

MM03 - Battle of Mons (The Nimy Salient) - 23 August 1914

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At dawn on 23 August, a German artillery bombardment began on the British lines; throughout the day the Germans concentrated on the British at the salient formed by the loop in the canal. At 9:00 a.m., the first German infantry assault began, with the Germans attempting to force their way across four bridges that crossed the canal at the salient. Four German battalions attacked the Nimy bridge, which was defended by a company of the 4th Battalion, Royal Fusiliers and a machine-gun section led by Lieutenant Maurice Dease. Advancing at first in close column, "parade ground formation", the Germans made easy targets for the Irish riflemen, who hit German soldiers at over 1,000 yards (910 m), mowing them down by rifle, machine-gun and artillery fire. So heavy was the British rifle fire throughout the battle that some Germans thought they were facing batteries of machine-guns.









The German attack was a costly failure and the Germans switched to an open formation and attacked again. This attack was more successful, as the looser formation made it more difficult for the Irish men to inflict casualties rapidly. The outnumbered defenders were soon hard-pressed to defend the canal crossings, and the Royal Irish Fusiliers at the Nimy and Ghlin bridges only held on with piecemeal reinforcement and the exceptional bravery of two of the battalion machine-gunners.

To the right of the Royal Irish Fusiliers, the 4th Battalion, Middlesex Regiment, and the 1st Battalion, Gordon Highlanders, were equally hard-pressed by the German assault on the salient. Greatly outnumbered, both battalions suffered heavy casualties but with the addition of reinforcements from the Royal Irish Regiment, from the divisional reserve and fire support from the divisional artillery, they managed to hold the bridges.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.



Starting Assets

	 (/thegreatwar/the- game/command- cards.html)	 (/thegreatwar/the- game/comb- cards.html)	 (/thegreatwar/the- game/rules/19- hq-tokens.html)	 (/thegreatwar/the- game/rules/23- reserve- artillery.html)	 (/thegreatwar/the- game/units/5- rifle-infantry- unit.html)	 (/thegreatwar/the- game/units/31- machine-gun- unit.html)	 (/thegreatwar/the- game/units/32- mortar-unit.html)	 (/thegreatwar/the- game/units/33- bomber-unit.html)	Personnel
Germans	5	2	6	3	12	-	-	-	3 (Elite, Officer Move (max 1), First Marksman or Forward Observer) 2 (Marksman or Officer (max 1))
British	5	4	8	4	5	1	-	-	

Victory Medals: 7

- 1 Medal for each unit eliminated.
- Germans score 1 Start Turn Temporary Medal Objective for each bridge occupied by a German unit
- German score 1 Start Turn Temporary Medal Objective for Building hex on the British side of the Canal occupied by a German unit
- The German forces are racing against time. The British player may take a Victory Medal, instead of taking two command cards, when playing a "Recon" command card.

Special Rules

- Germans roll for No Man's Land shelling
- The Canal is unfordable

OPTIONAL

- British add any 2 Special Personnel (Marksman or Officer (max 1))
- Germans add any 3 Special Personnel (Elite, Officer (max 1), Marksman or Forward Observer)

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