

GREAT WAR

THE WORLD WAR ONE MINIATURES GAME

SCENARIO: MONTAUBAN

1 JULY 1916, THE FIRST DAY OF THE SOMME

MONTAUBAN

On the tragic first day of the Battle of the Somme, the 18th (Eastern) Division stood out as one of the most tactically successful units on the entire British front. Commanded by the highly meticulous and demanding Major General Ivor Maxse, the division completely secured its opening objectives.

The division rapidly captured the heavily fortified French village of Montauban and its surrounding trench systems with comparatively lighter casualties than the rest of the British line. The division spearheaded this southern sector advance through meticulous preparation and aggressive tactics.

Supported by localised French artillery, the 53rd and 54th Brigades successfully overran the German front-line trenches in the first wave.

CAPTURE OF MONTAUBAN

By 10:30am, the 55th Brigade had pushed through and entered Montauban. By 6:00pm, the village and its surrounding alleys were entirely secured as the final objective. Because imaginative infantry tactics were used alongside effective heavy artillery support, the 18th Division's advance was one of the few British victories on the opening day of the Somme.

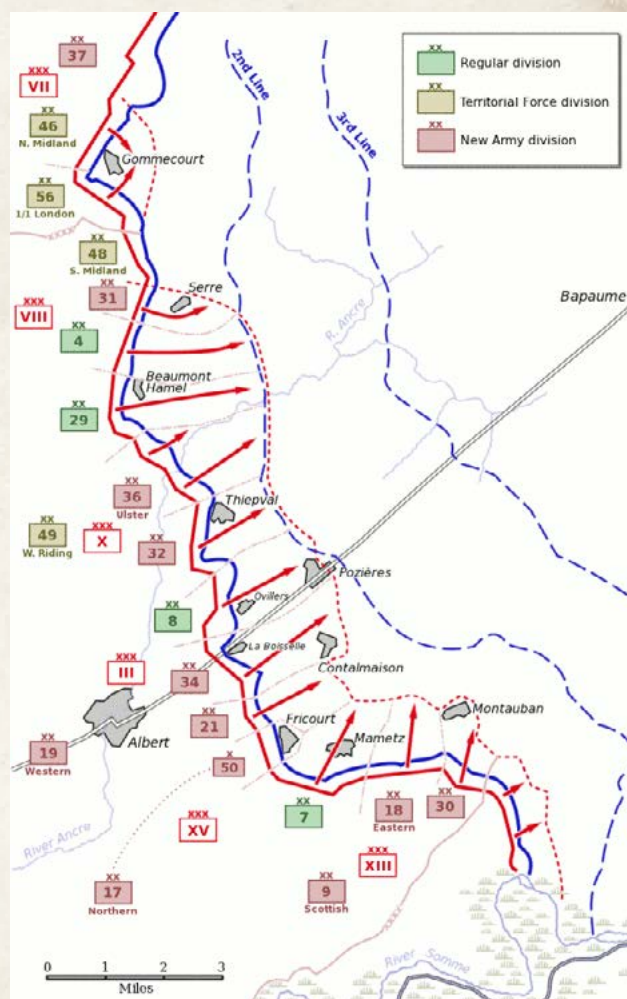
THE ENCIRCLEMENT OF MAMETZ

On the morning of 1 July 1916, the 7th Division attacked the stronghold of Mametz village directly from the west and south, but was initially repulsed by fierce German machine-gun fire, suffering heavy casualties. However, the 18th Division advanced rapidly on the right flank, sweeping past the eastern edge of the village toward the Montauban ridge.

By pushing deep into the German lines east of the village, the 18th Division effectively cut off the German garrison inside Mametz from their reinforcements and supply lines. Realising they were being encircled from the flank, the German defence inside the village collapsed in the afternoon. This allowed the 7th Division to move back in, clear the remaining pockets of resistance, and fully secure Mametz by the end of the day.

SETTING THE STAGE FOR THE NEXT PHASE

The brilliant advance of the 18th and 30th Divisions secured a vital foothold on the high ground. This newly captured line formed a strategic wedge in the German southern sector. It ultimately served as the critical jumping-off point for subsequent bloody British assaults on the massive Mametz Wood complex over the following weeks.



