

Gruppen Tagesbefehl !

Stabs Quartier

TO: Storm Troopers

FROM: General Quarter Master Ludendorf

SUBJECT: "Kaiserschlacht"
March, 1918

The fate of Germany rests in your able hands. Trust in your new tactics. God is with us!

Order of Battle: Map: Flers Length: 12

British: Set up first .

Elements of the Manchester Regiment set up in any hexes numbered 3 or more.

- 1 76mm Mortar Battery (0/0/7/1: +3(+3)/7/8/0)
- 1 Machine Gun Platoon (0/0/7/1: +2(-1)/5/8/0)
- 2 1918 Infantry Companies (+3/2/7/3: +2/2/7/3)

German:

- 1 Paralyzing bombardment that impacts all hexes on the map

Enter on turn one along any hexes of the north edge.

- 4 Stosstruppen Infantry Companies (+3/2/7/3: +2/2/8/4)

Victory Conditions

The Germans win as soon as they score 4 "victory points". The Germans are awarded one victory point for every British unit destroyed and one for every German unit exited off the map across the southern edge.

Notes: The Germans are using infiltration tactics.

To: Players

From: The Designer

Subj: AAR

Although I do not have a specific account of the fighting around Flers in March 1918, ample evidence suggests a rugged combat took place in the area during operation Michael. A crucifix posted after the 1916 battles suffered damage from shell and rifle fire during the retreat of 1918. The Delville Wood cemetery (hex E11) contains 11 graves of British soldiers and one sailor all killed in the area during operation Michael in 1918. Therefore, it is highly likely that something like the action depicted in this scenario took place either on the map or nearby.

