



BATTLE OF THE HEDGEROWS

THE STORM BROKE





A WORD ABOUT THE SCENARIOS:

Clip Art for ASL™: The counter depiction for use in ASL contains the information required to choose the right piece to put into play. The graphic depictions used in LONE CANUCK PUBLISHING™ scenarios differ from those used on the ASL™ scenario cards, but the names of all ordnance and vehicles are the same found in Chapter H of your ASL™ Rulebook. All AFV's use standard armament; optional weaponry (such as optional AAMG as listed in chapter H) will be denoted on the counter and/or in the scenario rules. Otherwise, for ½-inch Support Weapons check the nomenclature ("MMG", "HMG"), the firepower, and range values, and you will have no problem picking the right piece for that nationality.

For Miniatures Players:

The counters shown that have three-men, represent a section, two men are a half-section or crew, and one man represents a leader or NCO. The weapons depicted in ½-inch squares are individual support weapons of the type denoted ("MMG" = Medium Machine-gun) and of the nationality in play unless otherwise noted. For any questions, please feel free to write or e-mail us at the address below. (Include a Self-Address Stamped Envelope for reply).

Scenario Designer: George Kelln
Historical Background: George Kelln
Proof Reader: Jeff Papas
Layout: George Kelln
Clip Art: LONE CANUCK PUBLISHING™

Playtesters: Ernie Cameron, Tom Weniger, Brent Pollack, Paul Williams, Carlos Gonzalez Granda, Jose L. Serrano, Darren Kovac, Bill Bird, Mike Bourgeault, Robert Cusler, David Howarth, and any whom I may have missed.

A huge thanks goes out to all the playtesters who put up with my constant pestering and e-mailings to finally get this module completed. Without their tireless effort, this module would be nothing more than ideas scribbled on a page of paper. Thank you.

PLAYTESTING ASL, IS PLAYING ASL

THE BATTLE OF THE HEDGEROW THE STORM BROKE

is produced and distributed by:



LONE CANUCK PUBLISHING
 c/o: George Kelln
 2901 Corrine Place
 Victoria, BC
 Canada V9B 4R7

E-mail: cgkelln@telusplanet.net

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#1

THE HARDEST DAY

Quesnel, France, 9 July 1944: A day that would go down as the worst day of fighting in France for the 30th Division began with XIX Corps releasing the 2d Battalion, which had been held in corps reserve, back to its parent 120th Infantry Regiment. The 2d Battalion had managed to advance through the 1st Battalion's lines during the early morning, in time to lead the day's advance. Nevertheless, the 2d Battalion began the advance rather clumsily; it was forced first to dig-in, and prepare for a German attack, when it was struck by heavy German artillery. Despite some minor casualties, no attack materialized, and the 2d Battalion resumed its advance although it did not jump off until 1000-hours. The advance was slow, toward the village of Quesnel. As the Americans entered the village, they came under machine-gun fire from several hidden locations. Unable to call for artillery or armour support and under increasing fire from the village, the American company commander was about to withdraw when a Sherman from Company B, 743d Tank Battalion, led by guides, arrived. This persuaded the American commander to launch another attack. Under the fire support of the Sherman's 75mm gun, the Americans began to clear the Germans out of their fire positions in the small farmhouses along the road, pushing forward some 400 yards.

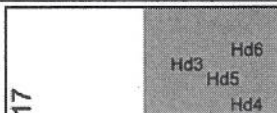
BOARD CONFIGURATION

BALANCE

✚ Raise American VC from 6 to 7 hexes.

☆ Add a 7-0 SMC to Turn 4 OB.

▲
N



(Only hexrows R to GG are playable)

VICTORY CONDITIONS

Provided that the Germans have not amassed ≥ 14 CVP, which will result in an immediate German victory; the Americans win at Game End if they control ≥ 6 building hexes.

SPECIAL RULES

1. EC are Moist, with no wind at start, and all hedges are Bocage (B9.5)
2. Place overlays as follows: Hd3 on 17T6-U7; Hd4 on 17BB9-BB10; Hd5 on 17Y9-X8; and Hd6 on 17DD5-EE6.
3. The Germans may set up one MMC (and any SW/SMC stacked with it) using HIP.
4. The Germans may fortify one building location (Tunnel exchange is NA).



