

Take and hold Hill 91

This mission specific scenario is set in Northwest Europe towards the end of the war. The attacking force will outnumber the defenders (in points terms) by 2:1. The Attackers can be either British or German as orbats are included for each. The mission itself is to take and hold Hill 91 which is a dominant terrain feature on the Belgian German border.

The game is centred round a battalion level infantry attack. Each side will have a compulsory core of platoons and an option to fill the remaining available points from a set list.

BRITISH ATTACKING OPTION

Total Points 2500

Compulsory platoons:

Battalion Command

1 command Rifle/MG team, 1 truck, 3 Recon carriers or light armoured cars **55 points**

1st Company/ 1st Battalion

Company Command: Command & 2lc Rifle /MG teams with transport **55 points**

1st Platoon: Command team, 3 sections of two teams, Light mortar team, PIAT team **150 points**

2nd Platoon: Command team, 3 sections of two teams, Light mortar team, PIAT team **150 points**

3rd Platoon: Command team, 3 sections of two teams, Light mortar team, PIAT team **150 points**

2nd Company/ 1st Battalion

Company Command: Command & 2lc Rifle /MG teams with transport **55 points**

1st Platoon: Command team, 3 sections of two teams, Light mortar team, PIAT team **150 points**

2nd Platoon: Command team, 3 sections of two teams, Light mortar team, PIAT team **150 points**

3rd Platoon: Command team, 3 sections of two teams, Light mortar team, PIAT team **150 points**

Support Company/1st Battalion

Machine Gun platoon: Command Rifle/MG team. 4 HMG teams in tow sections in Universal Carriers **170 points**

Mortar platoon: Command Rifle/MG team. 4 x 3"mortars in two sections each with an observer **165 points**

AT gun Platoon: Command team, 2 sections of two 6 pdr teams, and Universal Carrier transport **190 points**

1730

OPTIONS Choose 770 points from below

Priority Air Support **200**

Limited Air Support **100**

25 pdr battery (4 guns) **215**

Regimental AT Battery (4 17pdr plus tows and command team in jeep) **315**

Pioneer platoon **125**

Infantry support tank platoon 3 Churchills(6pdrs) **270**

4 Churchills(6pdrs) **360**

3 Churchills(75mm) **315**

4 Churchills(75mm) **420**

Tank troop (2 Cromwells & 2 Fireflies)	380
Carrier recon platoon (8 vehicles)	250
AA Platoon(1 3 gun section plus command and tows)	?

BRITISH DEFENDING OPTION

Total Points 1250

Compulsory platoons:

Company Command: Command & 2lc Rifle /MG teams with transport **55 points**

1st Company/ 1st Battalion

1st Platoon: Command team, 3 sections of two teams, Light mortar team, PIAT team **150 points**

2nd Platoon: Command team, 3 sections of two teams, Light mortar team, PIAT team **150 points**

3rd Platoon: Command team, 3 sections of two teams, Light mortar team, PIAT team **150 points**

Support Company/1st Battalion

Machine Gun platoon: Command Rifle/MG team. 4 HMG teams in tow sections in Universal Carriers **170 points**

Mortar platoon: Command Rifle/MG team. 4 x 3"mortars in two sections each with an observer **165 points**

840 points

OPTIONS Choose 410 points from below

Rifle Platoon:command team, 3 sections of two teams, Light mortar team, PIAT team **150 points**

Rifle Platoon:command team, 3 sections of two teams, Light mortar team, PIAT team **150 points**

Priority Air Support **200 points**

Limited Air Support **100 points**

25 pdr battery (4 guns) **215 points**

Regimental AT Battery (4 17pdr plus tows and command team in jeep) **315 points**

Pioneer platoon **125 points**

Infantry support tank platoon 3 Churchills(6pdrs) **270 points**

4 Churchills(6pdrs) **360**

3 Churchills(75mm) **315**

Tank troop (2 Cromwells & 2 Fireflies) **380**

Tank troop (2 Cromwells & 1 Firefly) **285**

Carrier recon platoon (8 vehicles) **250**

Carrier recon platoon (5 vehicles) **125**

Carrier recon platoon (3 vehicles) **75**

AA Platoon(1x 3 gun section plus command and tows) **?**

If **ATTACKING** the British will be allowed to begin the game with 66% of their platoons on the field but this **MUST** include at least three rifle platoons and two of their compulsory Battalion support platoons.

If **DEFENDING** the British may begin the game with 50% of their platoons on the table of which **MUST** include at least two Rifle platoons and 1 compulsory support platoon. Any/all infantry/support weapons can be dug in from the beginning of the game. One platoon may be held in Ambush (position at start of new turn).

