

Hedgerow Hell



SETTING

Date: 8 June 1944, 0800 hours

Location: South of Omaha Beach, 3km southeast of Trevieres.

History: The US 1st Infantry Division, with elements of the 2nd Armored Division attached, was tasked with driving south and southeast from Omaha Beach. The bocage terrain made the advance difficult at best, even with supporting tanks. The embattled 352nd Infantry Division tried to hold the front, but was overwhelmed. Still, the veteran German unit managed several local counter-attacks in an effort to disrupt the American advance.

German Orders: Capture the destroyed house.

US Orders: Avoid German victory conditions.

Game Length: 8 Turns.

SCENARIO RULES

1. The house is of stone construction.
2. All woods are light woods.
3. The road is dirt.
4. The fields have crops of medium height and are soft. Vehicles should take bog checks.
5. There is a dense fog. Visibility is 12 inches. Each turn, roll 1d6, on a 6 extend the visibility by 6 inches.

AFTERMATH

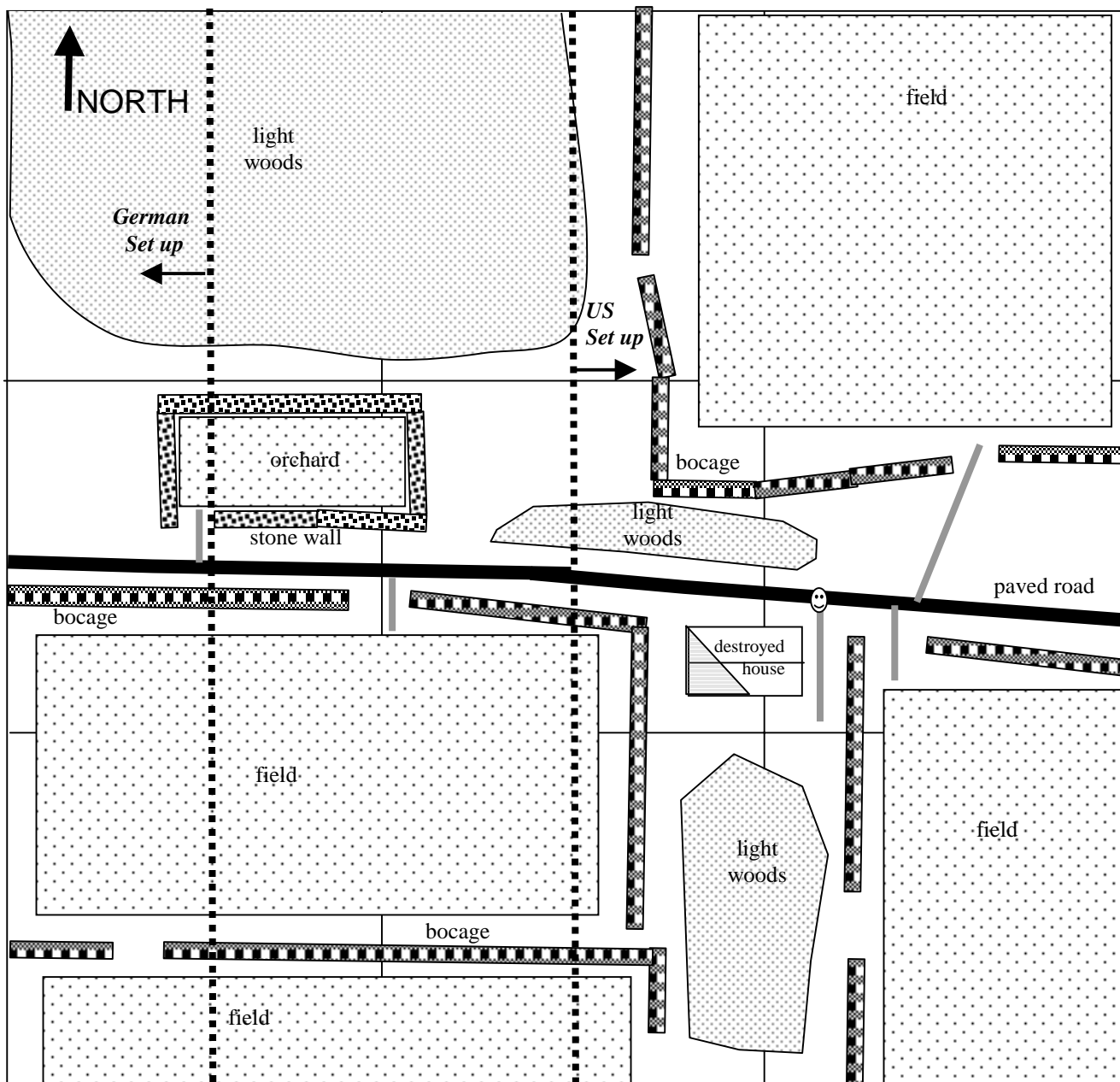
The US 1st Infantry Division pushed on to expand the beachhead supported by the tanks of the 2nd Armored. Within days the German 352nd Division was reduced to a few brave and ragged survivors.