SCENARIO FORCES

GERMAN PLAYER:

INFANTERIEKOMPANIE

STARTING ON TABLE

Infanteriekompanie HQ:

2x Mauser pistol team

Infanterie Platoon:

7x G98 rifle team, and
2x MG 08/15 team

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7x G98 rifle team, and
2x MG 08/15 team

Machine-gun Platoon (Place before Deployment):

2x Maxim MG 08 HMG Nest

Werfer Section:

2x Granatenwerfer mortars

7.6cm Minenwerfer:

1x 7.6cm Minenwerfer mortar

7.62cm Infantry Gun:

1x 7.62cm Krupp IG gun

Sniper:

1x Sniper team

IMMEDIATE RESERVES

Infanterie Platoon:

7x G98 rifle team, and
2x MG 08/15 team

Machine-gun Platoon:

2x Maxim MG 08 HMG team

BRITISH PLAYER:

LINE DIVISION RIFLE COMPANY

Line Division Rifle Company HQ:

2x Webley pistol teams

Line Division Rifle Platoon:

5x SMLE rifle team,
2x Hales rifle grenade team, and
2x Lewis MG team

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5x SMLE rifle team,
2x Hales rifle grenade team, and
2x Lewis MG team

Line Division Machine-gun Platoon:

2x Vickers HMG teams

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Line Division Trench Mortar:

1x 3" Stokes mortar team

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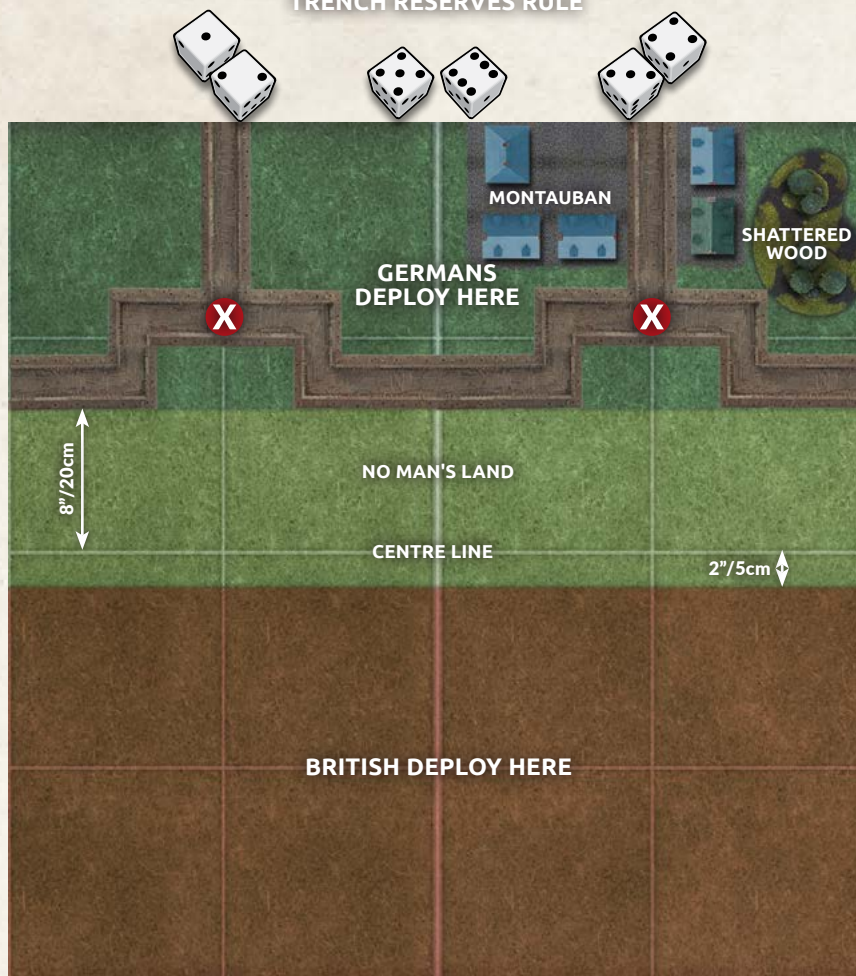
The forces used in this scenario can be found in *Great War, The World War One Miniatures Game*.

ALTERNATIVE FORCES

If a player does not have the models needed for one of the forces, they instead can create their own force. The German player should have around 76 total points for their force, ideally infantry based, while the British player should have 80 total points, to represent the stronger force the British had in the battle. You can increase or decrease these numbers as needed.



GERMAN RESERVES ARRIVE USING THE TRENCH RESERVES RULE



SPECIAL RULES

- Cratered Ground
- Overwhelming Force (British Attacker)
- Preliminary Bombardment
- Successful Bombardment (British Attacker)
- Immediate Reserves (German Defender)
- Machine-gun Nests (German Defender)
- Gun Pits (German Defender)
- Trench Reserves (German Defender)

SETTING UP

1. Terrain should be set up on a 4'/120cm x 4'/120cm table as shown in the map above.
2. The German Defender defends the table edge shown on the map. The British Attacker attacks from the opposite edge.
3. The German Defender now places the Trench Lines as shown on the mission map and places up to six Barbed Wire Obstacles to span the table anywhere within No Man's Land.
4. The Objectives are placed on the intersections between the front-line trench and the communications trenches running to the rear.

