

# 1918



A FIRST WORLD WAR  
MINIATURES GAME

THE SECOND BATTLE OF VILLERS-BRETONNEUX  
SCENARIO PACK FOR 1918



# THE FIRST TANK BATTLE

**IT IS THE 17TH APRIL 1918.** The German Spring Offensive began a month prior, and the German army had advanced across the entirety of the British held lines. Identifying the railway junction at Amiens as a key objective, the German army tasked four divisions with the assault, supported by the German Army's newest innovation, the A7V heavy tank.

With a crew of 18, the tank is enormous. Armed with a Maxim-Nordenfelt 5.7cm cannon and six MG08 machine guns, it has been designed as a line breaker, with several advantages over the British tanks, including faster road speed and individually sprung suspension, though not as capable over rough ground. However, challenges in Germany's industrial base mean that only 20 vehicles would ever be produced, a tiny amount compared to the enormous quantities of armour fielded by the allies. Germany would continue to focus on its infantry tactics, a marked contrast to operational planning in the Second World War two decades later.

## THE BATTLE

On the 17th, the Germans open up on the area behind the village of Villers-Bretonneux with a mixed barrage of HE and gas, preceding an enormous attack by four divisions and 13 A7V tanks. Breaking through the British 8th Division, the Germans punch a three mile hole in the allied line.

The British dispatch three tanks of their own; No.1 Section, A Company, 1st Battalion, Tank Corps, consisting of one Mark IV 'Male' armed with two six-pounder guns, and two Mark IV 'Female' tanks, armed with machine guns. The lead tank, under the command of Lt. Frank Mitchell, who only has four of the usual eight crewmembers at his command owing to the preceding German gas barrage.

These tanks are en route to the Cachy switchline when they encounter *Nixe*, an A7V of Abteilung III Imperial German Tank Force commanded by Leutnant Wilhelm Blitz.

This engagement is the first time in history a tank engages another, and it would prove to be such a spectacle that infantry from both sides reportedly stop fighting to observe the duel.

*Nixe* was the first to fire, opening up on the two female Mark IVs, damaging them to such an extent that the crew are exposed by enormous holes in both hulls.

Mitchell's tank is left to face *Nixe* alone, and the two vehicles maneuver around one another to get the best shot - but this movement and the rocking of both vehicles renders accurate shooting impossible. Mitchell's tank halts and opened fire, scoring three hits on *Nixe*.

*Nixe* heels over, potentially after crossing an incline incorrectly, and the crew bail - with half killed by the British as they leave the vehicle.

Two more A7Vs join the engagement supported by infantry, but Lt Mitchell's tank drives them off with ranging shots and continues to harry the German infantry, until seven Medium Mark A 'Whippets' arrive to reinforce the British. These new tanks, armed with numerous machine guns and much faster speed than the Mark IVs cause such havoc on the German infantry that Lt Mitchell reported them returning with blood-soaked tracks.

Mitchell is the last remaining tank on the field, until it is disabled by a mortar round, while *Nixe* is reboarded by the Germans and later abandoned by its crew when the engine fails. *Nixe* would be destroyed days later by German demolition crews.

Another A7V, *Mephisto*, was abandoned and later captured by British and Australian troops three months later. It stands to this day in the Queensland Museum, the only remaining A7V Heavy Tank in existence.

	A7V HEAVY TANK	MARK IV TANK (BOTH VARIANTS)
Armament	1x 5.7cm Maxim-Nordenfelt cannon and 6x Mg 08 machine guns	Male: 2x 6pdr guns and 3x Lewis Guns. Female: 5x Lewis Guns
Armour	5mm to 30mm	12mm
Crew	18, up to 25	8
Weight	31.5 - 34.7 tonnes	Male: 28 tonnes Female: 27 tonnes
Top Speed	9.3mph on roads (15 km/h), 4mph (6.4 km/h) cross country.	4 mph (6.4km/h)
Number Built	20	2,220



# ADDITIONAL RULES

The rules in this section are designed to be played with the scenarios in this booklet, and while there is nothing stopping you using them in regular games of 1918, be sure to gain your opponent's permission before doing so.

## ADDITIONAL VEHICLE KEYWORDS

All A7Vs used in these scenarios gain the Top Heavy keyword.