TURN RECORD CHART

✚ GERMAN Sets Up First	☆	1	2	3	☆ 4	5	6	END
☆ AMERICAN Moves First								

Remnants of Kampfgruppe Heinz set up on any hex numbered ≥ 3 :

1 Feldwebel 4-6-7	8-1 Ober- Gefreiter	7-0	1 3-8 LMG	2 5-12 MMG	3PP	7 Morale ?
5						7



[ELR: 3]

(SAN: 3)

Elements of 2d Battalion, 120th Infantry Regiment enter on TURN 1 along the north edge:

1 6-6-6	9-1 2nd Lieutenant	8-0 Sergeant	dm MMG 2PP
6			

TURN 4: Enters on the 17Y1 road hex:

1 6-6-6	13 M4A1 11 4 75 214/4
------------	--------------------------------------



[ELR: 3]

(SAN: 2)

THE HUNTER OR THE HUNTED?



West of Quesnel, France, 9 July 1944: A small probing force from SS-Panzer Division 2 "Das Reich" struck the US 30th Division's right flank near the village of le Desert. The 743d Tank Battalion, which was on the right of the 30th Division, was badly cut up in a brush with German tanks. The 743d's Company B, enticed by two Panzer IVs being used as decoys, advanced down a minor farm road towards a fork. When Company B's tanks were within 200 yards of the fork, the German armour struck, and the American tankers soon found themselves involved with German tanks and supporting infantry tank-hunting teams. The German tanks attacked from the flank at close range, using screaming sirens to add to the mayhem caused by their guns. In fifteen minutes, Company B lost most of its equipment. The toll was grim: three damaged tanks were abandoned; nine tanks and a dozer were destroyed; five men were dead, and another thirty-six were missing. Having lost two tanks to enemy action the previous day, Company B was now virtually destroyed.

BOARD CONFIGURATION



O5	Hd10			X
	Wd4			
		Wd5		43
	Hd9	Hd5		
	Hd7	Hd3		

(Only hexrows R to GG are playable)

BALANCE

✚ Add a SS 2-3-8 HS and a PF to Initial OB

☆ Lower VC from ≥ 46 VP to ≥ 40 VP.



VICTORY CONDITIONS

The Americans win immediately by exiting ≥ 46 VP off the south edge.

TURN RECORD CHART

✚ GERMAN Sets Up First	☆	1	2	3✚	4	5	END
☆ AMERICAN Moves First							

SPECIAL RULES

- EC are Moist, with no wind at start, and all hedges are Bocage (B9.5).
- Place overlays as follows: **Hd3** on 43S1-S2; **Hd5** on 43Z4-Y4; **Hd7** on 43DD2-CC3; **Hd9** on 43Y7-X6; **Hd10** on xZ3-Z4; **Wd4** on xW1-X1; **Wd5** on 43R9-R8 and **O5** on 43FF10-GG10.
- The Americans may enter the mapboard using two, three, and/or four-Vehicle Platoons (D14.2).
- Crew Survival (D5.6) is NA.

- AFV crews may not voluntarily Abandon (D5.4) vehicles.
- The Germans use optional rule C13.311 for recording possession, and usage, of the PF listed in their OB. No other (i.e. normally inherent) PFs are available.
- All AT-Mines must be set up as a Daisy Chain (B28.531).
- Any four American tanks may be pre-recorded as having functioning Gyrostabilizers (D11.).

Elements of Kompanie 16, SS-PzGren Regt 3, supported by Kompanie 6, SS-Pz Regt 2, of SS-Panzer Division 2 "Das Reich" set up using HIP on any hex on board 43 and/or in hexes numbered ≤ 6 on board x:

2-3-8	Schar-Fuhrer 8-0	MMG 5-12 3PP	PSK 12-4 1PP X10	Panzerfaust 60	AT-Mine 1
7	2	4	4	3-factors	

See SSR 6 See SSR 7

TURN 3: Enters along the west or the east edge of Board 43.

13	13
1 75L 8 3 3/5	1 75L 8 3 3/5/2
2	2



[ELR: 5]

(SAN: 4)

Company B, 743d Tank Battalion, 30th Division enters along the north edge using Platoon Movement (see SSR 3) on/after TURN 1; all, some or none may enter on each/any turn(s).

