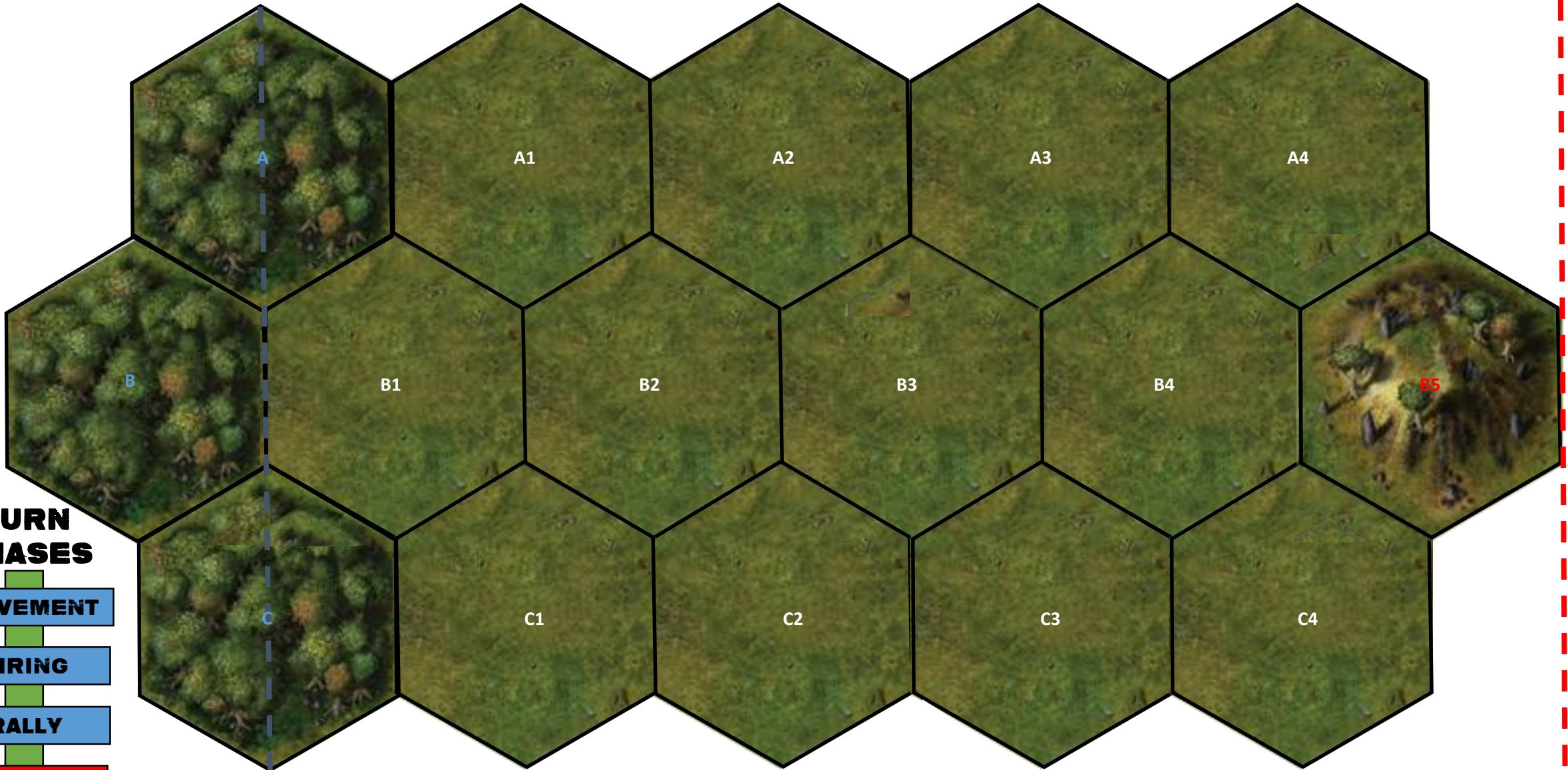




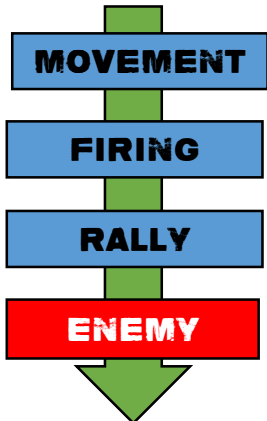
'Take that hill!' - Map

A wargame to assist in the understanding of Platoon Fire and Movement

Original by
Professor Philip Sabin



TURN PHASES



VICTORY TRACKER

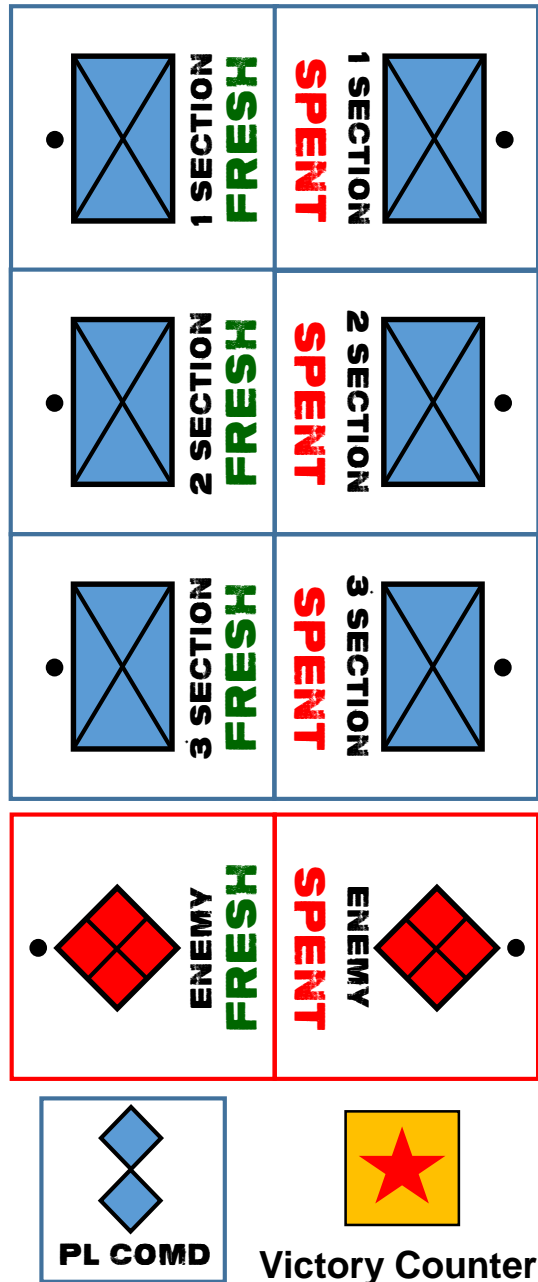
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----



'Take that hill!' - Rules & Counters

A wargame to assist in the understanding of Platoon Fire and Movement

Original by
Professor Philip Sabin



Introduction. This is a short wargame designed to explore the relationship **between fire and movement** and **between concentration and dispersion** in infantry tactics. A minimum of two players (Blue and Red) are required to play.

The Blue Player commands an Infantry Platoon made up of three sections, each represented by a double sided counter (left). The Platoon Commander is represented by a smaller single sided counter and **must move with one of the sections at all times**. They may move between sections that are adjacent to each other provided they have not already moved that turn. The Red player commands the opposing force of an Enemy section represented by a double sided counter (bottom left). The Hex Grid Map is the Blue Platoon's AOR with a blue dotted line as the LD and a Red dashed line as the LOE. The Platoon is currently in the wood (A,B,C) receiving QBOs. Blue may deploy their sections in any formation in these 3 hexes and there is no limit to the number of sections that may occupy any one hex. The ground in front of Blue's position is open and offers **no cover from view or fire**. About 500m away is a small hill (B5) on which the enemy section has hastily dug in. Blue's mission is to **ADVANCE to CLEAR** the enemy from the feature, IOT allow the Coy MFC to establish an anchor OP to assist the Coy's future advance. To assault the position you will need to fire and manoeuvre at least one section into an FUP (A4,B4,C4) and assault the hill (by moving on to it) whilst keeping the enemy suppressed by fire from one or more sections. Red's aim is to delay Blue for as long as possible and attrite them in the process.

