

**Battle of Neuve Chapelle  
15<sup>th</sup> March, 1915**

*A Rapid Fire 1914 Scenario V1.0  
By Brad Smith*

**Background**

Allied and German forces had settled into defensive positions after the strategic stalemate reached on the Western Front at the end of 1914. Allied planners decided on an offensive operation for the following spring and the British IV Corps and the Indian Corps were tasked to launch an assault towards Lille. As part of the attack, the British 23<sup>rd</sup> Brigade went “over the top” at Neuve Chapelle on 10 March 1915.

**British order of battle**

2nd Bn The Scottish Rifles (40 figs reg test @ 20) - Turn 2  
2nd Bn Royal Middlesex Reg't (40 figs reg test @ 20) - Turn 2  
2nd Bn West Yorkshire Reg't (40 figs reg test @ 20) - Turn 4  
2nd Bn The Devonshire Reg't (40 figs reg test @ 20) - Turn 4  
23<sup>rd</sup> Bde HQ (CO + 3 figs reg) - Turn 5  
15 Field Coy RE (8 figs reg/specialists) - Turn 5  
6 x btys RA (3 x fd, 2 x hwtzr and 1 x hy) - off board

**German order of battle**

11<sup>th</sup> Jaeger Bn (40 figs reg test @ 20) - initial  
5 x strongpoints (each 1 x MG + 4 crew) - initial  
I Bn 13<sup>th</sup> Inf Reg't (40 figs reg test @ 20) - Turn 6  
2 x fd bty (each 1 x 77mm with 4 crew + 1 limber) - Turn 8

**Scenario**

The game lasts 15 turns per side starting with British Turn 1. German troops start hidden in prepared defences (ie strongpoints or prepared entrenchments providing 360 deg hard cover) and in reserve fire mode. 2 companies of Jaeger are deployed in the first line entrenchments, 2 companies and the HQ in the second line entrenchments and the MG company at the Nameless Cottages. An MG cannot be removed from a strongpoint. Strongpoint crews cannot fire separately from the MG they are crewing but they can crew any strongpoint MG. Entrenchments are treated as a linear obstacle. All built up areas start damaged.

The Scottish Rifles enter along the western edge of the table between Points A and B and the Middlesex between Points B and C. The Devonshires and the RE enter as per the Scots and the West Yorkshires and Bde HQ as per the Middlesex. The western edge is treated as British lines and the eastern edge as German lines. Elements of the 13<sup>th</sup> Reg't and the German batteries enter at any points on the eastern edge that the German player chooses.

There are no artillery observers on table. To simulate the well planned British bombardment, at the start of each British turn (from Turn 1 to Turn 6 inclusive), 6 salvo markers (1 for each battery) are placed anywhere on the table of the British player's choosing, with not more than 1 marker per template square. IDF is then resolved in respect of each battery and, after each battery fires, its marker is removed. The same procedure is then followed in subsequent turns.

Barbed wire delays troops for one full turn after contact is made with it. If a barbed wire section receives 2 casualties “worth” of damage from IDF in any one British turn it is destroyed (ie damage is not carried forward to the next turn). The German strongpoint MGs can be re-crewed by troops from the infantry units but any troops detached for that purpose do not count as casualties for morale purposes for their battalion.

### Victory conditions

The British objective is to push beyond the Pietre Road by the end of the game. The German objective is to delay the British as long as possible, thus allowing reinforcements to be brought up overnight.

In addition to casualty points, the Germans receive 20 points for each British Turn that the British do not have at least 20 figures in a combat capable unit beyond the Pietre Road. In addition to casualty points, the British receive 150 points if at the end of the game they have at least 40 figures in a combat capable unit beyond the Pietre Road. To claim victory, a side must have 250 points with a margin of not less than 50 points. Any other result is a draw.

### Bibliography

“Neuve Chapelle” – Geoff Bridger (Pen & Sword Books Ltd’s Battleground Europe Series) 2000.

Scenario map

