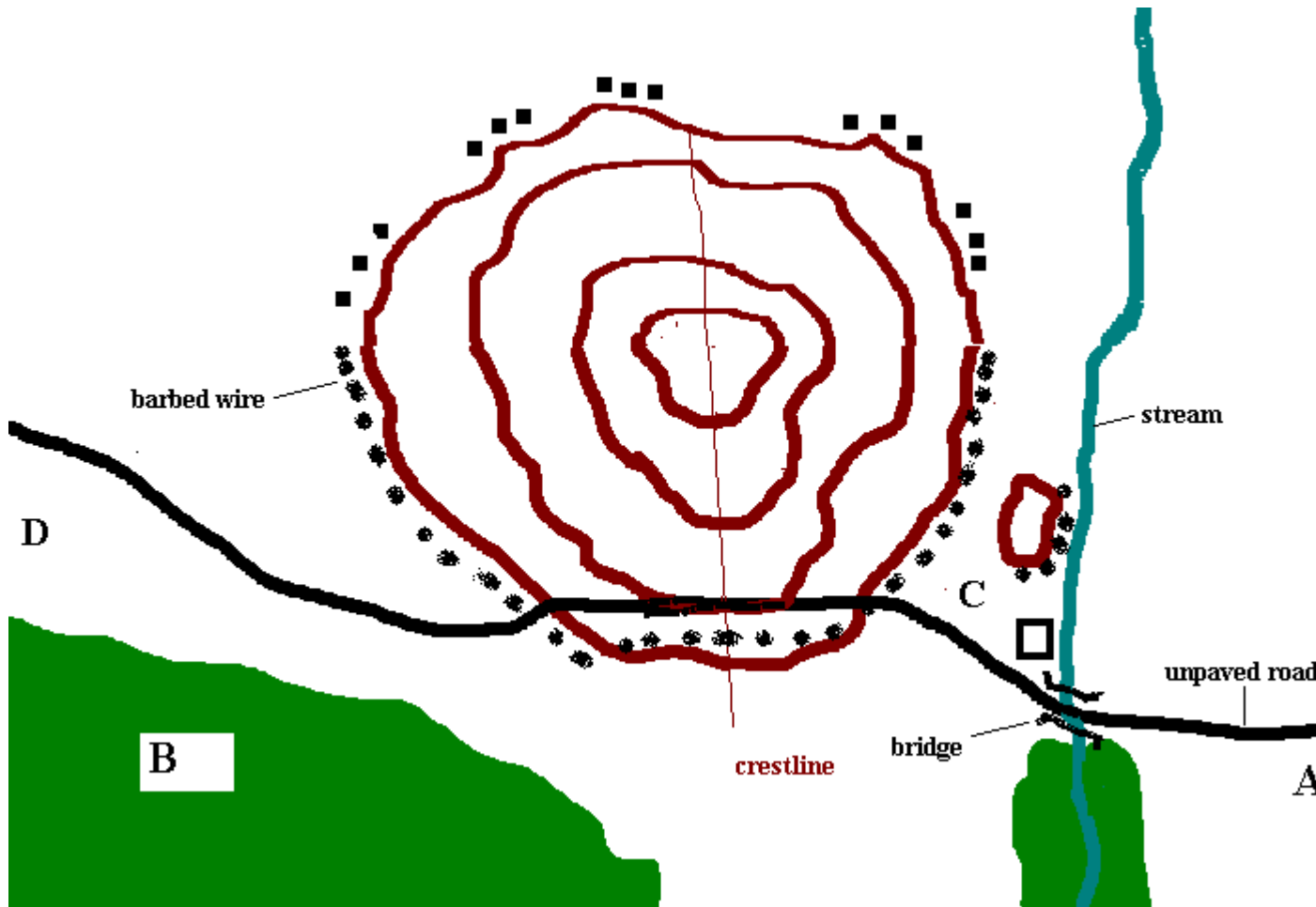


## Take the hill

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We have used this non-historical scenario as a demonstration game for the rules. It is bloody, and results have ranged from the Russians being mown down like grass to the Germans being ground into the dirt.

A Russian force has infiltrated the German lines with orders to eliminate a German strongpoint. Their orders are to take the hill and destroy the German force or not return at all.

