

BATTLE OF THE HEDGEROWS

PURPLE HEART DRAW

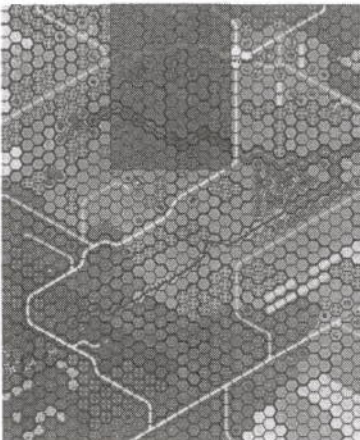
St-Georges-d'Elle France, July 11, 1944



St-Georges-d'Elle France, 11 July 1944: The left wing of the 2d Division's assault force was the 1st Battalion, 23d Infantry Regiment attacking from the road that ran west out of St-Georges-d'Elle. The 1st Battalion faced terrain that had been fought over in the early attempts against Hill 192, and which contained a draw constituting a serious initial obstacle. "Purple Heart Draw", as it was called, ran 750 yards east to west along the battalion front, only 200 to 400 yards from the line of departure. It was deep enough to almost impassable for tanks, and so well covered by enemy fire as to promise heavy losses for infantry who tried to cross. The 1st Battalion, with Company A on the left and Company C on the right, jumped off at 0600 hours, 300 yards from the line of departure on the Colville-St-Georges-d'Elle road. Company A did not meet stiff opposition until it reached Purple Heart Draw. Four tanks, stopped by the steep sides of the draw from moving directly across, lined up 50 yards apart on the north edge to support a frontal assault by the 1st Platoon of Company A. The 1st Platoon met with disaster. The Germans, after holding fire until the greater part of the platoon had reached the bottom of the draw, then loosed mortar and artillery barrages from weapons previously registered on the draw. In addition fire came from automatic weapons emplaced in houses along the road south from St-Georges-d'Elle and from the south bank of the draw. The beleaguered American platoon fought desperately but refused to retire. All but 13 men of the 1st Platoon, caught in the draw, were found to be casualties.

MAP CONFIGURATION

(Only hexes numbered 1-13 and rows K-U are playable)



BALANCE

- ✚ Add a Psk to OB
- ☆ Exchange all 5-4-6 for 6-6-7 MMC

VICTORY CONDITIONS

Provided that the German has not amassed ≥ 22 CVP (excluding prisoners), the American wins at game end if they have ≥ 7 VP of unbroken, non-vehicle crew, American infantry south of the Purple Heart Draw (K10-U11).

TURN RECORD CHART

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


SPECIAL RULES

1. All PHD MSR are in play.

2. EC are Moist, Mist (E3.32) is in effect, and there is no wind at start.
3. The German may set up one MMC (and any SW/SMC stacked with them) using HIP.


4. The German may set up in foxholes in suitable terrain.

Elements of I/Fallschirmjäger Regiment 5 set up on any hex south of the K4-U4 road:




5-4-8

5




2-3-8

2




2-2-8

2




8-1

8




8-0

8




3-8

1



5-12

3




26 TK 12-4

1

7 Morale


?

7




24 factors

24




GrW 34

3




M11 [2-60]

5



OVR/OBA +4
OTHER +2
ENTRENCH DR ≤5

5




[ELR: 3]

(SAN: 4)


Company A, 23d US Infantry Regiment supported by Company C, 741st Tank Battalion enters on the north edge on/ between hexes K1-U1 on the turn indicated:

TURN 1:




6-6-6

7




5-4-6

3




9-1

9




8-0

8



7-0


7



2PP


2

TURN 2:




8-1

8



75

4



[ELR:

(SAN: 2)

Source: Taylor, Charles H., *St. Lo (7 July – 19 July 1944)*
Nashville: The Battery Press, 1984, p.58-69.



St-Georges-d'Elle France, 11 July 1944: Company A, 1st Battalion met stiff opposition as it reached Purple Heart Draw and despite support from four tanks of Company C, 741st Tank Battalion were stopped in their tracks by heavy mortar and artillery fire. On the right of the battalion line, Company C had moved forward against lesser difficulties. The company employed one variation of the standard tactics it had rehearsed in the preceding week. Fragmentation grenades were fired from rifles, and in two instances these grenades were placed accurately over enemy machine-gun emplacements in order to affect airbursts and silence the enemy weapons. The advance was slowed for a time by trouble maintaining contact with the 1st Battalion, 38th Infantry on the right flank, but the success of that unit helped Company C during the afternoon. At the end of the day the 1st Battalion, 23d Infantry had gained up to 1,500 yards and dug in for the night 400 yards from the objective, the St-Lo-Bayeux highway.

