



SCENARIO: OLD HICKORY

US Army vs Waffen-SS



OLD HICKORY

The Mortain counterattack has begun. On Hitler's personal order, the German army has driven a wedge into the American frontline between Mortain and Avranches, with the ultimate aim of breaking the back of the Allied advance and driving them back into the sea.

Spearheading the German assault were veteran SS-Panzer divisions, their ranks bolstered by every armoured vehicle the German High Command could muster.

Standing firm at the centre of the Allied lines was the fighting 30th Infantry Division, who had already cut their teeth in the desperate fighting around St.Lo.

Attacking with the element of surprise, German forces were able to force their way into the town of Mortain, sustaining heavy casualties in the process.

On a hill to the south of the town, the 30th Division's 120th Regiment found itself completely surrounded. Despite their precarious position, their observers continued to man an observation post on the crest, calling in devastating artillery strikes despite the proximity of the enemy.

The Forces:

US Army

- » Lt. Robert Weiss + Attendant
- » 3x Veteran Infantry Squads w/ 1x SMG, 9x Rifles + 2x Automatic Rifles
- » 2x Veteran MMG teams
- » 1x Veteran Light Mortar team

Waffen-SS

- » Veteran 1st Lt + Attendant
- » 2x Waffen-SS Squads (Late War) w/ 2x Assault Rifles + 3x SMGs
- » 2x Waffen-SS Squads (Late War) w/ 8 Rifles + 2x LMGs
- » 1x Veteran MMG Team
- » 2x Veteran Medium Mortar Teams
- » 1x Veteran Nebelwerfer 41

Special Rules:

Aid Station Artillery: The beleaguered Bob Weiss devised a crackpot scheme to deliver vital medical supplies to the besieged defenders of Hill 314.

US Artillery units already used non-explosive shells to deliver smoke barrages or propaganda leaflets. Weiss suggested filling the canisters with medical supplies, which would then be delivered to his position by an artillery fire mission.

This scheme had mixed results - most of the time, the rounds would bury themselves too deep to be recovered, or ricochet off the rocky hillside. When the GIs could recover one of the shells, often the contents had been destroyed by the impact.

Instead of calling in an Artillery or Smoke Barrage, Weiss can choose to call on the Aid Station Artillery.

Place a token and roll on the chart as normal, except that when the strike arrives, leave the marker on the table. Any units within 6" of the marker count as being within 6" of a Medic.

Lt. Robert Weiss: Born in Pennsylvania in 1923 to Hungarian Jewish parents, Robert Weiss enlisted in the US Army in 1943, at just 20 years of age. He landed in Normandy at Utah Beach on D+7, as an artillery observer for the 230th Field Artillery Battalion.

He was attached to the 120th Infantry as a forward observer, which is how he found himself atop Hill 314. His heroic actions during the Battle of Mortain would earn him a Silver Star, two Purple Hearts, a French Croix de Guerre and the Legion d'Honneur.

Lt. Robert Weiss counts as a Veteran 2nd Lt. and a Veteran Artillery Forward Observer. In addition, he can call in one artillery strike per turn instead of once per battle.

The Fighting 30th Division: Nicknamed after the fighting President Andrew Jackson, the 30th "Old Hickory" Division made a name for itself during fighting in the bocage and around St.Lo.

Because of their fearsome reputation against Hitler's fanatical veterans, they became known among the German forces as "Roosevelt's SS"

All American Infantry units in this scenario are rated as Veteran and have the Tough Fighters special rule.

The Scenario



Set-up:

The US player deploys his force in the marked area using the Dug In (Page 196-197 of the Campaign: D-Day: Overlord book) rules.

The German player divides his force into two waves. The first wave moves onto the table on Turn 1. The second wave is held in reserve, entering the battlefield from any table edge from Turn 2 onwards.

Objectives:

The US player must hold out for as long as possible and drive back the attacking Germans.

The German player must overwhelm the US position on the hilltop.

First Turn:

The battle begins! The German player moves his first wave onto the table from any table edge. It does not need to pass an Order Test to make this move.

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 2 Victory Points for every German unit killed.

The German player gains 2 Victory Points for each of his units that ends the game inside the US player's deployment zone.

Robert Weiss and the men of the 120th Infantry helped break the back of the German attack, despite sustaining almost 50% casualties. The Mortain counterattack would be the last German offensive during the Battle of Normandy.