its artillery cannot fire in move 1.
- The River Scarpe cannot be crossed.

Reinforcements

The 221st German Division appears on turn 5 in any of the hexes marked for reinforcement. These hexes count as hex 1 in the move [strategic movement allowed]