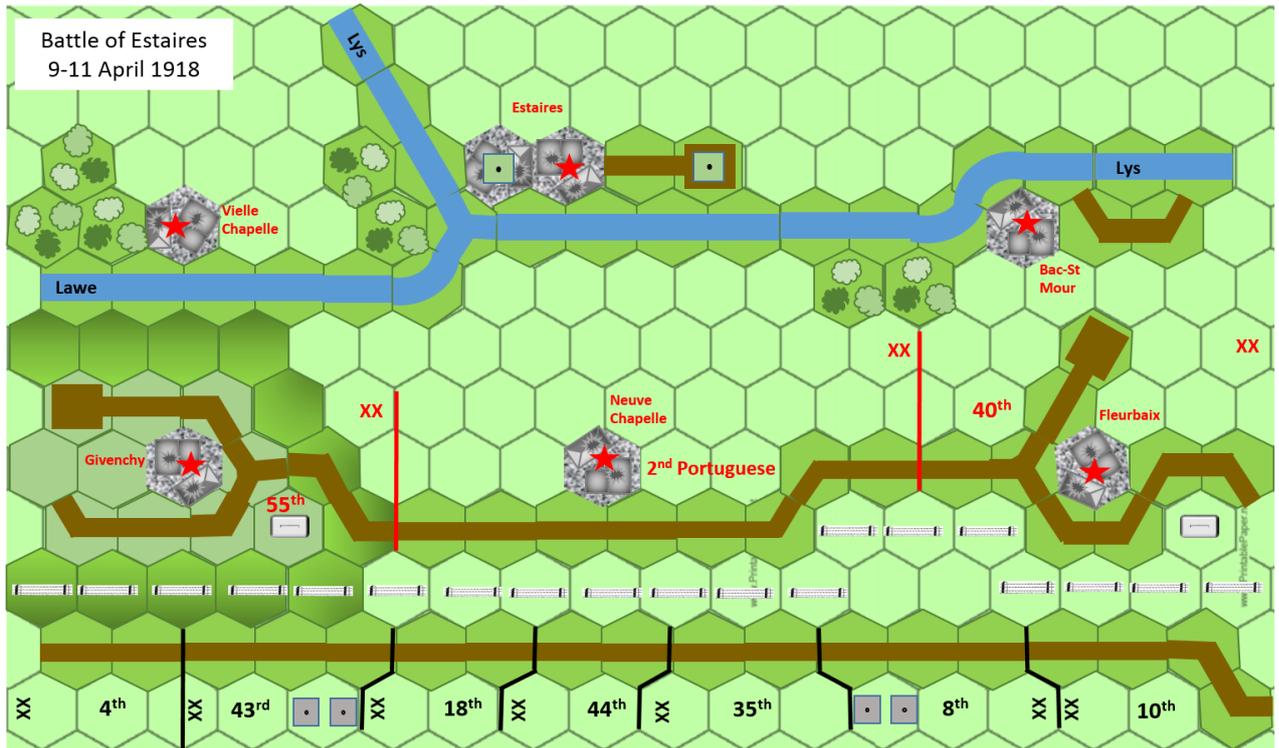


Battle of Estaires 9-11 April 1918



Divisions can deploy up to and including the trench hexes in their marked deployment zone. They cannot deploy in front of the trenches except for the British who can deploy up to 2 stands in the pillboxes in front of their lines. Half hexes cannot be used at ends or sides of board.

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		

9 MOVES/3 DAYS

Day 1	1	2	3	Night. 8 SP UK. 12 SP German
Day 2	4	5	6	Night. 8 SP UK. 12 SP German.
Day 3	7	8	9	

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By late March it was clear to German General Ludendorff that Operation Michael was making no further headway. Consequently the German's decided to switch the focus of their attack further North where they hoped the British lines had been thinned out sending reinforcements South. This Northern attack was called Operation Georgette.

A part of the Entente line was held by the Portuguese 2nd Division. These troops were relatively poorly trained, they were badly rattled by the heavy bombardments and they were spread too thinly. Several German divisions were going to strike them.

Entente Divisions	First Army – Horne	German Divisions	Sixth Army - Quast
		IV Corps	
40 th British	12 Inf Bns 2 Support 1 Artillery 2 HQ	4 th Cross	12 Inf Bns 2 Support 1 Stormtrooper stand 1 Artillery 2 HQ
2 nd Portuguese	As above	43 rd Res Gold helmet	As above
55 th British		18 th Res Red	As above No Stormtrooper stand
	As above	44 th Res Yellow	As above No Stormtrooper stand
Corps Artillery	2 Guns	Corps Artillery	2 Guns
Reinforcements		XIX Corps	
51 st Highlanders	As above +1 Tank	35 th Brown	12 Inf Bns 2 Support 1 Stormtrooper stand 1 Artillery 2 HQ
50 th British	As above +1 Tank	42 nd White	As above
Corps Artillery	2 Guns	8 th Blue	As above No Stormtrooper stand
		10 th Black	As above No Stormtrooper stand
		Corps Artillery	2 Guns

German Corps Artillery can only be called in by divisions of their own Corps

Scenario Rules

Halt before entering river hexes, halt on entering, move out normally.

Pre attack bombardment, each German gun can fire 1 round at any front trench or pillbox hexes in range. One dice per gun hitting on 6. Then each gun can fire 1 round at barbed wire hexes, 2 dice per gun hitting on 6 or double 5. Any hit removes the wire from that hex.

Any time a hex with stormtroopers attached takes 2 hits throw a dice, on 4,5 or 6 the storm troopers are removed. They cannot be recovered. Any time a hex with tanks attached takes 2 hits throw a dice, on 5 or 6 the tanks are removed. They cannot be recovered.

The Portuguese were badly demoralized and poorly trained, they only have 1 Strength Point per stand. No Portuguese troops can be recovered during the night move.

Germans move first.

Reinforcements

51st Highlanders appears on turn 3 in any of the rear hexes of the British side of the board. These hexes count as hex 1 in their move [strategic movement allowed]. The division can be split into 2 groups. One Corps Artillery arrives at the same time.

50th Division appears turn 4 in any of the rear hexes of the British side of the board. These hexes count as hex 1 in their move [strategic movement allowed]. The division can be split into 2 groups. The second Corps Artillery arrives at the same time.

German 10th Division arrives turn 2 in any of the rear hexes behind its corps. These hexes count as hex 1 in their move [strategic movement allowed].

Victory Conditions

Germans need to capture 4 victory hexes for a victory. Three for a draw.