DEPLOYMENT

5. The German Defender's Immediate Reserves are marked on their Force list, these arrive from their table edge using the Trench Reserves rule.
6. The German Defender places their remaining Units in their table half at least 8"/20cm from the table centre line.
7. The British Attacker places all of their Units in their table half at least 2"/5cm from the table centre line.

WHO GOES FIRST

The British Attacker has the first turn.

WINNING THE GAME

- The British Attacker wins if they end their turn Holding an Objective.
- The German Defender wins if they end their turn on or after the sixth turn with no Attacking Tank, Cavalry, or Infantry Teams within 8"/20cm of every Objective.

SCENARIO SPECIAL RULES

CRATERED GROUND

Bombardments often leave the battlefield a moonscape of cratered ground.

Stationary Infantry Teams count as in Bulletproof Cover while in Cratered terrain. In a Mission with Cratered Ground, the entire table is Cratered terrain, including all other terrain features such as wood and roads.

OVERWHELMING FORCE

An assault company can rely on the rest of their battalion following up to push further into the trenches.

In the Starting Step after an Attacking Infantry Unit is Destroyed, but before checking Formation Last Stand, the Unit may be returned to play. The returning Unit is deployed anywhere in the Attacker's Deployment Area.

The new Unit starts at the original strength of the Destroyed Unit.

You do not need to wait for an Attacking Unit to be Destroyed. In your Starting Step, immediately before checking Formation Last Stand, you may elect to Destroy any or all Attacking Infantry Units that are not in Good Spirits. You may immediately bring the Destroyed Units back again.

Treat the returning Unit as a totally new Unit. Once as many of your Infantry Units as your Formation started with have been Destroyed, you can no longer return Units using the Overwhelming Force rule.

PRELIMINARY BOMBARDMENT

Before a major attack the defender is subjected to a bombardment from every gun and howitzer available.

All Defending Units on the table start the game Pinned Down.

IMMEDIATE RESERVES

The German force is divided into an on table part of the force and a proportion held in Reserve.

At the start of your first turn roll a die. On a roll of 5+ your first Unit arrives from Reserves. It may be any Unit of your choice, but must arrive now.

At the start of your second turn roll two dice. Each roll of 5+ results in another Unit arriving from your Reserves. So, if you're lucky, you could have up to two Units arriving from Reserve during your second turn.

Keep rolling at the start of each of your following turns adding one more die than the previous turn, so at the start of turn three you roll three dice, at the start of turn four you roll four dice, and so on. Each roll of 5+ brings another Unit on from your Reserves.

If you rolled three or more dice to get Reserves in a turn, but failed to score any rolls of 5+, you automatically receive one Unit from Reserves anyway.

TRENCH RESERVES

Communication trenches link the front line with the reserve area, allowing for reinforcements to get forward quickly and safely.

When a Unit arrives from Reserves, the owning player rolls a die to determine from which communication trench it will arrive. The mission map shows which trench the Unit will use for each roll. On a roll of 5 or 6, it will arrive anywhere along the owning player's rear table edge.

A Unit arriving from Reserves at a trench, arrives anywhere along the table edge within 6"/15cm of either side of the trench.

Sometimes there is not enough room in the trenches to bring on a whole Unit from Reserves. In this case, the remainder of the Unit will queue up in the communications trench, ready to come forward.

A Unit may leave Teams off the table when it arrives. These may enter the table (automatically) in the same location as the rest of the Unit in subsequent turns.

MACHINE-GUN NESTS

Heavy machine-guns are integrated into the front as well-concealed nests or hardened pillboxes. A reserve of heavy machine-guns could be brought up if needed.

The German HMG Teams starting on the game on the table are HMG Nests.

These Nests must be placed in the defenders German Deployment Area at the start of the game before deployment.

GUN PITS

The German player may place any or all Gun Teams in Gun Pits. If the player does so all the Gun Teams in the Unit must be in Gun Pits. All Gun Teams Deployed in Gun Pits begin the game on the table.

All other Units made up of Gun Teams must be held in Reserves.

SUCCESSFUL BOMBARDMENT

The 18th Division operated on the southern flank of the British line, immediately adjacent to the French Sixth Army. This positioning allowed Maxse's forces to benefit from the experienced and massive French artillery groups. Unlike the ineffective British shelling further north, the combined artillery successfully obliterated most of the German barbed wire and collapsed many deep dugouts in the 18th Division's sector.

After both sides have deployed Units, the Attacker rolls a die for each Barbed Wire obstacle placed by the Defender. On a roll of 5+ that Barbed Wire obstacle is removed before the start of the game.