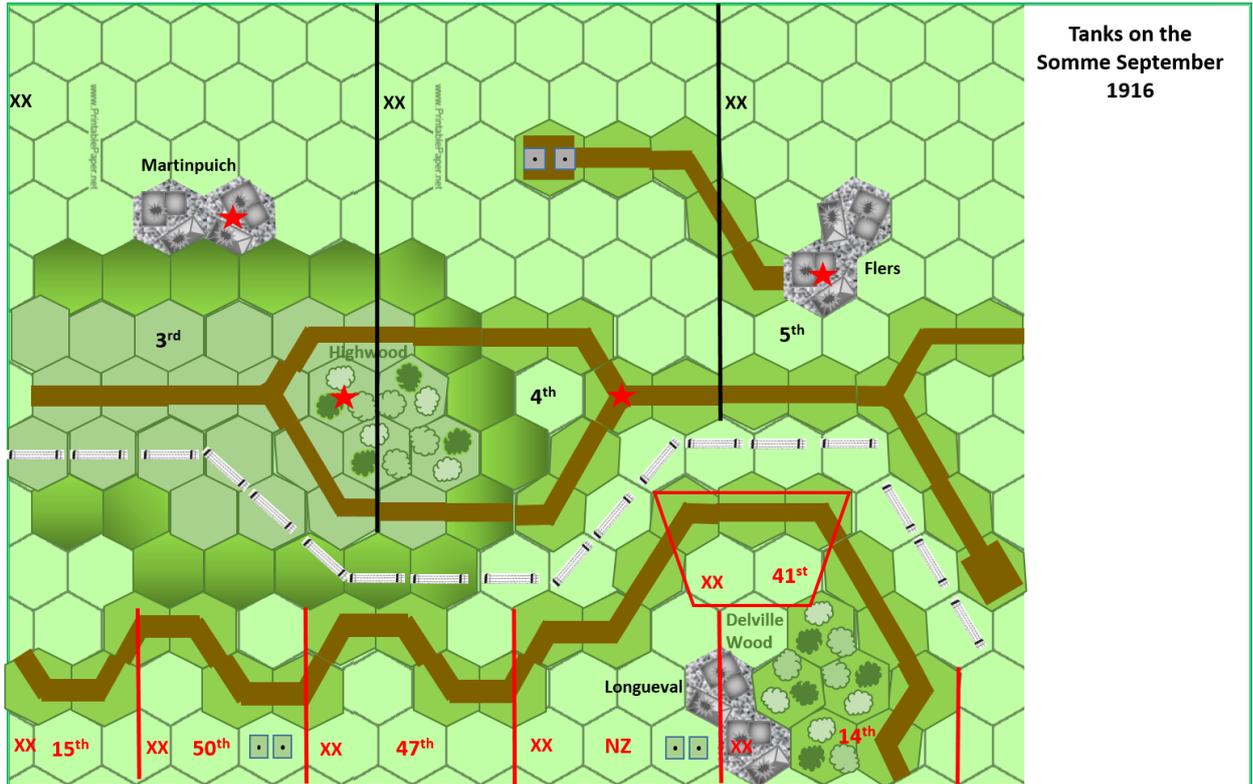


Army Commander Great War Scenario

Tanks on the Somme - September 1916

The Somme battles had bogged down into several months of attritional attacks by the British without the hoped for major breakthrough. Finally General Haig decided it was time to unleash the new weapon. The tank. This scenario covers the first battles where the British used tanks to support an offensive, concentrating on the actions of the Third and Fifteenth Corps sectors of Rawlinson's Fourth Army.



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		
	Woods on a hilltop		
	Woods on the flat		

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British Divisions		German Divisions	
III Corps			
15 th British	12 Inf Bns 2 Support 1 Artillery 1 Tank 2 HQ	3 rd Bavarian	12 Inf Bns 2 Support 1 Artillery 2 HQ
50 th British	As above	4 th Bavarian	As above
47 th British	As above	5 th Bavarian	As above
Corps Artillery	2 Guns		
XV Corps			
NZ	As above		
41 st British			
14 th British			
Corps Artillery	2 Guns	Reserve	4 Inf Bns 1 Support 1 HQ
		Corps Artillery	3 Guns

Deployment

British 15th 50th 47th and New Zealand divisions can all deploy up to 3 hexes in from the rear of the board.

British 41st deploy in the 5 hexes of the deployment trapezoid.

British 14th deploy up to 2 hexes in from the rear of the board.

German divisions deploy in, or adjacent to, the trench and town hexes in their deployment zone. They cannot deploy any further forward than their front trench line. German divisional artillery can deploy anywhere within 3 hexes of one of their divisional HQs.

British get preliminary bombardment. One shot from each gun against any hex in the German front line trenches. Corps artillery can only support and be called in to fire barrages by stands of its own corps.

British move first.

Reinforcements

German Reserve Regiment and an extra Corps Artillery Battery enter overnight at the end of day 1. They start day 2 anywhere on the German base line.

Victory Conditions

British to capture all victory hexes for a victory. Three for a draw.

9 MOVES/3 DAYS

Day				Night
1	1	2	3	3SP per full division recovery
2	4	5	6	3SP per full division recovery
3	7	8	9	

Historical Variations on the Scenario

Historically these early tanks were very unreliable and many broke down or became bogged during their first day of use. They had shown promise but were withdrawn after the first day. Some optional rules for a more historically accurate scenario.

Option 1.

The tanks are all withdrawn at the end of day 1.

Option 2.

Any time a hex containing a tank takes 2 hits throw again on a throw of 4,5,6 the tank stand must be removed in preference to any other stand.

Removed tanks cannot be recovered overnight.

Under these optional rules 3 VP will be sufficient for the British to Win.

