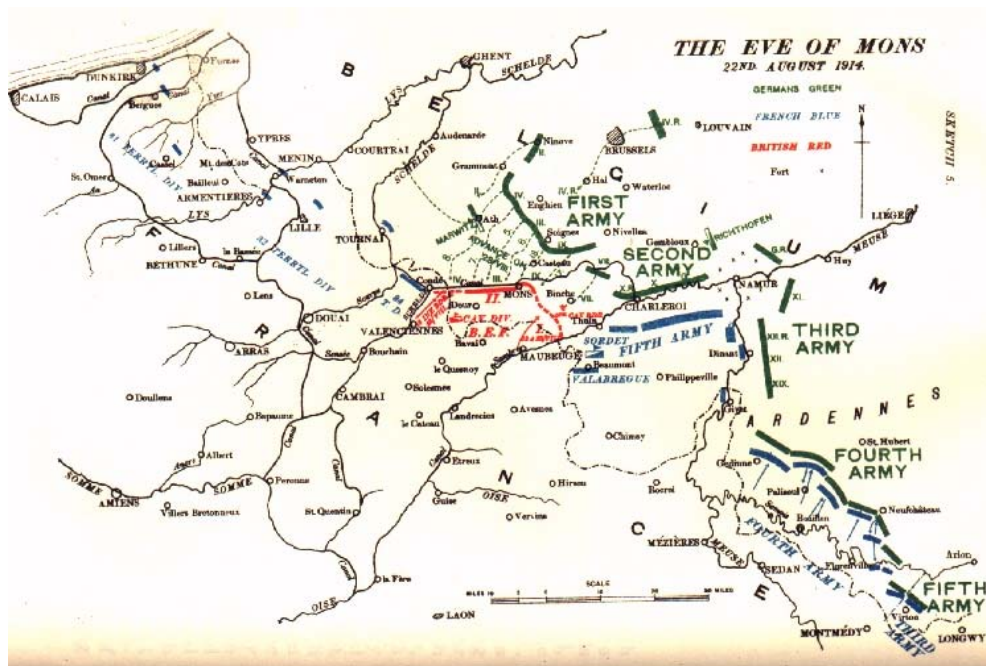


**Battle of Mons (1)**  
**23<sup>rd</sup> August, 1914**  
**(Struggle for the Salient)**

*A Rapid Fire 1914 Scenario V1.1*  
*By Brad Smith*

**Background**

As part of its execution of the Schlieffen Plan, the German First Army under von Kluck scythed through southern Belgium towards the BEF. In its path was Smith-Dorrien's II Corps which deployed near Mons. In the salient formed by the Canal du Centre east of the town, battalions from the 8th and 9th Brigades met the onslaught of the German 35th Brigade on 23 August 1914.



Area of Operations 1914  
(taken from Military Operations France and Belgium 1914 web site )

**British Order of Battle**

4th Bn Royal Fusiliers (40 figs elite test @ 20) – initial

4th Bn Middlesex Regt (40 figs elite test @ 20) – initial

2nd Bn Royal Irish Regt - A, C and MMG Coys only (20 figs elite test @ 10) – initial

Sections from 56 and 57 Field Coys RE (8 figs elite/specialists) – initial

107 Field Bty RFA (1 x 18 pdr with 4 crew and limber + 2 gunners with wagon) - initial

## German Order of Battle

I, II and III Bns 84th Inf Regt (each 40 figs regular test @ 20) with Regt CO + 2 figs - enter Turn 1

I, II and III Bns 86th Inf Regt (each 40 figs regular test @ 20) with Regt CO + 2 figs - enter Turn 1

6 batteries (field) - off board



British Cavalry from the 2<sup>nd</sup> Cavalry Brigade retreating after the Battle of Mons  
(taken from WWI Horse website)

### Scenario Rules

The game lasts 12 moves per side starting with German Turn 1. British troops including the engineers start concealed in built up areas or hasty entrenchments and in reserve fire mode. British artillery starts unlimbered and in reserve fire mode.

The British positions are along the south side of the canal. The Fusiliers are along the canal in the area stretching from Mons through Nimy almost to the Lock Bridge. 107 Battery is anywhere within 12î of Nimy. The Middlesex are along the canal in the area from the Lock Bridge to beyond the Obourg Road. The Royal Irish are in reserve just north of the Mons-Havre Road. The engineers are in 4 teams of 2 figures at each bridge. All built up areas start undamaged.

Each German battalion must enter and stay in close order (except while fording the canal) until the battalion incurs in excess of 10% casualties (ie more than 4 figures). The 84th Regt enters along the northern edge of the table between the Nimy Road and the Maisieres Road and the 86th Regt between the Maisieres Road and the Obourg Road. The northern edge is treated as the German lines and the southern edge as the British lines.

There are no artillery observers on table. To simulate the random nature of the German bombardment, at the start of each German turn, 6 position markers (one for each battery) are placed anywhere on the table of the German player's choosing. As each battery is selected to fire, the centre of the template is placed over its marker. A d10 is then rolled to determine the actual target square (10 = any square nominated by the German player) and the position marker is removed. Once the target square is determined the IDF marker is placed in it and IDF is resolved. After each battery fires, its IDF marker is removed. The same procedure is then followed in subsequent turns. If a bridge accumulates 4 casualties worth of damage from IDF it is destroyed.

The canal is a linear obstacle. Troops do not receive the close order movement bonus when crossing the canal. Vehicles cannot ford the canal.

The 4 bridges across the canal are wired for demolition. To simulate the serious difficulties the engineers operated under due to poor communications and equipment the following procedures apply. During each British turn, a d6 is rolled by each team having at least 1 figure in contact with its assigned bridge. On an evens roll the order to blow the bridge is received. Once the order is received a further d6 is rolled and on a roll of 4 or more the charges explode and the bridge is destroyed. In the next turn a -1 modifier applies and in the following turn a -2 modifier so that after a third attempt, the chance to blow the bridge is lost.

### **Victory Conditions**

The German objective is to push beyond the Mons-Havre Road by the end of the day. The British objective is to delay the Germans as long as possible.

In addition to casualty points, the British receive 25 points for each German Turn that the Germans do not have at least 40 figures (in a non-routed unit) beyond the Mons-Havre Road and 15 points for each bridge destroyed. The Germans receive 150 points if at the end of the game they have at least 40 figures (in a non-routed unit) beyond the Mons-Havre Road. To claim victory, a side must have 300 points with a margin of not less than 50 points. Any other result is a draw.



British Infantry at the Battle of Mons  
(taken from First World War.org website)

## References

Mons 1914 The BEF's Tactical Triumph - David Lomas (Osprey Campaign series No. 49) 1997.

Mons 1914 - Jack Horsfall & Nigel Cave (Pen & Sword Books Ltd Battleground Europe Series) 2000.

Military Operations France and Belgium 1914 (Chapter 3 – The Battle of Mons) web site  
<http://perso.club-internet.fr/batmarn/edmochnp3.htm>

Mons 1914 – WWI Horse website  
[http://www.geocities.com/ahewson\\_uk/page4.html](http://www.geocities.com/ahewson_uk/page4.html)

The Battle of Mons – First World War.org web site  
<http://216.219.216.235/Battles/mons.htm>

## Scenario Map

This map translates to a 7'6" X 6' table using an approximate scale of 12" = 500 m or 1" = 42 m