PLAYTEST VERSION (02 June 2000)

In the future, an updated version may be found at:

<http://fisherts.home.mindspring.com/skirmishcampaigns>

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German Forces

BASE FORCE	VARIABLE ATTACHMENTS
<p>Elements of the 352nd Infantry Division</p> <p>1x Infantry Platoon HQ Squad (T2) 1 Lt. with P-08 Pistol & MP-40 16-2 1 Sgt. with P-08 Pistol & MP-40 16-1</p> <p>2x Infantry Squads (T2) 1 Squad Leader with P-08 & MP-40 14-1 1 Asst. Squad Leader P-08 & MP-40 14-1 1 Gunner with MG-34 LMG 12 1 Asst. Gunner with Kar 98k 12 6 Riflemen with Kar 98k 12 1 truck</p> <p>1x 5.0cm Mortar Team (T2) 1 Team Leader with P-08 & MP-40 14-1 1 Gunner with Kar 98k 12 1 Asst. Gunner with Kar 98k 12 1 truck</p>	<p>Elements of the 352nd Infantry Division</p> <p><u>Roll</u> <u>Attachment</u></p> <p>1-10 1x MMG Team (T2) 1 Team Leader with P-08 & MP-40 14-1 1 Gunner with MG-34 MMG 12 1 Asst. Gunner with Kar 98k 12</p> <p>11-16 1x Company HQ (T2) 1 Captain with P-08 & MP-40 18-2 1 Sgt with P-08 & MP-40 16-1 2 Riflemen with Kar 98k 12 1 Kubelwagen</p> <p>17-19 1x Anti-Tank Team (T2) 1 Sgt. with MP-40 and Panzerfaust 16-1 2 Riflemen with Kar 98k and Panzerfaust 12</p> <p>20 1x Panzerjager Team (T2) 1 Gunner with Panzerschrek & MP-40 16 1 Loader with MP-40 16</p>
<ol style="list-style-type: none"> 1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules. 2. Set Up- Set up anywhere within 6 inches of the west board edge. All entry positions must be recorded prior to play. 3. All Germans start with 2 stick grenades each. 4. The 5.0cm mortar has 20+d10 rounds of HE and d10 rounds of smoke. Half of the rounds are carried in the truck. 5. The Anti-Tank Team has six HEAT rounds for the Panzerschrek; the gunner and loader each carry three. 	

