# TAKE THAT HILL!
by Professor Philip Sabin

This is a very short, simple solo game based on the design principles set out in my new book *Simulating War* (Continuum, 2012). It explores the relationship between fire and movement and between concentration and dispersion in infantry tactics. You command an infantry platoon made up of three sections (A-1, A-2 and A-3). Each section is represented by a double-sided counter showing the section 'fresh' on the front and 'spent' (with lighter text) on the back.

The game is played on a small 5 x 3 hex grid as shown. Your sections enter through some or all of the three hexes on the left of the grid. On the right of the grid is a hill, on which is placed a dug in enemy section also represented by a counter showing the enemy troops fresh on the front and spent on the back.
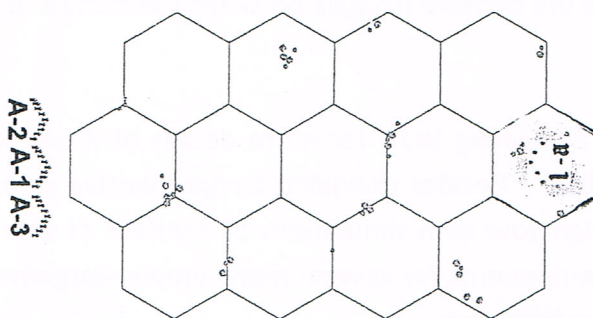
The game is played in successive turns, each containing four phases as follows:

- **Movement** Each fresh section may move to any adjacent hex and become spent. Each undeployed section may deploy into an entry hex and become spent. You may keep one or more sections in place or undeployed if you prefer. Two or three sections may occupy a single hex if desired.

- **Firing** Each deployed section which is still fresh may fire to suppress the enemy if desired, becoming spent in the process. If a die roll exceeds the range in hexes from the firers to the hill, the enemy section also becomes spent. (Hence, a section in an entry hex would need to roll 5 or 6). On a lower roll, there is no effect. Because of the hill, intervening friendly sections never block the line of fire.

- **Rally** Section A-1 and any other sections in its hex automatically become fresh if spent. Other spent friendly sections must roll a die, and each one becomes fresh if its roll exceeds the distance in hexes to section A-1's hex. (Hence, a section in an adjacent hex to A-1 would recover on a roll of 2 or more.) Spent sections adjacent to a fresh enemy section never become fresh unless in the same hex as A-1.

- **Enemy Action** If the enemy section is spent, it automatically becomes fresh. If it is already fresh, it fires on the closest hex containing a fresh friendly section, and also if possible on the closest adjacent hex to that main target hex which contains another friendly section (fresh or spent). Resolve choices by maximising the number of sections targeted, otherwise randomly. Each section in a targeted hex must dice. If the score equals or exceeds the range to the hill, the section suffers a hit and becomes spent if not already so. (Hence, sections adjacent to the hill are hit automatically.) On a lower roll, there is no effect. The enemy section always ends the turn fresh.

You must keep a tally of each turn completed and also of each time one of your sections is hit. If the cumulative total ever reaches 16, you lose the game. If one of your sections moves into the hill hex for an assault, you win if the cumulative total at that point is 10 or less. If it is 11 to 15, the game is a draw.

MORE WARGAMES TO GET YOU STARTED

Google 'Sabin KCL consim' to find the web page of Professor Sabin's MA conflict simulation course. Besides containing free downloads of dozens of wargames designed by his MA students over the years, this web page allows free download of two more of his own wargames used in his university classes, as follows:

SECOND WORLD WAR

A grand strategic model of the entire land, sea and air conflict in the European theatre.

EASTERN FRONT

A strategic model of the decisive struggle between Germany and the USSR from 1941-45.

Google 'Sabin KCL Simulating War' for more details of Professor Sabin's latest book, just published in paperback. Besides providing comprehensive guidance on wargaming theory and on how to design your own simulations of conflicts of your choice, this book contains the full rules and components for several more simple wargames used in Professor Sabin's classes, including the following:

FIRE AND MOVEMENT

A grand tactical model of a British infantry battalion attack in World War Two.

BLOCK BUSTING

A tactical model of the particular challenges posed by urban assaults.

HELL'S GATE

An operational model of encirclement and breakout in the Korsun pocket in early 1944.

SECOND PUNIC WAR

A multiplayer exploration of faction building, negotiation and coercive diplomacy.

ROMA INVICTA?

An operational study of the military and political dynamics in Hannibal's early campaigns.

KARTENSPIEL

A multiplayer game of Napoleonic battle tactics using an ordinary deck of cards.