Off table platoons will be diced for from T1 (Arriving on a 6, then 5 etc until T6 when they will arrive on anything but a 1). If successful dice on 50% to determine whether one or two platoons arrive this turn.

MISSION: Take and hold (with infantry) Hill 91. Also take and hold secondary objectives as shown on map.

GERMAN ATTACKING OPTION

Total Points 2500

Compulsory platoons:

Battalion Command

1 command Rifle/MG team, 1 truck, 2 8cm mortars and observer **110 points**

1st Company/ 1st Battalion

Company Command: Command & 2lc Rifle /MG teams with panzerfaust **50 points**

1st Platoon: Command team, 3 sections of two teams, (all teams panzerfaust) **190 points**

2nd Platoon: Command team, 3 sections of two teams, (all teams panzerfaust) **190 points**

3rd Platoon: Command team, 3 sections of two teams, (all teams panzerfaust) **190 points**

Company/ Scratch Battalion

Company Command: Command & 2lc Rifle /MG teams with panzerfaust **50 points**

1st Platoon: Command team, 3 sections of two teams, (all teams panzerfaust) **190 points**

2nd Platoon: Command team, 2 sections of two teams all teams panzerfaust) +light mortar **150 points**

Support Company/1st Battalion

Heavy Machine Gun platoon: Command Rifle/MG team. 4 HMG **145 points**

Heavy Machine Gun platoon: Command Rifle/MG team. 4 HMG **145 points**

Heavy Mortar platoon: Command Rifle/MG team. 4 x 120mm mortars in two sections each with an observer and RSO Tractors **265 points**

AT gun Platoon: Command team, 3 sections of one x pak38 teams and tows **175 points**

1705

OPTIONS Choose 795 points from below

Priority Air Support **200**

Limited Air Support **100**

Regimental AT platoon (2 x pak40 plus tows and command team in jeep) **165**

AA Platoon (2 x 1 gun section plus command and tows) **110**

Assault Gun platoon (3 x stuGllg) **330**

Heavy tank Platoon (1 Tiger) **260**

Heavy Tank platoon (2 Tigers) **520**

Heavy Tank platoon (3 Tigers) **720**

Tank Hunter platoon (4 x MarderII) **300**

Heavy Tank Hunter platoon (1 Jagdtiger) **435**

Heavy Machine Gun platoon: Command Rifle/MG team. 4 HMG **145**

GERMAN DEFENDING OPTION

Total Points 1250

Compulsory platoons:

Company Command: Command & 2lc Rifle /MG teams **40 points**

1st Company/ 1st Battalion

1st Platoon: Command team, 3 sections of two teams, (all teams panzerfaust) **190 points**

2nd Platoon: Command team, 3 sections of two teams, (all teams panzerfaust) **190 points**

3rd Platoon: Command team, 2 sections of two teams, (all teams panzerfaust) **135 points**

Support Company/1st Battalion

Heavy Machine Gun platoon: Command Rifle/MG team. 4 HMG **145 points**

AT gun Platoon: Command team, 2 sections of one x pak38 teams and tows **125 points**

880 points

OPTIONS Choose 435 points from below

Heavy Machine Gun platoon: Command Rifle/MG team. 4 HMG **145 points**

Heavy Mortar platoon: Command Rifle/MG team. 4 x 120mm mortars in two sections each with an observer and RSO Tractors **265 points**

Priority Air Support **200**

Limited Air Support **100**

Regimental AT platoon (2 x pak40 plus tows and command team in jeep) **165**

AA Platoon (2 x 1 gun section plus command and tows) **110**

Assault Gun platoon (3 x stuGllg) **330**

Heavy tank Platoon (1 Tiger) **260**

Tank Hunter platoon (4 x MarderII) **300**

Heavy Tank Hunter platoon (1 Jagdtiger) **435**

Heavy Machine Gun platoon: Command Rifle/MG team. 4 HMG **145**

If **ATTACKING** the Germans will be allowed to begin the game with 66% of their platoons on the field but this **MUST** include at least three rifle platoons and two of their compulsory Battalion support platoons.

If **DEFENDING** the Germans may begin the game with 50% of their platoons on the table of which **MUST** include at least two Rifle platoons and 1 compulsory support platoon. Any/all infantry/support weapons can be dug in from the beginning of the game. One platoon may be held in Ambush (position at start of new turn).

Off table platoons will be diced for from T1 (Arriving on a 6, then 5 etc until T6 when they will arrive on anything but a 1). If successful, dice on 50% to determine whether one or two platoons arrive this turn.

MISSION: Take and hold (with infantry) Hill 91. Also take and hold secondary objectives as shown on map.