**TOP HEAVY:** These tanks were incredibly top heavy and prone to tipping. A tank with this keyword must roll a D8 when turning after moving more than half its maximum move speed. On a result of 1, the vehicle tips, and counts as destroyed for the remainder of the scenario. The crew, however, may bail out, and the owning player may deploy a Light Machine Gun section. This new unit is deployed with two Pins and immediately receives the Take Cover stance.

**INCAPACIATED CREW:** Vehicles with this keyword are deployed with two Pins, representing an earlier engagement.

## ADDITIONAL SCENARIO RULES

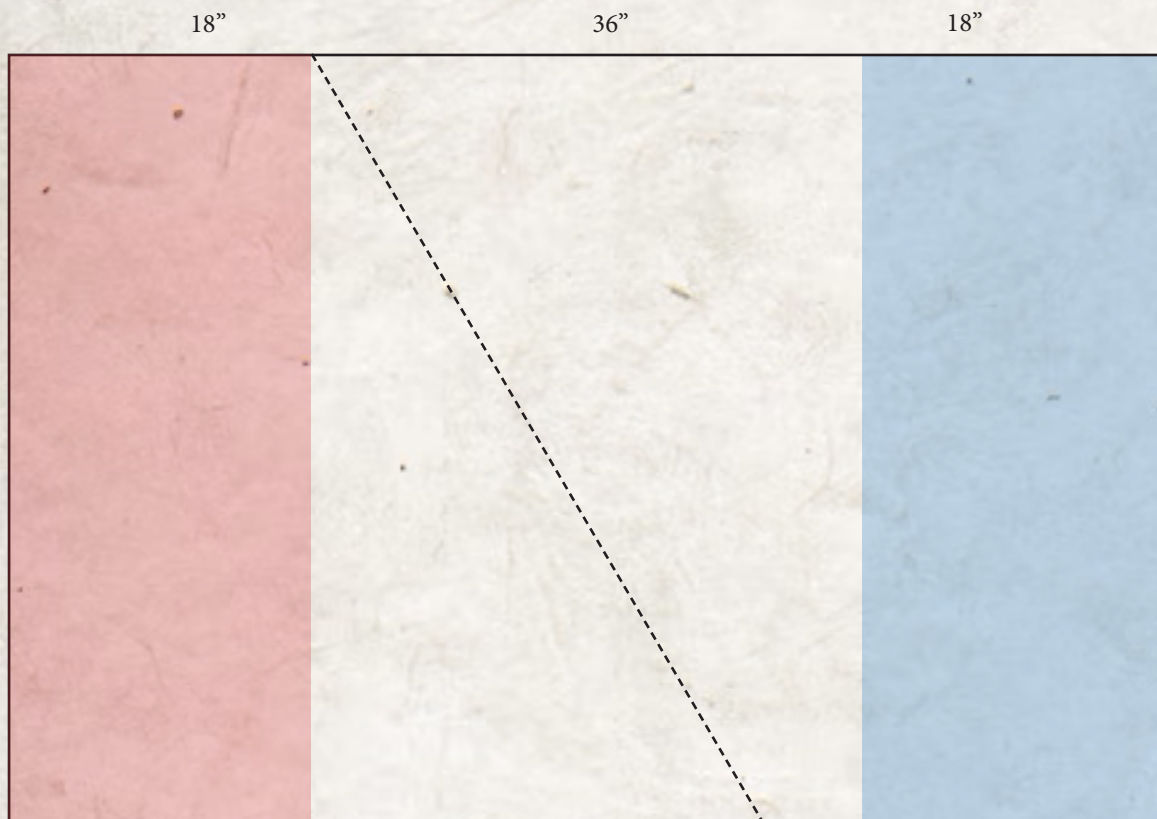
**DEMOLITION TEAMS:** Roll a D6 for any destroyed vehicle. On the result of a 6, no VPs are received by your opponent for destroying that vehicle.




**RECOVERY:** Any vehicle that is destroyed remains on the table. If a unit finishes the game within 6" of a vehicle wreck, with no enemy units contesting the objective, the owning player is awarded an additional 1VP.





# SCENARIO I: CLASH IN CACHY



-  DEFENDER'S DEPLOYMENT AREA
-  ATTACKER'S DEPLOYMENT AREA
-  RAILWAY LINE

## MISSION BRIEFING

*Past this village lies a railway junction in the hands of the enemy. If your forces can capture it, supplies can be brought forward and your forces can advance even further into enemy territory - and perhaps even end the war.*

## SET UP

The scenario is played across the length of a 6'x4' table. The board should be bisected by a railway line, and must otherwise represent a village with scattered buildings, roads and if available, a number of slit trenches. Otherwise, the battlefield should be largely untouched.

