



# TAKE THAT HILL!

## A MANUAL WARGAME PRIMER

ORIGINAL  
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### FIRE SUPPORT

#### RIFLE PLATOON

3x D6  
Hit on 6  
No Fire if Blue in  
Column 5

#### GPMG SECTION

1x D6  
Hit on 4-6  
No Fire if Blue in  
Column 4 or 5

#### 81<sup>MM</sup> HE

1x D6  
3 turns of fire  
T1 Hit on 5-6  
T2 Hit on 4-6  
T3 Hit on 3-6  
No Fire if Blue in  
Column 3,4,5

#### 81<sup>MM</sup> SMOKE

1x D6  
3 turns of fire  
1-2 A4  
3-4 B4  
5-6 C4  
Lasts 2 turns



### LOW LIGHT

Subtract 2 from all Fire & Rally rolls  
Blue and Red have 1 turn of illumination  
called for in advance

### MOVEMENT

Fresh elements may  
move 1 hex and  
become spent

### FIREFIGHT

Fresh elements (and  
fire support assets)  
may attempt to  
suppress the enemy

### RALLY

All spent elements  
attempt to rally and  
become fresh if  
successful

### ENEMY

Enemy element(s)  
fire if not spent or, if  
spent it now rallies  
to become fresh

### DEFENCES

#### MINES

Flip when entered  
Equal/Less = hit  
Roll moving in and  
out of hex

#### WIRE

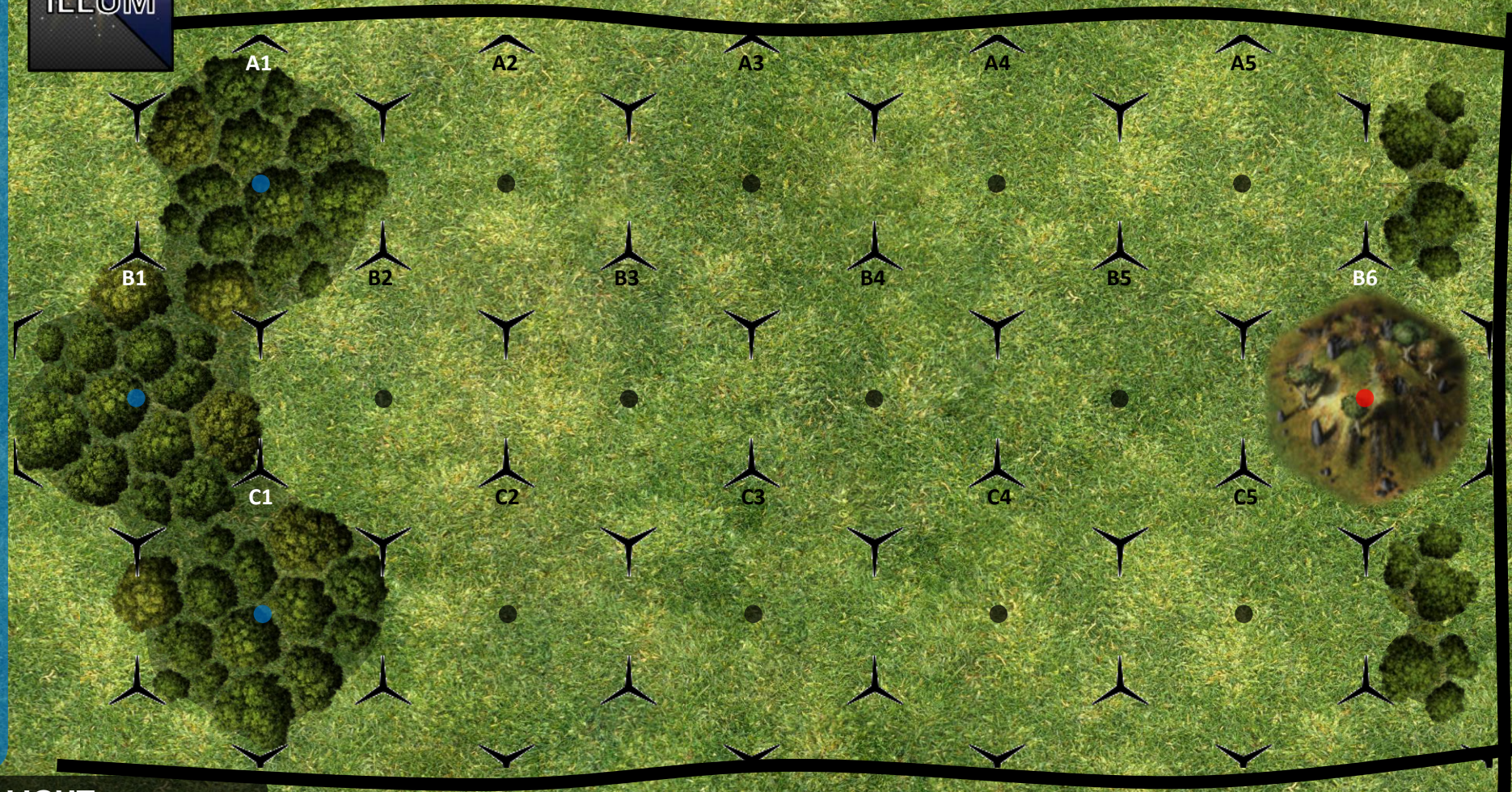
Flip when trying to  
cross. Movement  
blocked if present

