

# A Farm near Montay



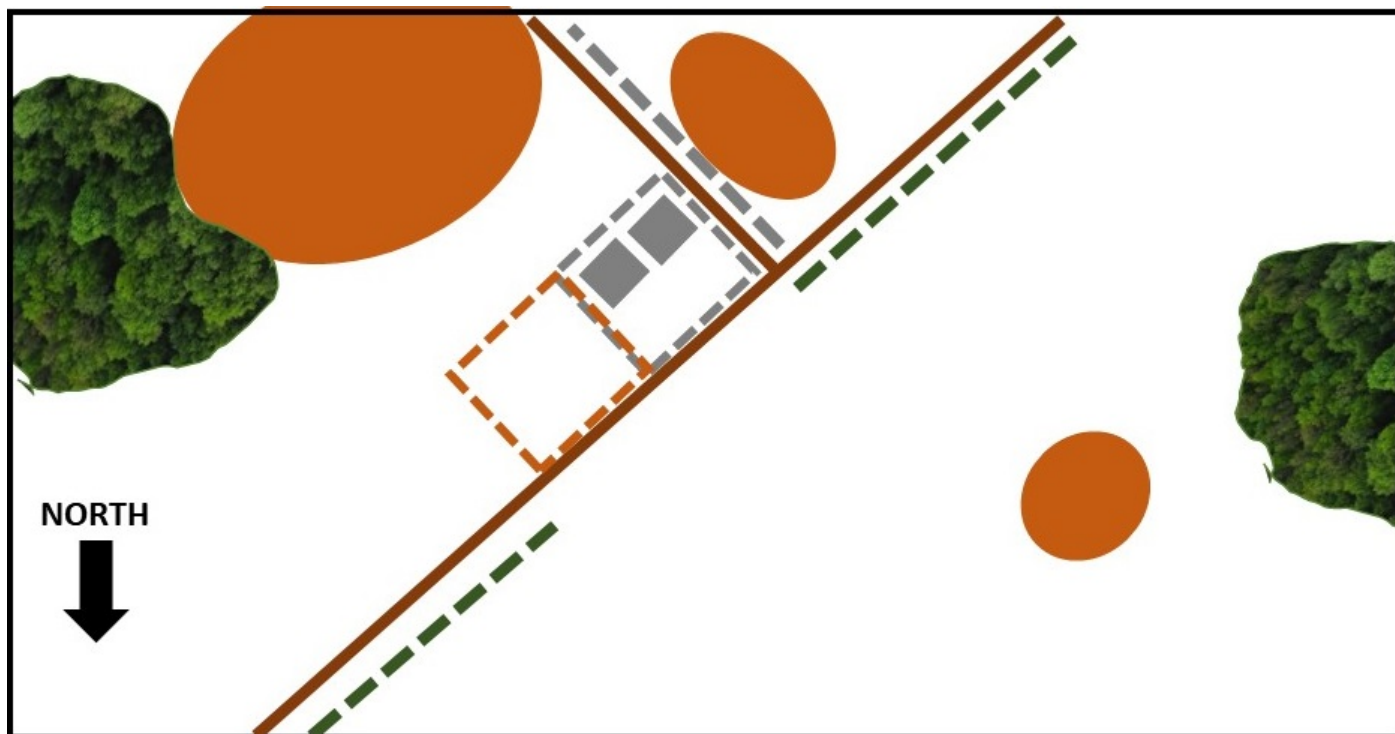
## A Scenario for *The Hun at the Gate*

### Background

Late August, 1914. The Battle of Le Cateau is over, and the British Expeditionary Force is falling back on St. Quentin, outflanked by the German advance. In a farm outside the village of Montay the British rear guard takes up a position, supported by some patrolling French cavalry. Badly outnumbered, there is no question of winning *per se*. The challenge is to hold position long enough for the main body of II Corps to outpace their German pursuers.

This is a coop-play scenario, with the players as Allies, and the Germans being generated by the computer. The game is set to "Defense Mode."

### The Tabletop



The hills are easy going but provide light cover. It is possible to see beyond the farm to the north from any of the hills to its south, but not behind the northernmost hill. Dotted grey lines are stone walls, and the grey boxes are stone farm buildings. These provide hard cover. The green and brown dashed lines - hedges and fences, respectively - provide only soft cover. The woods are rough and provide soft cover.

The Allies may set up anywhere to the south of the road running from the southwest corner to the northeast, or behind that line. The Germans will be coming from the northwest, but may appear along the northeast road, or in the western woods. At the start of play, there is a single Average German cavalry unit (9 men) at the edge of the woods.

## Order of Battle

### French Forces

French commander: 1 Officer, mounted, with sword and pistol

French dragoons: 10 mounted Veterans armed with sword and carbine.

French cuirassiers: 10 mounted Veterans armed with sword and carbine.

French forward observer team: 2 Veteran observers on foot armed with pistols, calling in fire from off-board heavy artillery.

### British Forces

British commander: 1 Officer on foot, with sword and pistol

1st infantry section: 12 rifle-armed Veteran infantrymen

2nd infantry section: 12 rifle-armed Veteran infantrymen

Machinegun detachment: 1 MG with 3 Veteran crew, armed with a rifle and two pistols

Artillery detachment: 1 field gun with 4 Veteran crew armed with pistols

## **Victory Conditions**

The game lasts for 12 turns. If at the end of play the Allies have managed to kill a total number of enemy units and officers which is at least three times as great as those they have lost, it is deemed an Allied victory.