8-1	13 11 4 75 2/4/4	12 11 4 75 -1/4/4
	12	



[ELR: 0]

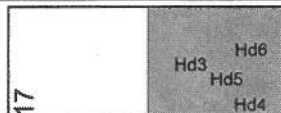
(SAN: 0)

A MOST TRYING TIME



Quesnel, France, 9 July 1944: At 1500 hours, the US 30th Division HQ began to receive reports from the 117th Regiment that German infantry, supported by self-propelled assault guns, was attacking the right flank of its 3d Battalion. At the same moment, the 120th reported that Company B of the 743d Tank Battalion had just lost sixty percent of its tanks in a brush with German tanks. The engineers of SS-Panzer-Grenadier Regiment 3, "Das Reich", supported by the panzers of SS-Panzer Regiment 2, "Das Reich", managed to infiltrate through the bocage undetected. They launched an assault on Company A, 120th Infantry Regiment, located in the village of Quesnel. The intensity of the counter-attack caught the Americans off guard, and the SS Engineers, armed with flamethrowers, explosives, and supported by Mark IV tanks, began to clear the village. Company A's commander was wounded and several squads broke under the pressure as the entire 2d Battalion was pushed back some 400 yards. Some officers who went through this battle regarded the next two hours as the most trying period experienced by the 120th Infantry in any part of the campaign in France.

BOARD CONFIGURATION



(Only hexrows R to GG are playable)

BALANCE

- ✚ Add one SS 3-3-8 HS to the German OB.
- ☆ Change German VC from ≥ 6 to ≥ 7 hexes.

VICTORY CONDITIONS

Provided that the Americans have not amassed ≥ 15 CVP (excluding prisoners), which will result in an immediate American victory, the Germans win at Game End if they control ≥ 6 Building hexes



TURN RECORD CHART

☆ AMERICAN Sets Up First	✚ 1	✚ 2	3	4	5	6	END
✚ GERMAN Moves First							

SPECIAL RULES

- EC are Moist, with no wind at start, and all hedges are Bocage (B9.5)
- Place overlays as follows: Hd3 on 17T6-U7; Hd4 on 17BB9-BB10; Hd5 on 17Y9-X8; Hd6 on 17DD5-EE6
- The German SS 8-3-8/3-3-8 MMCs are Assault Engineers (H1.22).

- All German Pzkw IVH have Schuerzen (D11.21)
- The Americans may fortify one building location (Tunnel exchange is NA).
- The OB-given American 1-2-6 crew represents a Bazooka Team, and if in possession of the Baz 44, may set up using HIP.

Elements of Company A, 2d Battalion, 120th Infantry Regiment set up on any hex with a co-ordinate ≤ 7

1 6-6-6	9-1 2nd Lieutenant	Corporal 7-0	MMG 4-10 3PP	1944 Bazooka 8-4 X11 1PP	7 Morale ?
5		2			5



[ELR: 3]

(SAN: 3)

Elements of Kompanie 16, SS-Panzer Grenadier Regiment 3, supported by II/SS-Pz Regt 2, SS-Panzer Division 2 "Das Reich" enter on TURN indicated along the south edge:

TURN 1:

8-3-8	Unterarm Führer 9-1	Oberrichter Führer 8-1	FT 24-1 1PP X10	DC 30-1 X12 1PP
5			2	

TURN 2:

13 Pzkw IVH 1 8 3 3 75L 3/5	13 Pzkw IVH 1 8 3 3 75L 3/5/2
--------------------------------------	--



[ELR: 5]

(SAN: 2)

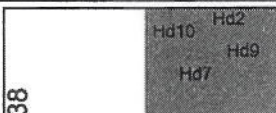
#4

HOLDING OUT



Southwest of Quesnel, France, 9 July 1944: The Americans continued their southerly advance toward the high ground of Hill 32. The 117th Infantry Regiment reported only light resistance from stragglers, but nothing they could not handle. Then late in the afternoon, the Germans launched a counterattack against the 117th's 1st and 3d Battalions with elements of SS-Engineer Battalion "Das Reich" and assault guns that managed to reach the area. The climax of the attack was reached between 1600 and 1700 hours. The 3d Battalion reported the presence of enemy armor but was "holding out", while the 1st Battalion, east of the highway, began to report fire from enemy tanks to the south at 1537 hours. It then reported fire from friendly tank destroyers and finally trouble with friendly artillery fire falling short. Nevertheless, at 1620 hours, the 1st Battalion reported as many as ten tanks in front of their position, and during the next half hour, some platoons of the battalion began to pull back along the highway. This threatened to uncover anti-tank guns, and tank destroyers deployed behind them. Some observers later reported that as more men joined the movement it appeared the Americans might be routed. But in reality, the situation never got out of hand. Officers stopped the withdrawal and restored order within 15 minutes.

