

“Brawl on Hill 523”

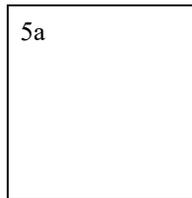


SE of Mateur, Tunisia — April 30th, 1943

From April 27th until May 1st, the American effort in NE Tunisia had been focused on capturing the dominating height of Hill 609. Known locally as the Djebel Tahent, the feature provided the defending Germans with a commanding view of the roads running towards Mateur. Defending the heights were the veterans of the Barenthin Regiment. The US 34th Infantry Division had been tasked with taking Hill 609. Their initial efforts were thrown back with heavy losses. Frustrated by the failures of the 34th to take Hill 609, General Terry Allen of the Big Red One decided to take matters into his own hands. In his direct front was Hill 523. Allen decided to assault the hill despite objections from Colonel George A. Taylor of the 16th Infantry Regiment.

VICTORY CONDITIONS: The German Player wins immediately by controlling Hexes F4, I7, K14, and L10, otherwise the side controlling 3 of these hexes at game end is the winner. Any other result is a tie.

Board Configuration:



German Player Sets up first	+			★			
German Player moves first	1	2	3	4	5	6	

Elements of Barenthin Regiment (ELR 5) (SAN 3) (Set up: on Hill Hexes numbered 1-6 & per SSR 3)

6	2	2	2	2	2	2	4

Enter Turn 1 on the east and south board edges between Hexes Q11 & E20

2	12	4	2		

Elements of 1st Battalion, 16th Infantry Regiment (ELR 4) (SAN 2) (Set up: on hill hexes numbered 9-14)

12	2	2				

Enter Turn 3 through Hexes A6 and/or A16

3

Special Rules/Notes:

1. EC are moderate with no wind.
2. Bore Sighting & Kindling are N.A.
3. German guns set up HIP & Emplaced.
4. Concealment is N.A. for both sides at Setup.
5. Prior to play the American Player may roll for each unit to see if they begin the game in a captured German Sangar (in appropriate terrain). On a roll of 1, they are in a captured German Sangar.
6. Prior to play, the American player must roll a Task Check for each American MMC (can be leader modified). Units which fail the Task Check begin the game Pinned.
7. The Gully running from Hex G20 to L15 is an earthquake fissure and acts a Trench for all purposes of movement and TEM modification.
8. Prior to Play, the German player secretly designates three Hexes east of Row D that each contain a 3 AT Factor Minefield. (NOTE: these may be in the US setup area.)



Scenario GJ109

Aftermath: Just after midnight on April 30th, the 16th climbed up the hill and succeeded in killing and routing handfuls of German grenadiers. But as the sun came up, the men of the 16th, could make out Germans moving up the hill from all sides. The Germans were able to counter-attack quickly by moving up an earthquake fissure. The fighting was close quarters and the Americans couldn't bring artillery to bear due the close proximity of the enemy. A platoon of Shermans was sent to bolster the American defense. These ran into uncleared mines and/or picked off by German AT Guns. By 12:30 PM, Hill 523 was once more under German control.