MAP CONFIGURATION

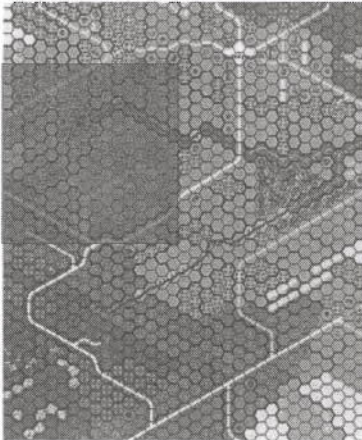
(Only hexes numbered 6-19 and rows A-P are playable)

BALANCE

- ✚ Add a 6 Mine Factors to OB
- ☆ Add a FT to US OB

VICTORY CONDITIONS

Provided that the German has not amassed ≥ 20 CVP, the American wins immediately by controlling all the buildings ≤ 2 hexes from M15.



TURN RECORD CHART

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

SPECIAL RULES

1. All PHD MSR are in play.
2. EC are Moderate and there is no wind at start.
3. The German may set up one MMC (and any SW/SMC stacked with them) using HIP.
4. The German may set up in foxholes in suitable terrain.
5. PHD C3.0 TM18 is in effect.

Elements of I/Fallschirmjäger Regiment 5 set up on any hex on/south of the A10-E8-H10-K8-P11 perimeter:

5²4-8

2-3-8

2-2-8

Leutnant 9-1

Ober-Gefreiter 7-0

LMG 1PP 3-8

HMG 4PP 7-16

PSK X 10 26 TK 12-4

7 Morale ?

Minefield 24 factors

AT Pak 40 75L M8

WIRE MPh/R1Ph dr = MF CC: +1/-1

FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR ≤ 5

[ELR: 3]
(SAN: 4)

Company C, 23d US Infantry Regiment supported by Company C, 741st Tank Battalion enters on TURN 1 along the north edge on/between hexes A6-J6:

7³4-7

6³6-6

5²4-6

9-1 2nd Lieutenant

1st Sergeant 8-1

1st Sergeant 8-1

dm MMG 2PP

DC X12 30-1

M4A1 11 4 2/4/4

[ELR: 4]
(SAN: 2)

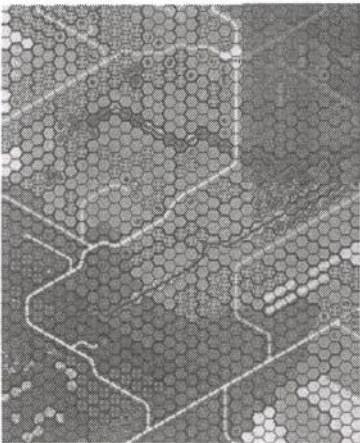
Source: Taylor, Charles H., *St. Lo (7 July – 19 July 1944)*
Nashville: The Battery Press, 1984, p.58-69.



St-Georges-d'Elle France, 11 July 1944: The 1st Battalion, 23d Infantry Regiment was initially stopped, suffering heavy casualties, as it attempted to cross Purple Heart Draw. By mid-morning, the battalion had managed to flank the west end of the Draw and continue its advance through the orchards and hedgerow-lined fields towards the main road. Close support by the infantry had prevented any to casualties, despite the Germans being well supplied with bazookas and sticky grenades. On the east side of St-Georges-d'Elle, Germans still held the lower end of Purple Heart Draw, but only as part of a salient position, which was difficult to maintain. In support of the 1st Battalion's main effort, diversionary attacks had been made during the day by the 3d Battalion of the 23d Infantry Regiment and by elements of the 9th Infantry Division. Company L of the 23d Infantry Regiment tasked with the clearing of the eastern half of St-Georges-d'Elle, had put in hard fighting, and suffered severe losses, only to gain one hedgerow. But these seemingly wasted efforts helped to keep German forces in that sector from shifting troops to the main attack zone.

MAP CONFIGURATION

(Only Rows W-GG and hexes numbered ≤ 14 are playable)



BALANCE

- ✚ Exchange the 4.2cm lePak 41 AT for a 5cm Pak 38 AT
- ☆ Add a radio and a 60mm Company Mortar OBA (HE Only) Module to the US OB (See US Ordnance Note 1)

VICTORY CONDITIONS

The Americans win by having ≥ 14 VPs at Game End. VPs are awarded to the Americans equal to the VP value of Good Order American (non-crew) infantry units/mobile AFV (with functioning MA) in/Adjacent to the Purple Heart Draw (W12-EE12).