#### DEPTH

Flip if blue enter  
within 2 hexes  
Range 1 hit on 3-6  
Range 2 hit on 5-6  
Blue fire at with +1  
modifier

#### 120<sup>MM</sup> HE

Roll for each turn  
Equal or less than  
game turn = fire  
Target most  
concentrated hex  
Hit 3-6



0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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# PRINT AND PLAY

1. Print onto paper or printable/peelable label.
2. Cut down centre line
3. Stick side A onto thick card
4. Stick side B onto reverse side, ensure the number 1 and 2 match up on the front/reverse sides.
5. Fablon if not already printed on plastic label.
6. Cut out individual counters

The image displays a tactical map layout for a game, featuring various icons, text labels, and a grid of hexagonal tiles. The map is divided into sections labeled "SMOKE", "PL HQ", "1 SECTION", "2 SECTION", "3 SECTION", and "ENEMY". It also includes a central grid of tiles with numbers and symbols, and a bottom section with "DARK" and "LIGHT" labels. The right side features a grid of hexagonal tiles with "MINES" and "DUMMY" labels.

**Top Section:**

- SMOKE:** Three tiles showing smoke clouds, labeled "1".
- PL HQ:** One tile showing a person silhouette, labeled "1".
- 1 SECTION:** One tile showing three people silhouettes, labeled "1".
- 2 SECTION:** One tile showing three people silhouettes, labeled "1".
- 3 SECTION:** One tile showing three people silhouettes, labeled "1".
- ENEMY:** One tile showing three people silhouettes, labeled "1".

**Central Grid:**

- LIGHT:** A dark blue tile with a light blue starburst.
- 1:** A 4x2 grid of tiles with the number "1" and a starburst.
- 2:** A 4x2 grid of tiles with the number "2" and a starburst.
- DARK:** A dark blue tile with a light blue starburst.

**Right Section:**

- MINES:** A 4x3 grid of hexagonal tiles with the word "MINES" and a starburst.
- DUMMY:** A 4x3 grid of hexagonal tiles with the word "DUMMY" and a starburst.
- MINES:** A 4x3 grid of hexagonal tiles with the word "MINES" and a starburst.

**Bottom Section:**

- SMOKE:** Three tiles showing smoke clouds, labeled "2".
- PL HQ:** One tile showing a person silhouette, labeled "2".
- 1 SECTION:** One tile showing three people silhouettes, labeled "2".
- 2 SECTION:** One tile showing three people silhouettes, labeled "2".
- 3 SECTION:** One tile showing three people silhouettes, labeled "2".
- ENEMY:** One tile showing three people silhouettes, labeled "2".