



# SCENARIO: GREENDOZERS

US Army vs Waffen-SS



# GREENDOZERS

A new invention has arrived on the front lines - one that promises to break the deadlock and allow Allied units to carve a path through the hedgerow hell covering the Norman countryside.

Devised by Curtis G Culin III, a sergeant in the 102nd Cavalry Reconnaissance Squadron, the hedgerow cutter was a set of steel tusks or prongs welded onto the front glacis of a tank. Equipped with these prongs, a tank could uproot the hedge and smash a way through in half the time of a conventional bulldozer.

Culin's hedgerow cutter levelled the playing field across Normandy. Suddenly, the claustrophobic hedgerows that funnelled Allied infantrymen into German killzones could be breached, and the strong-points bypassed.

Two hedgerow cutter-armed tanks are leading a charge through the hedgerows, closely followed by their infantry support.

Dug into the banks and berms on the other side is a veteran German force, bristling with anti-tank weapons and machine guns...

## The Forces:

### US Army

- » 1x Regular 2nd Lt w/ Attendant
- » 2x Regular Infantry Squads w/ 1x SMG, 1x BAR + 10x Rifles
- » 2x Regular MMG teams
- » 1x Regular Light Mortar team
- » 2x Regular M4A3 Shermans w/ Culin Hedgerow Cutters

### Waffen-SS

- » 1x Veteran 2nd Lt w/ Attendant
- » 2x Late War Waffen-SS Squads w/ 2x Assault Rifles, 3x Rifles + 3x Panzerfausts
- » 2x Veteran MMG teams
- » 1x Veteran Sniper Team
- » 3x Veteran Medium Mortar Teams w/ Spotters
- » 1x Veteran Pak 38 AT Gun
- » 1x Veteran Pak 40 AT Gun

## Special Rules:

**Bocage:** Bocage hedgerows block LOS unless either the shooter or the target unit is in base contact with them, or on top of elevated terrain like a hillock. Since these hedgerows were on top of large earth mounds, they also provide hard cover.

Hedgerows count as obstacles. Furthermore, units passing through them under Advance orders cannot fire after they move, to account for the extra effort it takes to get through thick vegetation.

Tanks have an especially hard time bursting through the hedgerows. Whenever a tracked vehicle tries to move through a hedgerow, roll a die. On a 1 or 2, the vehicle gets stuck and doesn't break through at all (as if the terrain was impassable) – its move ends. Vehicles with an armour value of 10 or greater get +1 to this roll. Once a tank has passed through a hedgerow, it makes a hole the width of the tank that no longer counts as an obstacle.

Tanks equipped with Culin Hedgerow Cutters automatically succeed in this roll, as long as they move at an Advance speed. If they cross a hedgerow at Run speed, they must roll as above, but get a +1 to the roll.





# The Scenario



## Set-up:

The Waffen-SS player deploys his units in the marked area, using the Hidden Set-Up (Page 131 of the Bolt Action Core Rules) and the Dug In (Page 196-197 of the Campaign: D-Day: Overlord book) rules.

The US player moves his force onto the table on Turn 1.

## Objectives:

The US player must carve a path through the hedgerows and storm the German position on the other side!

The Waffen-SS player must hold their ground!

## First Turn:

The battle begins! The US player's force moves onto the table from their designated table edge.

## 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 US player gains 3 Victory Points for every unit inside the Waffen-SS deployment zone.

The Waffen-SS player gains 2 Victory Points for each enemy unit killed.

*The battle for Normandy has become a bitter struggle for survival characterised by brutal close-range firefights in amongst the hedgerows of the bocage country and the bombed out ruins of Caen and Saint-Lo.*

*We'll be looking at the fighting in the American sector of the front in greater detail in the coming weeks - but for now, back to Verrières Ridge!*