TURN RECORD CHART

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

SPECIAL RULES

- 1. All PHD MSR are in play.
- 2. EC are Moderate and there is no wind at start.
- 3. The German may set up one MMC (and any SW/SMC stacked with them) using HIP.
- 4. The German may set up in foxholes in suitable terrain.
- 5. The German may fortify (B23.9) one building location.

Elements of II/Fallschirmjäger Regiment 9 set up on any hex numbered ≥ 5:

5-4-8
4

2-3-8
2

2-2-8

9-1

8-1

3-8

7-16

X 10
26 TK
12-4

7 Morale
?

18 factors

InPak 41
*40LL M11

MPH/R/Ph
dr = MF
CC: +1/-1

1S
OVR/OBA +4
OTHER +2
ENTRENCH DR ss

[ELR: 3]
(SAN: 4)

Company L, 23d US Infantry Regiment supported by Company B, 741st Tank Battalion enters on Turn 1 along the north edge on/between hexes W1-GG1:

6-6-6
7

5-4-6
3

3-4-6
2

9-2
1st Lieutenant

8-1
1st Sergeant

7-0
Corporal

2PP

1PP X11
8-4

11
75
2/4/4

[ELR:]
(SAN:)

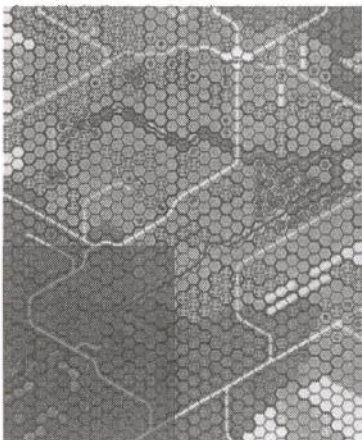
Source: Taylor, Charles H., *St. Lo (7 July – 19 July 1944)*
Nashville: The Battery Press, 1984, p.58-69.



St-Georges-d'Elle France, 11 July 1944: Through out the day, the drive of the US 2d Division, while it had been slowed by stubborn resistance, had packed too much power for the Germans. Fighting to hold Hill 192 and their lines near St-Georges-d'Elle, the Germans were forced to commit Fallschirm Sturmgeschütz-Brigade 12, Fallschirm Aufklärungs-Kompanie 3, and as a last reserve, Fallschir Pionerie-Abteilung 3 was thrown into the fighting. Late in the day, the Germans launched a counterattack north along the dense orch road towards St-Georges-d'Elle, and caught many of the leading American units off-guard. This surprise attack managed to achie limited success, but the Americans, with the help of a mortar barrage, dealt with the attack and ground the German's advance to a halt some 400 yards north of the St.Lô-Bayeux Highway. By last light, the US 38th Infantry Regiment had succeeded in capturing Hill 192; the US 23d Infantry Regiment halted its advance for the day and dug in for the night, just short of their objective of the St-Lô-Bayeux highway. The German defences were badly mauled, both Fallschirm Regiment 5 and 9 had lost a lot of men – the III/Fallschirm Regiment 9 alone had nearly 150 men taken prisoner by the US 2d Division – and both units were stretched too thin. With the defences on Hill 192 smashed, the Germans were forced to give up one of the last pieces of high ground that allowed them to see all the way down to the Allied Beachhead.

MAP CONFIGURATION

(Only hexes numbered 20-35 and rows A-P are playable)



BALANCE

- ✚ Exchange 8-1 AL for 9-2 AL
- ☆ Exchange all 5-4-6 for 6-6-7 MMC

VICTORY CONDITIONS

The German wins at Game End if there are no Good Order American MMC on/adjacent to the G21-G27 road.

TURN RECORD CHART

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

SPECIAL RULES

1. All PHD MSR are in play.
2. EC are Moderate and there is no wind at start.
3. American may set up one MMC (and any SW/SMC stacked with them) using HIP.
4. The American receives one module of 81mm Battalion Mortars OBA (HE & WP).
5. The American may set up in foxholes in suitable terrain.

