

## Hell's Angels

*Airmobile forces contest a strategic position..*

### Background:

Intelligence officers at the 7th ID have determined that there is a weather facility perched on top of a plateau in the Haupt Myrr region. The plateau is high enough to have significant line of sight to every horizon, above the difficult jungle canopy. Because of the success the enemy has had in shooting down the 7th ID's orbital communications satellites, the division commander has decided that it is imperative to set up a communications relay on top of the plateau to allow for communications to its widely dispersed units.

1st Battalion, 44th Infantry (Airborne) has been tasked to capture the high ground – designated Hill 168 – and hold it against enemy counterattack. Echo Company, 1/44th, has been dispatched along with heavy gunship support to ensure that this place belongs to the 7th when the next dawn comes.

Approaching the objective, 1/44th scout helicopters have picked up fast moving blips on their long-range radar, on an inbound course for the same objective. Looks like the enemy has had the same idea...

### Starting Forces:

*7th ID Forces:*

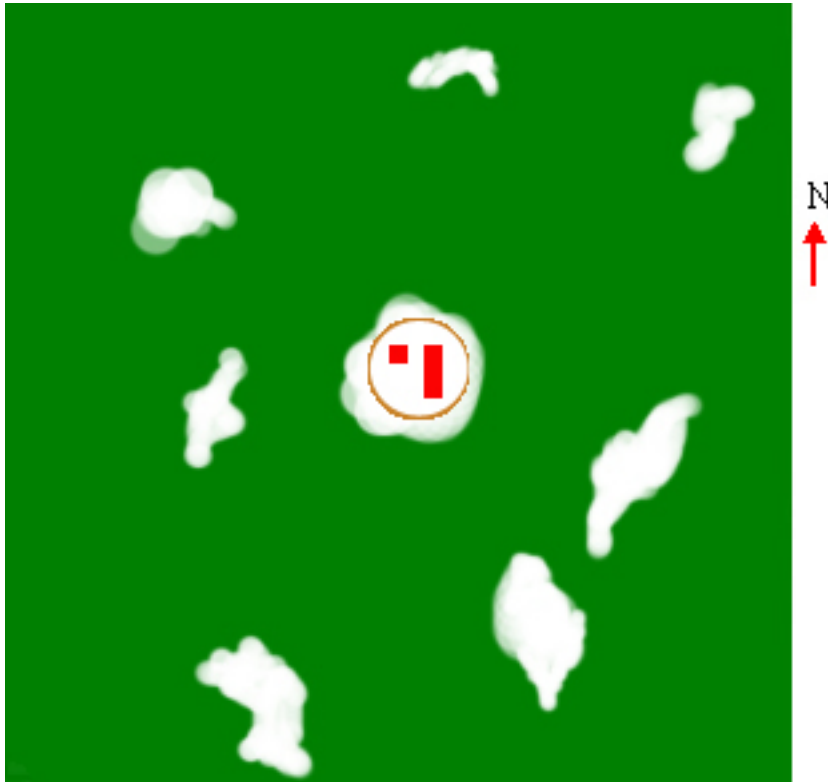
- 1 air assault company, consisting of:
  - 3 Line Platoons, each with:
    - 3 squad VTOLs, Class 3 maximum and Infantry capacity of 2 stands each
    - 6 infantry stands (6 must be Rifle Teams; 2 may be Powered or specialist)
  - 1 support platoon, consisting of:
    - 4 attack VTOLs, Class 5 maximum
  - 1 recon section, consisting of:
    - 4 light recon VTOLs, Class 2 maximum

*52nd MRR Forces:*

- 1 airmobile company, consisting of:
  - 3 Line Platoons, each with:
    - 4 assault VTOLs, Class 4 maximum and Infantry capacity of 2 stands each
    - 8 infantry stands (4 must be Rifle Teams; 2 may be Powered or specialist, and at least 2 per platoon must be RAM Mortars)
- 1 fire support detachment, consisting of:

- 2 attack VTOLs, Class 5 maximum
- Close air support detachment, consisting of:
  - 2 close attack aircraft, Class 4 maximum

**Map:**



**Setup:**

The map above is considered to be 60" on each side. It is entirely forested except for a half-dozen or so empty areas shown, which are considered to be Open Ground. The brown circle in the center clearing represents a raised plateau whose sides slope down to the edge of the clearing below. The top of the plateau is roughly 10" across and is considered perfectly flat, and rises about 10" above the jungle floor. The sides, while not perfectly vertical, are too steep to be scaled.

Each side places their units within 2" of their edge of the map (which should be opposite sides). The fast movers start at the very edge of their commander's side of the board.

The red blocks are average buildings of one to two storeys height.

**Victory Conditions:**

Each side wants to occupy the plateau. Whichever side is able to keep surviving ground units on the plateau wins.