Game Rules. The game is played with four phases per turn; 3 Blue, 1 Red. After all phases have been played the turn ends.

- 1. Movement.** Each **fresh** section may 'move' to any adjacent hex and become **spent**. A **fresh** section that remains still in its current hex does not become **spent**. A **spent** section may not move. The Platoon Commander may move from a **fresh** section to any adjacent section even if this section is **spent**. (Example: 1 Section moves from A into A1 becoming spent, 2 and 3 section with the PI Comd remain in B and stay fresh)
- 2. Firing.** Each **fresh** section may fire to suppress the enemy if desired, doing so turns the section **spent**. A **spent** section may not fire. To fire roll a dice, if the number exceeds the range in hexes from the firers to the hill the **enemy section** becomes **spent**. If the roll is equal to or less than the range the fire does not suppress. Because the enemy is situated on a hill there are no line of fire restrictions on friendly sections firing 'through' one another. (Example: A section firing from B1 would require a 5 or 6 to suppress the enemy section)
- 3. Rally.** Any sections that are in the same hex as the PI Comd are rallied automatically and become **fresh**. Any other **spent** sections must roll a dice and will become **fresh** if the roll exceeds the distance in hexes to the PI Comd's hex, if the roll is equal to or lower the section remains **spent**. **Spent** sections adjacent to the enemy hex do not become **fresh** unless in the same hex as the PI Comd. (Example: 2 Section is spent in A2 and the PI Comd is with 1 and 3 Sections in C3, it must roll a 3 or higher to become fresh again)
- 4. Enemy Action.** If the **enemy section** is **spent** when this phase commences it automatically becomes **fresh** and then the phase ends. **If it is already fresh** it may fire on any of the hex containing a Blue section as the Red Player wishes. If there is another section in an adjacent hex to the 'target hex' this too may be fired upon in the 'beaten zone'. Any sections that are in the beaten zone are engaged. For each section that is engaged the Red player rolls a dice, aiming to roll **equal to or more than the distance to the target hexes** in question. Successful rolls result in 'hits' on the Blue sections turning them **spent** if not already so. **Every 'hit' moves the Victory Counter along one on the Victory Tracker**. The PI Comd is able to be independently targeted and does not count as an additional hit if the section they are with is successfully engaged. The enemy section always finishes the turn **fresh**. (Example: 1 Section (spent) is in B3, 2 Section (fresh) and the PI comd are in B2 and 3 Section (spent) is in A1. Red chooses to fire on 1 Section first as it is the closest Section, as 2 Section is adjacent to this target hex it will also be engaged. 3 Section although adjacent to 2 Section is not engaged because the enemy have already fired on the maximum of two hexes. Red rolls a 3 and hits, though it is already spent the victory counter moves up 1. 2 Section are further away, Red rolls a 2 which is ineffective.)

Victory Conditions. Each time a turn elapses or a section is hit move the victory counter up by one, if it reaches **16 Red wins the game**. If Blue manage to conduct and assault by moving a section into the enemy hex and the victory score is **10 or less Blue win**. If the score is between **11 and 15 the result is a draw**.



'Take that hill!' - DS Notes

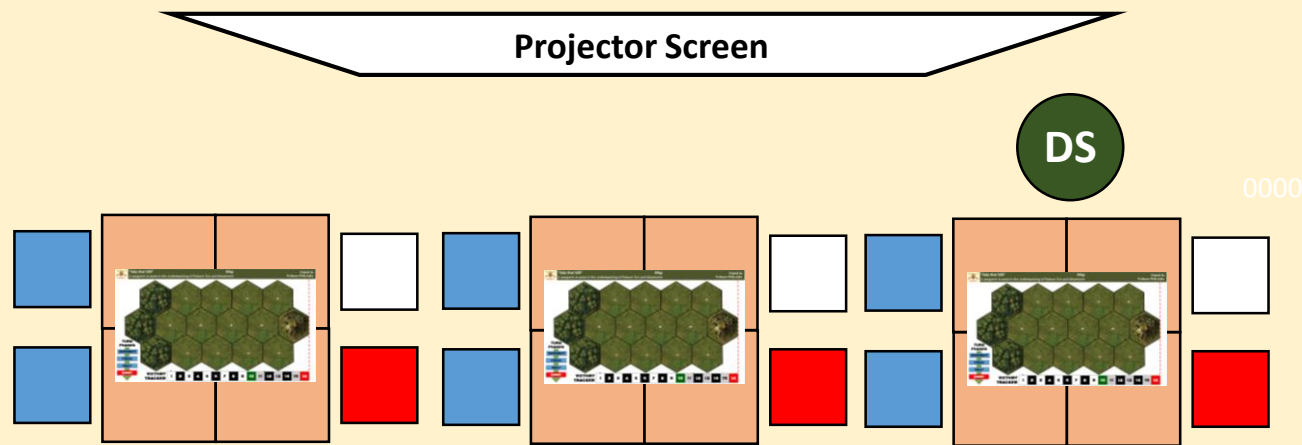
A wargame to assist in the understanding of Platoon Fire and Movement

