The Scenario

A Blue paratroop infantry company has been landed behind enemy lines on the eve of a major allied operation. Their task is to DESTROY a key Red C3 node on a nearby hill. The node is currently lightly guarded but the enemy is expected to strengthen this position as knowledge of the landing becomes apparent. The Blue plan is to assault the hill under the cover of darkness with one platoon whilst another platoon and a section of machine guns and mortars provide fire support. The operation is expected to be short and sharp with surprise being the key factor in success. Blue must capture the hill no later than turn 15 and first light will occur on turn 11. Soon after landing the Blue assault platoon commander finds themself waiting for the remainder of their assault troops and fire support elements to reach the designated muster point before beginning the attack.

How this version of the game will differ from the main version

- Rather than starting with a full platoon the Blue player will collect forces from their drop zone/landing zone over several turns before embarking upon the mission.
- The enemy forces will likewise be determined by how long the Blue player takes to assemble their assault force. The longer they take the more chance there is of stubborn resistance.
- The Blue player will be both advancing towards the hill (left to right) and withdrawing (right to left) after a successful assault.
- Once the turn marker hits the number 16 box the game is **not over if the hill has already been assaulted** but continues until Blue has left the field.
- You will need two copies of the game to play (or to print the additional counters required) and an opaque container (like a coffee cup) to play.

Set Up

Place **one game board** in the centre of your playing area.
- Place the **illumination marker** on its box with the 'dark' face showing
- Place the **turn marker** on the number 1 space
- Place the **hits marker** on number 0 space
- Draw 6 **wire tiles** at random and place them around the hill. Reveal them and **remove any blanks**. This should mean that there are hex sides that are open.

- Place one Red **depth counter** onto the hill with the Red face showing – this represents sentries guarding the node
- Put one Blue **Pl Comd counter** on the left side of the game board. This represents the assault commander and the attached engineers (who will destroy the node with demolition charges)
- Put all remaining **Blue counters** into the cup
- Put 3 **smoke counters** into the cup
- Grab the two Blue die

Step 1 Determining the Blue Assault Force

At the start of the turn roll both Blue dice. For each die showing a number equal to or less than the current turn, draw one counter from the cup:

- If a section is drawn place, it with the **Pl Comd counter** at the side of the game board – this is the assault platoon
- After **three sections** have been placed in the assault platoon, any additional drawn sections go into the fire support platoon box, representing the flanking rifle platoon.
- If a **Pl Comd** counter is drawn place on the GPMG box – this represents a GPMG section
- If a **smoke** counter is drawn place on the 81mm box – this represents ammunition for the Mortar Section

Then advance the turn marker by one. Continue this roll and draw procedure until the Blue player is content to start the operation. Advance the turn marker once more and then let them set up in the wood hexes as per the normal game rules.

Step 2 Determining the Red Defence Force

Empty the opaque cup and place in all remaining **enemy** and **depth** counters and 3 **smoke markers**. Grab the two Red die and one Blue die.
Set the Blue die to its '1' face – this represents Red's initial alert level (how aware they are of Blue's landing).

You will now roll both die for the number of turns that have elapsed (one less than the current turn number). For each turn roll both Red dice. For every die that shows equal to or less than the Blue die face value draw a counter from the cup and place as follows:

- If an 'enemy' counter is drawn place it on the hill and put the depth counter that was there back in the cup. If a second enemy counter is drawn this is also placed on the hill.
- If a **depth counter** is drawn place, it on either of the two depth positions.
- If a **smoke counter** is drawn place, it in the Red 120mm mortar box – this represents ammunition for the Red Mortars
- If a 6 is rolled then increase the alert level by 1 by adjusting the Blue die.

Once you have rolled both Red dice once for each turn that has elapsed this step is completed.

Phase 1 The Assault

This phase starts with the Blue player moving out from the woods and ends once any Blue section has moved onto the hill hex. Be sure to note the turn that this happens. Dawn is fast approaching and on the start of turn 11 the illum marker will permanently flip to its light side and the negative modifiers for firing and rally will no longer be in effect

Blue may use any fire support assets they have collected in the fire phase. Blue mortars can fire either illumination, smoke or HE as desired but only up to the number of salvos indicated by the number of smoke counters placed on the 81mm Mortar box.

The depth spaces are considered permissible movement hexes for the purposes of this scenario. This will enable the hill hex to be accessed from 5 sides instead of 3. If Blue moves into a depth hex and there is a depth counter present remove it.

For every 5 hits recorded by Blue remove one section counter.

