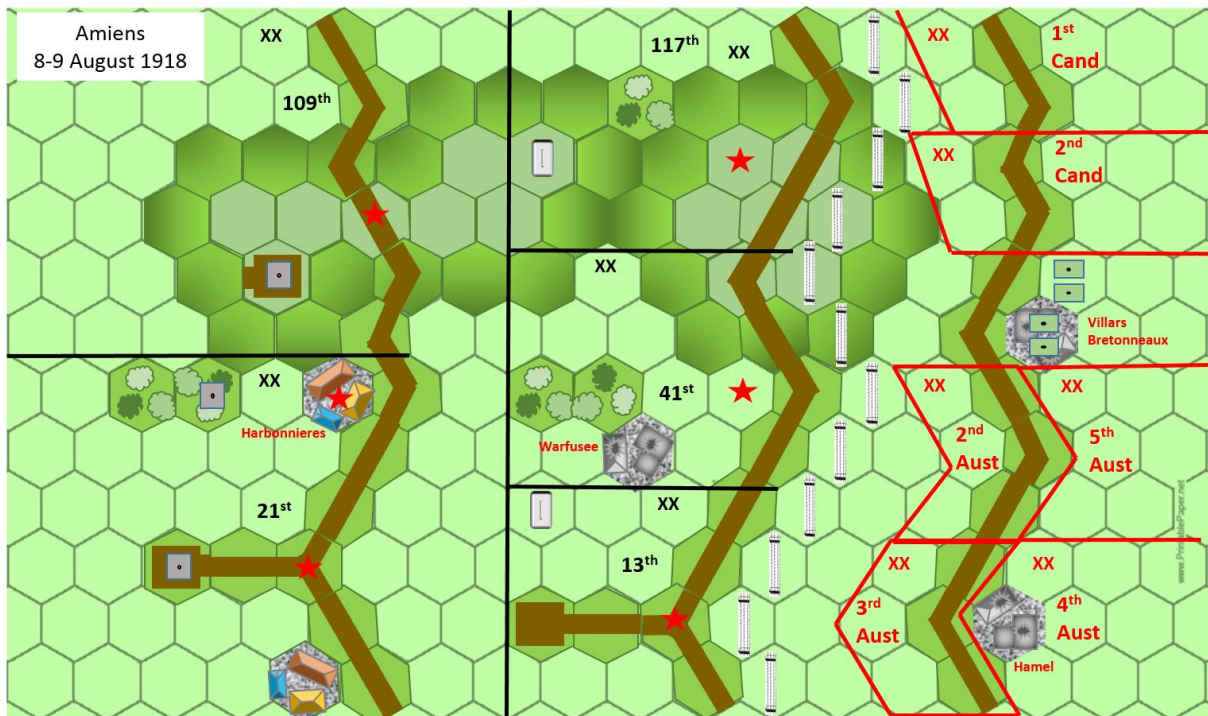


Amiens – 8 and 9 August 1918

By the end of July 1918 the Kaiserschlacht had run out of steam and all of the German offensives had failed. The huge influx of German divisions from the Eastern Front following Russia's withdrawal from the war had been squandered. German morale and cohesion was low, they had expended all in their last great offensive. It was time for the Allies to go on to the offensive. The innovative Australian General John Monash developed plans for a carefully coordinated combined arms assault in the Amiens sector. The soldiers here were primarily Australian and Canadian, both of whose armies had already earned formidable reputations for their aggressive spirit and fighting prowess on the Western Front.



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		

Army Commander Great War Scenario

Empire Divisions		German Divisions	
Australian Corps		IX and 51 Corps	
2 nd Australian Division	12 Inf Bns 3 Fire Support 1 Artillery 1 Tank 2 HQ	13 th	9 Inf Bns 2 Fire Support 1 Artillery 2 HQ
3 rd Australian Division	As above	41 st	As above
4 th Australian Division	As above	117 th	As above
5 th Australian Division	As above	21 st Reserve	As above
Corps Artillery	2 Guns	109 th	As above
Canadian Corps		Corps Artillery	3 Guns
1 st Canadian Division	As above 2 Fire Support		
2 nd Canadian Division	As above 2 Fire Support		
Corps Artillery	2 Guns		

Scenario Rules

I will refer to the British Imperial Divisions as British, although many Australian and Canadian soldiers would have objected to this by 1918.

Preliminary Bombardment

British troops get preliminary bombardment. One shot from each gun against any hex on the German side that can be reached. 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.

Anti-Battery Fire

Lt General Monash had organized for effective anti-battery fire. Any time a German Artillery battery fires in support of combat throw a dice, on a throw of 5 or 6 it is suppressed and loses its remaining shots for that turn. If a German gun fires a barrage during the artillery phase and throws a 5 or 6 it loses its shots for the next turn as well.

Low German Morale

On the first day German combat stands only have 1 Strength Point. This simulates the fact that for the first time in the War the Germans started surrendering in large numbers. What General Ludendorff referred to as the "black day for the German Army". German Divisions cannot be given a retreat order or move strategically on Day 1.

Poor Quality Trenches

The German defensive lines were not very organized or sophisticated, the German trenches in this case represent general defensive areas utilizing some old British trenches, some now shallow German trenches and hastily prepared dugout strongpoints. All German defensive works are only -1 in close combat.

Army Commander Great War Scenario

Artillery Firing

The British forces had total air control and artillery barrages could be directed from the air. In the artillery phase British guns can fire on any German forces in range whether they can be seen by ground troops or not. Corps artillery can support their own corps only in melee but can be called in to fire on any target as above.

Movement

Artillery and tanks can cross trenches without stopping, even on strategic movement. British moves first.

Misc.

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. Tanks can be recovered for 8SP overnight.

Artillery can occupy Pillboxes and fire in any direction. Counts as cover if no other stands are in the hex with them.

Victory Conditions

British to capture 5+ victory hexes for a victory. Four for a draw.

10 MOVES/2 DAYS

Day 1	1	2	3	4	5	C/With 16SP, German 6SP
Day 2	6	7	8	9	10	