## OBJECTIVES

The attacking player must eliminate their opponent's tanks, and must end the game with vehicles within their opponent's deployment zone.

The defender must eliminate their opponent's tanks and ensure no enemy units are in their deployment zone.

## VICTORY CONDITIONS

The game lasts five turns. At the end of turn five, roll a D6. On a score of a 4+, you may play another turn.

The attacker scores 2VP for every enemy tank destroyed, and 3VP for every tank in their opponent's deployment zone at the end of the game.

The defender scores 3VP for every enemy tank destroyed, and scores 3VP if no enemy units are within their deployment zone at the end of the game.

## DEPLOYMENT

Each player has an 18" deployment zone running the width of their table edge. Two of the German Army's three A7Vs must be deployed in reserves.

The defender deploys first, and the attacker begins the game with the Initiative.

## SCENARIO RULES

**RESERVES, DEMOLITION TEAMS, INCAPACITATED CREW (BRITISH MARK IV TANK ONLY), PRISONERS, RECOVERY.**

## SUGGESTED FORCES

### DEFENDER

#### BRITISH:

NO.1 SECTION, A COMPANY, 1ST BATTALION:

- 1x Mark IV 'Male' Tank
- 2x Mark IV 'Female' Tanks

#### SUPPORTING INFANTRY

You may spend up to 120pts on a supporting British Rifle platoon, following the usual restrictions for force selection. No additional vehicles may be taken as part of this list.

This list uses the Grand Offensive doctrine.

### ATTACKER

#### GERMAN:

ABTEILUNG III IMPERIAL GERMAN TANK FORCE:

- 3x A7V Heavy Tanks

#### SUPPORTING INFANTRY:

You may spend up to 120pts on a supporting German Intervention Rifle platoon, following the usual restrictions for force selection. No additional vehicles may be taken as part of this list.

This list uses the Grand Offensive doctrine.

## USING ALTERNATE FORCES

*This scenario is designed with the above forces in mind, but if you and your opponent agree, you can change up the forces. We recommend at a maximum of three tanks for each player with a supporting infantry platoon. One tank owned by the defender must receive the Incapacitated Crew keyword.*

# SCENARIO II: WHIPPETS

18"

54"



DEFENDER'S DEPLOYMENT AREA



ATTACKER'S DEPLOYMENT AREA

## MISSION BRIEFING

*Enemy infantry are forming up to counter-attack. Eliminate them.*

### SET UP

The scenario is played across the length of a 6'x4' table. The board should be fairly open, with scattered trees, supply dumps and a few structures - but very little cover.

### OBJECTIVES

The Attacking player must destroy their opponent's infantry before they can break through their lines.

The defender must leave through the attacker's table edge.

### VICTORY CONDITIONS

The game lasts five turns. At the end of turn five, roll a D6. On a score of a 4+, you may play another turn.

The attacker scores 2VP for every infantry unit Supressed at the end of the game, and 3VP for every enemy unit destroyed.

The defender scores 3VP for every infantry unit that

leaves their opponent's table edge, and scores 1VP for every friendly unit in their opponent's deployment zone at the end of the game.

### DEPLOYMENT

The British deploy first, and count as the attacking player. The defending player must then deploy their entire army in their deployment zone. Determine Initiative as normal.

### SCENARIO RULES

#### RECOVERY.

## SUGGESTED FORCES

### ATTACKER

#### BRITISH:

NO.1 SECTION, A COMPANY, 1ST BATTALION:

- 4x Medium Mark A 'Whippet' Tanks

### DEFENDER

#### GERMAN:

SUPPORTING INFANTRY:

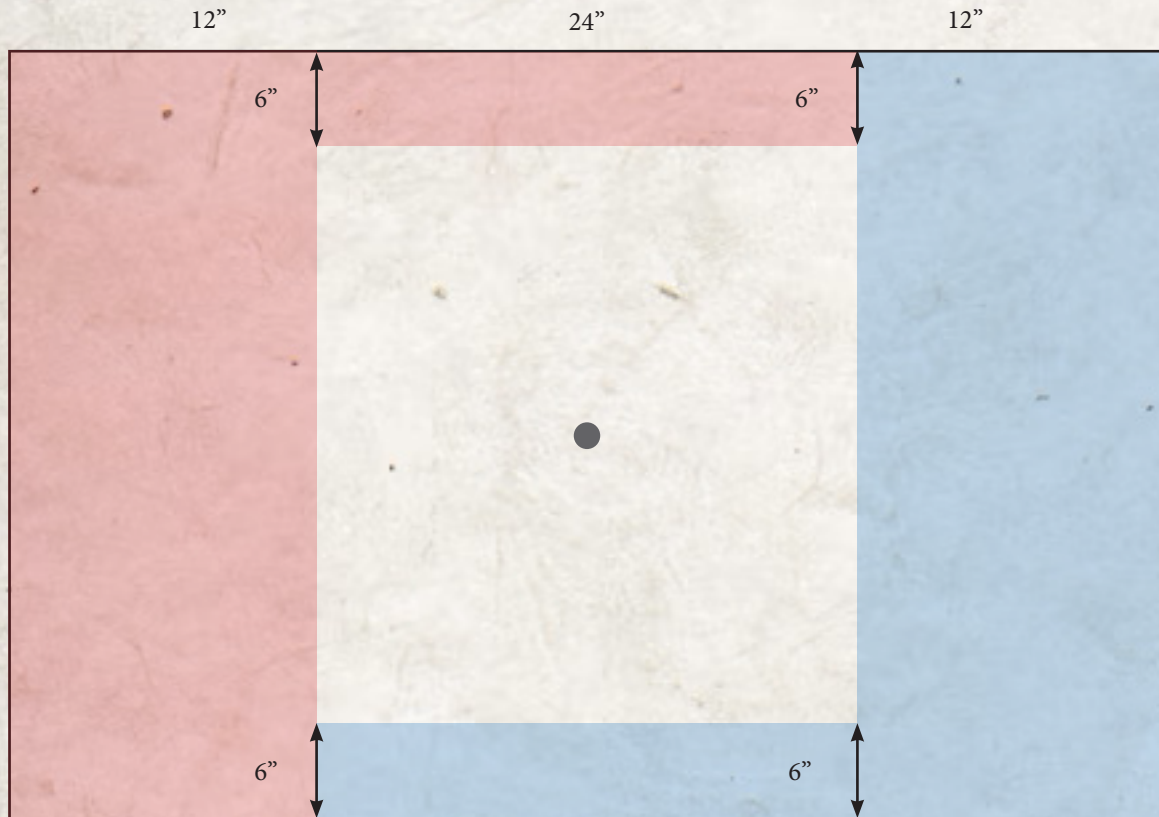
You may spend up to 120pts on a supporting German Intervention Rifle platoon, following the usual restrictions for force selection. No artillery or vehicles may be taken as part of this list.




This list uses the Tactical Defence doctrine.

## USING ALTERNATE FORCES

*This scenario is designed with the above forces in mind, but if you and your opponent agree, you can change up the forces. The attacking force should only consist of vehicles - feel free to ignore the usual restrictions for this game.*

# SCENARIO III: RECOVERY



-  DEFENDER'S DEPLOYMENT AREA
-  ATTACKER'S DEPLOYMENT AREA
-  HIGH VALUE SITE

## MISSION BRIEFING

*One of your tanks lies stranded in No Man's Land. Recover it and restore it to the war effort.*

## SET UP

The scenario is played on a 6'x4' board, across a board that is appropriately battle scarred, with craters, destroyed buildings and trenches.

## OBJECTIVES

Both sides are fighting to gain control of the high value target - in this case an abandoned tank - in the centre of the battlefield.

## VICTORY CONDITIONS

The game lasts five turns. At the end of turn five, roll a D6. On a score of a 4+, you may play another turn.

The winner is the side who has control of the destroyed tank at the end of the game.

## DEPLOYMENT

Determine the attacking player by a roll-off. The Attacker deploys first, and starts the game with the Initiative. No unit may deploy within 12" of another. A third of both players' forces must be placed in reserves.

## SCENARIO RULES

PRISONERS, RESERVES.

## SUGGESTED FORCES

### BRITISH:

You may spend up to 300pts on a British force, following the usual restrictions for force selection. No vehicles may be taken as part of this list.

This list may use either the Grand Offensive or Lightning Assault doctrine.

### GERMAN:

You may spend up to 300pts on a German force, following the usual restrictions for force selection. No vehicles may be taken as part of this list. You must include at least one Pioniere unit as part of this force.

This list may use either the Grand Offensive or Lightning Assault doctrine.