BOARD CONFIGURATION



(Only hexrows R to GG are playable)



BALANCE

✚ Add an 8-1 Armor Leader to the Turn 2 OB.

☆ Replace the 7-0 SMC with a 9-1 SMC.

VICTORY CONDITIONS

The Germans win at Game End if there are no unbroken American MMC on/adjacent to the 38R6-Z5-GG6 road.

TURN RECORD CHART

✚ AMERICAN Sets up First	✚ 1	✚ 2	3	4	5	6	END
☆ GERMAN Moves First							

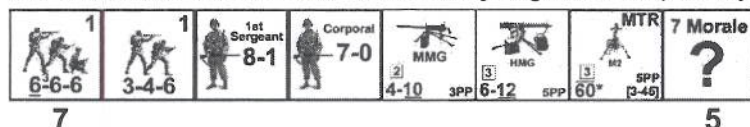
SPECIAL RULES

1. EC are Moist, with no wind at start, and all hedges are Bocage (B9.5)
2. Place overlays as follows: **Hd2** on 38AA1-BB0; **Hd7** on 38Y7-X7; **Hd9** on 38AA5-BB4; and **Hd10** on 38U4-T3.
3. To simulate the sporadic American artillery fire, starting in the American Player Turn 1 PFPh (and in each American PFPh thereafter) the American player makes a dr; on a dr of 1, a random US Artillery strike occurs on 38Z5. The American then places an AR counter in the hex. Radio contact (C1.2) and

Battery Access (C1.21-.211) are NA (including any possible "Extra" chit draws required by AR placement or SR conversion); Accuracy is NA (error is automatic); roll for extent of error (C1.31 & 1.732). Place a 105mm Harassing Fire FFE:1 on the final hex and resolve normally. The FFE:1 is then replaced by an FFE:2, which is removed at the end of the following CCPh. The OBA lasts only throughout the American player's turn.

4. German SS 8-3-8/3-3-8 MMCs are Assault Engineers (H1.22).

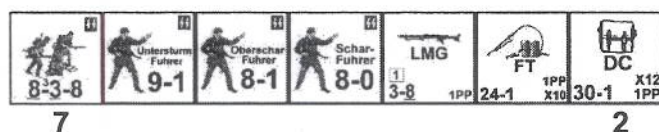
Elements of the 1st Battalion, 117th Infantry Regiment set up on any hex north of the 38R6-Z5-GG5 road:



[ELR: 3]

(SAN: 4)

Elements of 16/SS-PzGren Regt 3, supported by II/SS-Pz Regt 2, SS-Panzer Division 2 "Das Reich" enter on TURN 1 along the south edge



TURN 2: Enters along the south board edge:



[ELR: 5]

(SAN: 3)

THE CALM BEFORE THE STORM



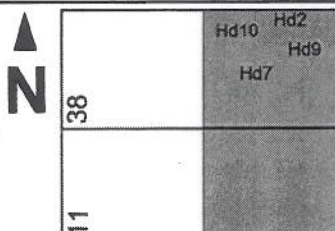
Quesnel, France, 9 July 1944: The 2d Battalion of the US 120th Infantry Regiment was to lead the regiment's advance on July 9, 1944 but was delayed. The Germans had probed the battalion's somewhat exposed flank early that morning but no serious attack followed. By 1000 hours, the 2d Battalion began its advance with Company B of the 743d Tank Battalion moving ahead of the infantry. Hill 32 was the first objective in the 120th's zone, and the initial advance progressed relatively calmly, as the lead platoons met little or no resistance. As the 120th approached the forward slope of Hill 32, German resistance stiffened considerably. SS-Engineer Battalion "Das Reich", supported by tanks of SS-Panzer Division 2 "Das Reich" and the occasional artillery strike shored up the crumbling German line. The 2d Battalion ground to a halt. Unable to continue in the face of this intense fire, the company commander ordered his men to dig in and ride out the storm. Reinforcements were needed to continue the advance.