Original by
Professor Philip Sabin

Aim. The aim of this wargame is for ocdds to experiment and discuss different methods of fire and movement at the platoon level IOT improve their practical, tactical application on field exercises.

Pre Wargame Administration. The wargame map should be printed onto A4 or A3 paper and laminated so it can be re-used on multiple occasions. Counters should be printed on A5 or A4 dependent on the size of the map. Counters should be cut out and glued on to rectangular pieces of cardboard (the back of a writing pad is of sufficient thickness). A single dice (or two dice; red and blue) are required for each wargame. All the contents should be put in a poly bag for ease of storage.

Classroom Set Up. A suggested classroom set up(1st row only displayed) is below:



It is advised that the class be divided into groups of four with two playing Blue, one playing Red and one recording observations from all the players to be fed into the class discussion. The PI Comd is advised to stand at the front to issue the opening brief and demonstrate a few basic moves on the master screen before the wargame begins (*it is important that all ocdds can see the screen*). The PI CSgt is advised to circulate amongst the class and bring out pertinent discussion points. Ocdds should change roles after one game – blue becoming white/red and vice versa. Try to mix up groups based on ability and character – having all the quiet ocdds in one corner will not help matters, nor will having all the brash ones in the other corner.

Exercise Format. A suggested format for the running of the exercise with approximate timings is opposite. The second game *may* be sacrificed if time is short but the AAR is essential.

	Ser	Activity	Lead	Time
SHAPING	01	Classroom Set Up	Duty Student	5 mins
	02	Opening Brief	PI Comd	10 mins
DECISIVE	03	Game One	PI Comd	20 mins
	04	Game Two	PI Comd	20 mins
SUSTAINING	05	After Action Review – <i>Interactive</i>	PI Comd with ocdds	25 mins
	06	Summary – Both DS	PI Comd & CSgt	5 mins
	07	Classroom reset	Duty Student	5 mins
Total				90 mins

Execution. Once the opening brief has been given and all questions from the class have been answered the ocdds should begin playing Game One. The DS should observe and only intervene if rules are being broken. The DS should also provide time updates and cut the game dead on 20 mins regardless of the outcome. The key to maximise learning out of this exercise is to ensure that the white player is making a full record of what is happening in each game, and that there is maximum participation and discussion in the AAR. The question set for the white player is on the next slide.

After Action Review. The AAR should be conducted by using the white players from Game One and Game Two. They should be given 5-10 mins to collate their information and to talk through the contents of their record sheets having been allowed 5 mins to collate responses into a coherent brief. The format for this should be one dividing each game into the WHAT and WHY elements of the white player question set. The DS should avoid interrupting the ocdds but provide SME input at the relevant pauses.

Summary. An effective summary should include key learning points identified within the exercise, comparisons to the operational experience of the DS and a look forward to one of the field exercises if appropriate.

	GAME NUMBER	BLUE PLAYER(S)		RED PLAYER		WHITE PLAYER	
	Question Set	Comments					
WHAT?	1. What were the Blue Player's initial disposition and why?						
	2. What was the Blue Player's plan and why did they think it would work?						
	3. What happened during the course of the game and why?						
	4. What was the end result?						
WHY?	5. What mistakes did the players make?						
	6. What are the biggest learning points from the game?						
	7. What would they do differently if they played again?						