



SCENARIO: HILL 262

Polish Army vs Waffen-SS



HILL 262

This scenario is part of the Pocketed mini-campaign, and uses the Company Command special rules. The Allied player will have been commanding Canadians previously, but should use the same company list to represent the Polish defenders of Hill 262 - they fought alongside the Canadians for the duration of the Battle for Falaise and were organised and equipped along the same lines.

The jaws of the Allied trap have closed around the German Army. Most of Army Group B, including the 7th Army and the 5th Panzer Army have been completely encircled at Falaise. Polish, Canadian, British and American troops fight off desperate counter-attacks as the Germans try to break out of the pocket.

Closing the gate on the Germans was a single Polish division - dug in atop Hill 262 which they nick-named the Mace. From their entrenchments, the Polish troops were able to engage the columns of German troops trying to exit the pocket.

Repeated counter-attacks had forced open the pocket, but the Polish troops stood firm, continuing to pour fire on the retreating Germans until a counter-attack, spearheaded by the fanatical Waffen-SS attempted to unseat them from their perch.

The Forces:

Polish Army

- » The Polish player assembles a 2000pt force from their company.

Waffen-SS

- » The Waffen-SS player assembles a 2000pt force from their company.

Special Rules:

Ammunition Shortages: By the night of August 20th, the Polish on Hill 262 were down to 110 men, with 50 rounds of ammunition per man and 5 rounds for every tank and artillery gun.

To represent this acute shortage, at the end of each turn, roll 1d6 for every Polish unit on the battlefield, adding +1 if they fired their weapons this turn. On a 6, that unit is out of ammunition and may not fire its weapons for the remainder of the battle.

Units that run out of ammunition can resupply from the points marked on the ridge by taking a Down order within 1" of the resupply point. Once resupplied, units may act as normal.

Each resupply point can only be used three times before its stores of ammunition are expended.

Pre-Registered Artillery: With multiple divisions attacking up the ridge, and others streaming out of the pocket, the Germans are plastering Hill 262 with every artillery gun they can bring to bear.

At the start of each turn, roll 1d6 on the table below for each Polish unit.

Roll	Result
1	That's Miles Away: No Effect!
2-3	That Was Close!: The Unit takes 1 Pin Marker.
4-5	I Can't Take it Any More!: The Unit takes 2 Pin Markers.
6	Incoming!: The Unit takes 2 Pin Markers and 1 automatic hit with a +3 penetration value. This counts as indirect fire, always striking the top armour of armoured vehicles. If a two-man team takes a casualty, it must immediately take a morale check as normal.



The Scenario



Set-up:

The Polish player deploys their units in the marked area, using the Dug In (Page 196-197 of the Campaign: D-Day: Overlord book) rules.

The Waffen-SS player divides their units into two 1000pt waves. The first wave moves onto the table from the designated board edge on Turn 1. The second wave moves onto the table from the opposite board edge on Turn 4.

Objectives:

The Polish player must hold their position to prevent the Falaise Pocket being blasted open.

The Waffen-SS player must crush the Polish defenders and allow the rest of 7th Army to escape.

First Turn:

The battle begins! The Waffen-SS player's force moves onto the table from their designated table edge. They do not need to test to make this move.

Game Duration:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1,2 or 3, the game ends. On a 4,5 or 6 play another turn.

Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows: The Waffen-SS player gains 2 Victory Points for each enemy casualty caused.

The Polish player gains 2 Victory Points for each surviving unit.

Despite the Waffen-SS' best efforts, the defiant Polish infantry held the ridge until their Canadian relief could fight their way up onto the heights.

With Hill 262 secure, the fate of the German forces trapped in the pocket was sealed.