

## Eddekhila

May 5, 1943

### US Forces. 168<sup>th</sup> Infantry 2<sup>nd</sup> Battalion

#### *One 1943 US rifle company.*

3 x (platoon of 3 squads ea.)

1 rifle squad as HQ

3 x .30cal M1919 MG

3 x 60mm mortars

Each platoon is given one scout team.

#### *Plus with support of:*

81mm mortar platoon of 4 x 81mm mortar teams.

Heavy MG platoon of 4 x .30cal M1917 MGs.

1 rifle squad as Battalion HQ.

Set up behind olive grove 400 away from the top of hill 317.

Objective. Push Germans out of their positions and secure the four hill tops from German occupation.

#### **Time limit: 100 turns**

It took US forces most of a day to take the hills.

If all the US forces suffer morale failure in that before they capture their objectives they can no longer advance the game ends and it is considered a German victory.

Map size is 4' x 4'.

Olive grove extends to within 250 of hill 317.

### German Forces.

#### *One reduced 1943 German rifle company.*

3 x (platoon of 3 squads +1 bipod MG34 LMG ea.)

1 rifle squad as HQ

1 x tripod MG42 HMG

1 x tripod MG34 MMG

3 x 50mm mortars

Each platoon is given one sniper team.

German forces are strung out in four strong point hill tops (+) with at least 2 squads in each.

Plus several lesser MG positions within 100 of the hill positions.

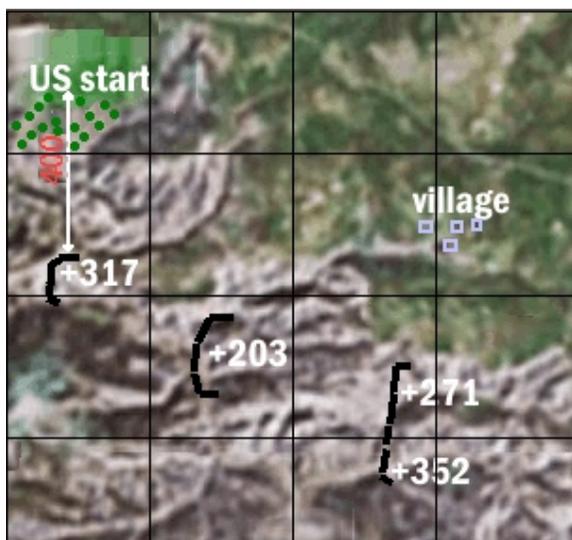
Germans can be dug-in with fox holes and trenches.

Terrain is a flat valley to the north with olive groves, wheat fields and a small Arab village.

To the south is a number of hills with rocks and cactus patches scattered through out and some tree cover in draws.

The series of hill tops to the south provide the Germans positions for strong points.

Objective: Prevent US occupation of the hill positions and Arab village.



**Special rules.** Until any contact between forces begins troops may make double turn moves.