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US Forces

BASE FORCE	VARIABLE ATTACHMENTS
<p>Elements of the 1st Infantry Division</p> <p>1x Infantry Squad (T2)</p> <p>1 Squad Leader with Thompson & M1911 12-1</p> <p>1 Asst. Squad Leader w/ Thompson & M1911 10</p> <p>1 Gunner with BAR LMG 10</p> <p>1 Asst. Gunner with M1 10</p> <p>8 Riflemen with M1 10</p> <p>1x Bazooka Team (T2)</p> <p>1 Gunner with Bazooka 10</p> <p>1 Loader with M1 10</p>	<p>Elements of the 1st Infantry Division</p> <p><u>Roll</u> <u>Attachment</u></p> <p>1-7 1x 60mm Mortar Team (T2)</p> <p>1 Team Leader with Thompson & M1911 10</p> <p>1 Gunner with M1 10</p> <p>1 Asst. Gunner with M1 10</p> <p>8-14 1x MMG Team (T2)</p> <p>1 Team Leader with M1 & M1911 12-1</p> <p>1 Gunner with .30 cal MMG 10</p> <p>1 Asst. Gunner with M1 10</p> <p>15-20 1x Jeep MMG Team (T2)</p> <p>1 Team Leader with M1 & M1911 12-1</p> <p>1 Gunner with M1 10</p> <p>1 Asst. Gunner with M1 10</p> <p>1 Jeep with .30 cal MMG</p>

1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules.
2. Set Up- Set up anywhere within 18 inches of the east board edge. All starting positions must be recorded prior to play.
3. All Americans start with two grenades each. Instead of normal grenades, the Grenadiers and Assistant Grenadiers in US squads carry two rifle grenades. These rifle grenades may only be fired by the Grenadier's M1-GL.
4. The 60mm mortar has 10+d10 rounds of HE and d10 rounds of smoke
5. The Jeep is equipped with a pintle-mount .30 cal MMG- it may be dismounted from the jeep (takes one action).

HEDGEROW HELL SPECIAL GEMEMASTER RULES

GERMAN

1. The German HQ unit has four captured (experimental) Russian Mine hounds in cages in the back of the Kubelwagen. These may be released and ordered to run to the enemy at any time by the platoon Sargent who is their trainer (the Company commander has come to see how they do). They are trained to run for dark green vehicles or helmets (the GIs..).
2. When released, roll a d10 and consult the table below:

RUSSIAN MINE HOUND CHART	
ROLL	RESULT
1	Dog runs toward the enemy of the players choice (d10 inches) and explodes on contact
2	Dog runs toward the nearest enemy (d10 inches) and explodes on contact
3	Dog runs toward the nearest enemy (d6 inches) and explodes on contact
4	Dog confused and playful runs toward nearest enemy infantry (d10 inches); roll d10 again, on 1-7 it explodes on contact, on 8-10 it runs around them wanting to play
5	Dog confused and playful runs toward nearest enemy infantry (d10 inches); roll d10 again, on 1-5 it explodes on contact, on 6-10 it runs around them wanting to play
6	Dog is confused, run d10 inches in random direction
7	Dog is confused, run d8 inches in random direction
8	Dog confused and playful runs toward nearest friendly infantry (d4 inches); roll d10 again, on 1-5 it explodes on contact, on 6-10 it runs around them wanting to play
9	Dog runs toward nearest friendly infantry (exclude HQ) (d10 inches) and explodes on contact
10	Dog runs toward nearest friendly vehicle (d10 inches) and explodes on contact

3. When firing at dogs, all shots take -5 to hit. It is assumed that they are running and small targets.
4. When a dog mine explodes, treat the explosion as a 60mm mortar round for infantry or as a magnetic Anti-Tank mine for vehicles.
5. Dogs with Lt.W move at half speed.
6. Anytime a dog recieves a HW or KIA result roll a d10; on a 1-3 the dog's HE explodes.

AMERICAN

1. The smile face is the location of a broken down M4A1 Sherman Tank. The tank's engine will not start and is waiting repair by the overworked staff at Division. The crew has withdrawn. Upon further inspection by the GIs (on action) they will find:
 - a.) There is no ammunition for the bow MG.
 - b.) They do not know how to shoot the main gun
 - c.) There is sufficient battery to rotate the turret; if an attempt is made to do this, roll a skillcheck, pass indicates that the person figures it out, fail indicates they don't, the same person may not try twice.
 - d.) There is limited ammunition for the AA mount .50 cal LCMG and for the co-ax .30 cal MMG. When firing these weapons, they jam on 18-20, with a natural 20 indicating that they are out of ammunition for the rest of the game.

