

TO: 151^e Infanterie Régiment

FROM: HQ Division

SUBJECT: "Attack on Mort Homme"
April 9, 1916

Yesterday, a Lieutenant on patrol from the forward trench captured two German deserters who revealed that a major attack is planned for noon today. No doubt, a focused bombardment will precede the main assault. Instruct your watch standers to maintain vigilance. Insure that your men are close to their dugouts. Be ready! As a final note, this warning further proves the value of aggressive patrolling. On that point, you are to congratulate the "Mathematician Lieutenant," he may have saved your lives.

Order of Battle: Map: Mort Homme Length: 6

French: Set up first.

151^e Infanterie Régiment, all units set up in any trench hexes numbered 3 or higher.

- 8 Rifle Companies (+2/2/8/3: +1/2/7/1)
- 3 Machine Gun Platoons (0/0/7/1: +2(-1)/5/8/0)
- 1 OMA battery at +3 with flare mode - post bombardment

German:

Elements of the 12th Reserve Division, all units set up in trench hexes numbered 1 - those bordering the north map edge.

- 18 Rifle Companies (+2/2/8/3: +1/2/7/1)
- 1 Pulverizing Bombardment

Victory Conditions: At game end, the Germans win if they control either or both summit hexes: D04 and F07.

Scenario Notes: Although the Mort Homme (hill) actually expands out two more hexes from the hill depiction only its crown (the hill mass) and summits (265 and 295) are represented as terrain features because the lower slopes were so gradual as not to affect LOS, fire or movement.

To: 151^e Régiment Hq

From: Lt. Campana

Subject: We hold 265 and 295

Bombardment started after daylight. By 1100, companies sustained 5 hits per minute. Around 1200, Germans charged with bayonets. Mathematician's trench engaged in hand-to-hand combat. The Boche made it onto 265. We fixed bayonets. Then the 75s answered my flair to scatter the enemy only 30 meters from our position. Counter attacks now underway!

SCENARIO 7

RED POPPIES