## Terrain Notes:

- This scenario is designed for play on a 6 x 4 foot table.
- The center is dominated by a 2-4 contour hill on which the German forces are dug-in. The exact configuration of the fortification is not specified, but it should have the following characteristics:
  - It is considered open ground. Units in the entrenchments are considered dug-in in the open.
  - It should have at least two lines of entrenchments. The top of the hill should have some emplacements for the German heavy gun.
  - The outer ring of the fortification is surrounded with a barbed-wire obstacle, and all of the barbed-wire obstacles should be within 2" (point blank infantry range) of the nearest point of the outermost entrenchments. On the North (upper part of the map), the barbed wire should only cover the front of bastions. To the south (towards the woods), it should be solid.
  - The German can specify that 6 2" sections of the barbed wire actually contain minefields as well as wire. The exact location of the mines must be written down before the game begins.
  - There is an detached entrenchment at C that also can be covered by wire
  - The crestline of the hill runs down the center of the map. Units on the crest line can see to either side of the hill, other units cannot see over the crestline as per the crestline rules on p.16.
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- The road from "A" to "D" is an unpaved road.
- There is a single built-up sector at the bridge.
- The stream is a "wide or deep" stream requiring a breach/bog-down check for vehicles.
- The woods at B and the bottom of the map are considered "Woods with Underbrush"
- Russian off-board artillery is considered to originate from map edge D. German originates on map edge A.

## Russian Forces:

- Starting in Woods B.
  - 1 entire Rifle Battalion BG-06 p.64. Discipline rating Experienced. Note that there are several different configurations for the infantry in BG-06. Use any one you want.
  - Three sapper squads (RU-20). These may be attached as desired to the infantry ME. See special rules below.
  - 1 Forward observer controlling an off-board battery consisting of 2 sections of 120mm mortars in direct support. Discipline rating Experienced.
  - The attached mortar company (FS-01) is not motorized.
  - Russian units beginning in area B may start the game hidden in the woods.
  - The Russians have had time to preregister their artillery and thus may fire concentration missions.
  - The Russians have a 3 template standing barrage of 122mm artillery available on turn 1 and 2.
  - The sappers may cut lanes in the barbed wire as follows:
    - They move up to and conform to the wire
    - They breach the wire without rolling for bog-down.
    - Once in the wire they may expend one action to cut a one inch gap in the wire. This is then considered open ground for all other units.
    - If they hit a minefield, they are attacked after the breach action. They do not have time to clear a path through the mines in this scenario, but they may still cut a gap.
  - The Russian off-board mortar battery and organic mortar company each may fire one smoke mission (note that each section does not have a separate smoke mission, you get one for the entire unit. Essentially, you can fire two smoke missions during the game).
- Arriving on or after turn 1 at point A
  - One Tank Battalion (ME-02) consisting of 7 T-34/76 (RU-02) tanks (6+commander). Discipline Rating:Trained
  - One Submachinegun company (ME-06) consisting of 10 SMG stands (RU-18) (9+commander). Discipline Rating:Experienced transported as tank riders.
  - The force entering at A does not need to conduct a maneuver check on the turn that they enter the board.

## German Forces

- 1 battalion at 2/3 strength:
  - 1xBattalion commander (GE-46)
  - 1xPak 38 50mmAT gun (GE-40)
  - 1x20mm AA gun (GE-43)
  - 1x150mm infantry gun (GE-39)
  - 1x8cm Mortar (GE-52)All of the guns are considered to be part of a single maneuver element controlled by the Battalion CO.
- 3 infantry companies, each consisting of:
  - 1xCommander (GE-46)
  - 4xInfantry (GE-44)
  - 1xLMG (GE-49)

2xHMG (GE-50) may be attached as desired to the infantry companies.

- The infantry do not have Panzerfausts.
- The Germans have a Forward observer (GE-48) controlling an off-board fire support battery of 2 105mm howitzers in direct support.
- The German off-board artillery and on-board mortar may fire one smoke mission each (but probably will have better things to do).
- The Germans have preregistered their artillery.
- At least one German company must cover the North side of the hill in the initial setup.
- All Germans are veterans.
- German forces must start within the entrenchments or in the outlying building or entrenchment at "C". All German forces start hidden, but the 150mm gun may be spotted because of its size and the terrain.

## **Scenario Conditions**

- Game Length: 15 turns
- Russians move first in each game turn
- Victory Conditions: There must be no undisordered Germans on the top level of the hill at the end of the game.

## **Comments:**

Urrah. As the hill is open terrain, the Germans are easier to see than they normally would be. Dug-in infantry in the open is spotted out to 10" once it begins to shoot. The 150mm howitzer is a large gun. Once it starts firing, it will be probably be spotted, and before that forward observers will probably be able to see it. However, the 50mm AT, 20mm AA and mortar (small guns) will be much harder to spot.

Smoke: The Russians must time their smoke attacks carefully. They want to blunt the effect of the German veteran ambush fire. Read the barbed wire and overrun rules carefully. Without Panzerfausts, the German infantry can be overrun by the Russian armor almost with impunity, but an overrun in a dug-in position only causes a suppression result.