Red may use any smoke markers on the 120mm mortar box to either conduct an HE or illumination fire mission, discarding one counter each time they are used.

Red may target the counters in the fire support boxes at a range of 5. If hit they do not count towards Blue hit track but they are flipped to their spent side. They will automatically rally in the Blue rally phase.

Red mortars can only fire the turn after Blue has been engaged by Red 'depth' or 'enemy' counters to represent the time to call for fire.

Phase 2 The Withdrawal

This phase starts the turn after Blue moves onto the hill and ends once all Blue counters are back in the wood line at the edge of the game board. Grab all real Red counters that are no longer on the game board and place them to one side.

At the start of Blue's turn roll a D6 to see if the engineers have destroyed the C3 node. The Pl Comd must be on the hill space for this roll to occur. The results of the roll are as follows:

- First roll: 5-6 = success
- Second roll: 3-6 = success
- Third roll: automatic success.

After the destruction roll play proceeds as normal until all Red units have fiRed. In this phase of the game **enemy counters operate under the same rules that apply to Blue** (roll higher to hit, not roll equal or higher to hit).

After all Red units have fiRed there is a 'Red Reinforcement/Bombardment phase'. Roll a single Red D6 to determine Red reinforcements:

- If the result is a 1 there are no reinforcements
- If the result is a 2 then check the top most depth position.
- If it is a 3-5 then check the hill hex.
- If it is a 6 then check the bottom depth position.

In all cases if the target hex is occupied by a Blue counter, then roll as if conducting a 120mm mortar attack. If the target hex is unoccupied then place a real depth counter if one is free. If there is already a depth counter in the target hex then replace it with an enemy counter (if available). If there is already an enemy counter there then conduct a 120mm mortar attack on the closest/densest target (if Red is a human opponent, then they will nominate).

Optional Rules

"Reg it out!" – Blue may reroll one failed die roll per turn. If the second die roll fails then add a casualty hit to Blue's tally.

Scoring

Blue Scores 10 points deducting the number of hits and adding the number of turns left on the tracker at the moment they moved a section onto the hill (for example if they moved onto the hill on turn 14 then there would be an additional 2 points for turns 15 and 16).

Summary

This version of Take That Hill provides a large variation of potential gameplay. The Blue player may wish to set off with a minimal force in the hopes that Red will be largely unprepaRed for their arrival but they may risk being overwhelmed on their withdrawal without adequate forces to suppress the enemy. It is also possible that by waiting too long Blue loses the cover of darkness and take more casualties on the assault.

Example game set up just prior to Step 1 actions

"No Time to Wait"

I lie prone in the treeline, rifle tight in my shoulder, scanning the hill through the green glow of my NVGs. The enemy C3 node is up there, barely more than a few heat signatures shifting behind their perimeter. They don't know we're here. Not yet. But every second we piss about waiting, they're getting stronger. Reinforcements will be moving. Heavy weapons getting set. If we don't hit them hard and fast, we'll be fighting uphill against a dug-in enemy in daylight. Unacceptable.

I glance at my watch. 0347 hours. Time slipping away. I key my Bowman Radio. "Zero, this is One-Zero-Alpha. Holding at muster. My One One [1 Section] Callsign and the guns still not on site. Echo Callsign [Engineers] is with me. Over."

A slight pause, then the OC's voice comes back, clipped and to the point. "Roger, One-Zero-Alpha. Get moving as soon as you can. First light in 73 minutes. Out."

I grimace. Not enough time. We need to be up that hill, clearing trenches and securing the node, before the sun starts creeping up. I flick my NVGs up for a second—total darkness. The trees, the ground, even my own hand in front of my face—all gone. I flip them back down. Ghostly green light floods back in. It's still our biggest advantage. For now.

Movement to my right. A quick double-tap on my shoulder—one of my section commanders. "Two Section's three minutes out. They have the gimpy [General Purpose Machine Guns] as well. Mortars are a cluster boss."

I nod, glancing at the engineers kneeling just behind us, kit prepped. They need time on target to wire the node properly. If we're still clearing trenches when they should be setting charges, we'll be well and truly in the shit.

I key my radio. "Zero, One-Zero-Alpha. We're stepping off. Over." A pause, then: "Zero-Alpha. Understood. Good hunting. Out."

I look to my section commanders. A quick nod. Hand signals ripple down the line. Weapons come up. NVGs adjusted. The engineers tighten their straps.

Time to move. We rise as one, slipping through the trees, green shadows in the night.