BOARD CONFIGURATION

BALANCE

✚ Add an 8-1 Armor Leader to the Turn 4 OB.

☆ Increase game length to 7½ turns.



(Only hexrows R-GG are playable)



VICTORY CONDITIONS

The Americans win by having ≥ 15 VPs at Game End. VPs are awarded to the American player equal to the VP value of Good Order American (non-crew) infantry units/mobile AFV (with functioning MA) on Board 11, multiplied by the level of the hex occupied.

TURN RECORD CHART

✚ GERMAN Sets up First	☆ 1	☆ 2	3	4✚	5	6	7	END
☆ AMERICAN Moves First								

SPECIAL RULES

1. EC are moderate, with no wind at start; all hedges are Bocage (B9.5). All Level 1 Grain hexes on board 11 are Level 2 Open Ground Hill hexes; the printed outline of the grain represents the hillcrest lines.

2. Place overlays as follows: **Hd2** on 38AA1-BB0; **Hd7** on 38Y7-X7; **Hd9** on 38AA5-BB4; and **Hd10** on 38U4-T3.

3. The Germans receive one fire mission of 150mm OBA (HE only) directed by an offboard observer (C1.63) on level 3 along the south edge.

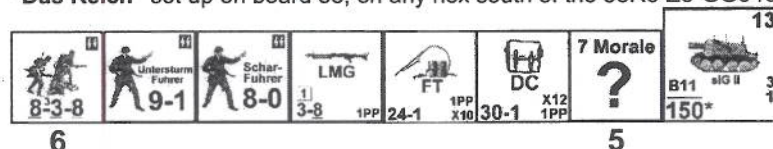
4. German SS 8-3-8/3-3-8 MMC are Assault Engineers (H1.22).

5. All German Pzkw IVH have Schuerzen (D11.21).

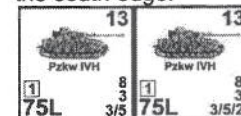
6. The Americans receive one-module of 105mm OBA (HE & SMOKE); however, there is no accuracy dr (C1.3) (error is automatic); roll normally for direction and extent of error as per C1.31.

7. Any two American tanks may be pre-recorded as having functioning Gyrostabilizers (D11.).

Elements of 16/SS-PzGren Regt 3, supported by II/SS Pz-Regt 2, SS-Panzer Division 2 "Das Reich" set up on board 38, on any hex south of the 38R6-Z5-GG6 road:



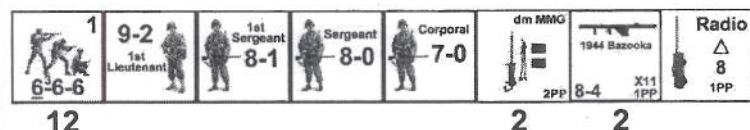
TURN 4: enters along the south edge:



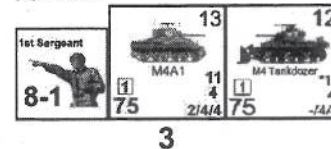
[ELR: 5]

(SAN: 4)

Elements of the 2d Bn, 120th Infantry Regiment, supported by 743d Tank Battalion enter along the north edge on Turn indicated:
TURN 1:



TURN 2:



[ELR: 3]

(SAN: 3)

THE ATTACK ON HILL 32



Quesnel, France, 9 July 1944: The US 30th Division started the day acutely aware of an enemy build up to the south. The division's advance began at 0700 hours and started slowly. There was little suggestion of trouble ahead. The 120th Infantry Regiment was also delayed in getting started. Its 2d Battalion was scheduled to lead, but during the early morning, the battalion's exposed flank was probed without serious fighting. By 1000 hours, the 2d Battalion began the advance with Company B of the 743d Tank Battalion moving ahead of the infantry. Hill 32 was the first objective in the 120th's zone, but the 2d Battalion was slowed by enemy resistance including considerable artillery fire as it approached the high ground. The German Seventh Army Command then launched a counterattack with elements of the SS-Engineer Battalion "Das Reich" supported by tanks of SS-Panzer Division 2 "Das Reich" in an effort to reduce the new penetration made south of le Desert. However, by the end of the day "Das Reich" was forced to withdraw under increasing pressure with heavy loss.

BOARD CONFIGURATION

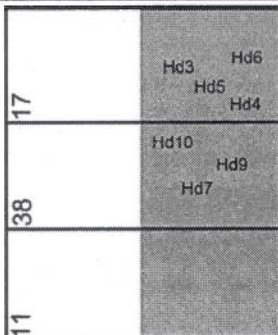
BALANCE

✚ Add a 9-1 Armor Leader to Turn 4 OB.

☆ Add a Baz 44 to Turn 1 OB.

VICTORY CONDITIONS

The Americans win by having ≥ 15 VPs at Game End. VPs are awarded to the American player equal to the VP value of Good Order American (non-crew) infantry units/mobile AFV (with functioning MA) on Board 11 multiplied by the level of the hex occupied. Subtract the VP amount of any Good Order German units north of the 38R6-Z5-GG6 road to generate the final total.



(Only hexrows R-GG are playable)



TURN RECORD CHART

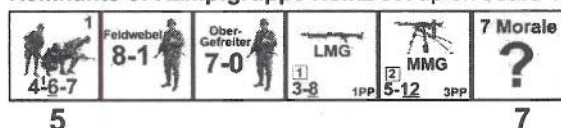
✚ GERMAN Sets up First	☆	☆		☆	✚	☆						
☆ AMERICAN Moves First	1	2	3	4	5	6	7	8	9	END		

SPECIAL RULES

- EC are moderate, with no wind at start; all hedges are Bocage (B9.5). The Level 1 grain hexes on board 11 are Level 2 Open Ground Hill hexes; the printed outline of the grain represents the hill crest lines.
- Place overlays as follows: Hd3 on 17T6-U7; Hd4 on 17BB9-BB10; Hd5 on 17Y9-X8; Hd6 on 17DD5-EE6; Hd7 on 38Y7-X7; Hd9 on 38AA5-BB4; and Hd10 on 38U4-T3.
- Designated SS units have an ELR of 5. SS 8-3-8/3-3-8 MMCs are Assault Engineers (H1.22) with underlined morale.
- All German Pzkw IVH have Schuerzen (D11.21).

- The Germans receive one fire mission of 150mm OBA (HE Only) directed by an offboard observer (C1.63) on Level 3 along the south edge.
- The Americans receive one module of 105mm OBA (HE & SMOKE). There is no accuracy dr (C1.3) (error is automatic). Roll normally for direction and extent of error as per C1.31.
- The Germans may fortify one building location on board 17 (Tunnel exchange is NA).
- Any two American tanks may be pre-recorded as having functioning Gyrostabilizers (D11.).

Remnants of Kampfgruppe Heinz set up on board 17 in hexes numbered ≥ 3 :

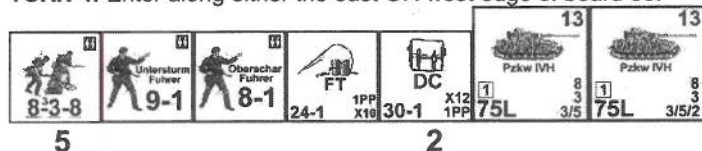


[ELR: 3/5]

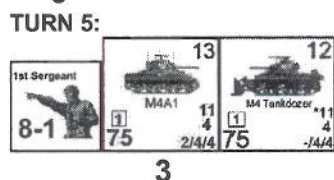
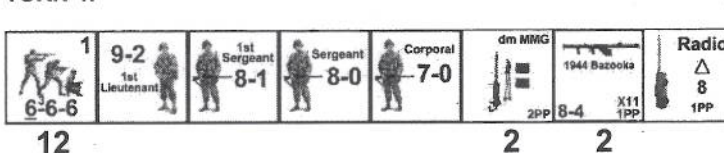
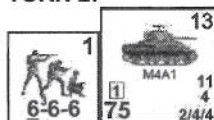
(SAN: 4)



Elements of the 16/SS-PzGren Rgt 3, supported by II/SS-Pz Regt 2, SS-Panzer Division 2 "Das Reich" enter on TURN indicated:
TURN 4: Enter along either the east OR west edge of board 38:
TURN 7: Enter along the south edge:



Elements of 2d Bn, 120th Infantry Regiment, supported by Co. B, 743d Tank Bn, enter along the north edge on TURN indicated:
TURN 1:
TURN 2:
TURN 4:



[ELR: 3]

(SAN: 3)