Elements of Company B, 23d US Infantry Regiment set up on any hex on/north of the A30-F28-I29-P26 perimeter:

1
636-6
5

2
524-6
2

E
3-4-7
2

9-1
2nd Lieutenant
8-0

Sergeant
7-0

Corporal
4-10
2

MMG
3PP
2

BAZ 44
X11
8-4
2

Radio
8
1PP

7 Morale
?

FOXHOLE
1S
OVR/OBA +4
OTHER +2
ENTRENCH DR ≤ 8
See SSR 5

☆

[ELR: 4]

(SAN: 3)

3/Fs.Aufkl-Abt and Fs-Pi.Abt. 3, supported by Fs.StuG.Bde. 12 enters on TURN 1 along the south edge:

E
833-8
2

2
4-4-7
9

Hauptmann
9-2

Feldwebel
8-1

Feldwebel
8-1

Unter-Offizier
8-0

Ober-Gefreiter
7-0

LMG
1PP
3-8
3

FT
X10
24-1

DC
X12
30-1
2

13
StuG III G
8
3
75L
-1/2+

13
StuH 42
8
3
105
-1/2+

✚

[ELR: 3/5]

(SAN: 2)

Source: Taylor, Charles H., St. Lo (7 July – 19 July 1944)
Nashville: The Battery Press, 1984, p.58-69.



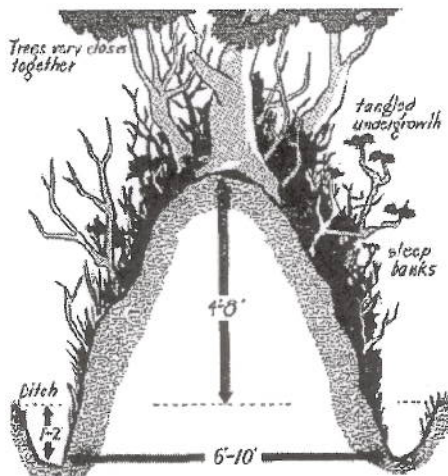
PURPLE HEART DRAW

ORDER OF PRESENTATION

- A. Terrain
- B. Mission Scenario Rules
- C. Purple Heart Draw Tactical Mission

A. TERRAIN

The Purple Heart Draw (PHD) map is generally made up of many small irregular fields bordered by thick hedgerows or "Bocage". The hedgerows have stone banks 5-10 feet high and 6-12 feet thick, formed when the fields were cleared in antiquity; these banks are topped by dense hedges of trees and bushes, whose roots have grown into the banks, binding them together into an impenetrable mass.



A Hedgerow/Bocage Cross Section

A1.0 BOCAGE: Bocage is identified by an irregular green hexside (EX. R8). All rules pertaining to Bocage remain the same as (B9.5) [EXC: A fully-tracked AFV crossing a Bocage hexside receives an additional +2 DRM on its Bog Check]. Any vertex that connects Bocage with a hedge/wall is considered to be Bocage for LOS, LOF, and Concealment Gain/Loss purposes. A Bocage hexside can be breached as per TM 18.

A2.0 CLIFFS: A Cliff is identified by an overprinted, dark, serrated, brownish-black colour hexside and represents near-vertical hillside (EX. S10). All rules pertaining to Cliffs remain the same as (B11).

A3.0 SINGLE-HEX TWO-STORY HOUSE: A building with a large white centre dot (EX. M14) represents a Single-Hex Two-Story House. All rules pertaining to a Single-Hex Two-Story House remain the same as (B31.3).

A4.0 STEEPLES: All rules pertaining to Steeples (EX. U3) remain the same as (B31.2).

A5.0 HILLSIDE WALL/BOCAGE: There are numerous examples on the map where a wall/Bocage lies along a common hexside of two adjacent hexes with different Base Levels (EX. N14 and M22). All rules pertaining to Hillside Wall/Bocage remain the same as (B9.6).

B. MISSION SPECIAL RULES

Unless otherwise noted, all PHD MSR below apply to both Purple Heart Draw TM Scenarios and non-TM Scenarios.

MSR1 – EC: EC are per the Historical Weather Chart (C5.30). When the Weather is Overcast, no Rain is possible.

MSR2 – FIRES: Kindling Attempts (B25.11) are NA.

MSR3 – TERRAIN: All hedges are Bocage (B9.5), the stream depth is Shallow (B20.4), the bridge is one-lane stone, and all Sunken Roads are Sunken Lanes (B4.43).

MSR4 – CELLARS: Rules pertaining to cellars (B23.41) apply only to multi-hex buildings. Any AFV that sets up in a multi-hex building hex must immediately undergo a Secret Bog DR [EXC: An AFV that ends a TM Scenario in a multi-hex building location, may set up in that location with the same VCA without a Bog DR].

MSR5 – OFF-MAP ROADS: Each road exiting the map edge on the PHD map is considered, for the purpose of A2.51, to extend off that map edge along the same lettered hexrow (if off the north or south edge), or in hexes of the same co-ordinate (if off the west or east). The off-map road is considered to be of the same type (paved/dirt) as the road hex it is connected to on the map.

MSR6 – BORE SIGHTING: Bore Sighting (C6.4) is NA.

MSR7 – FALLSCHIRMJÄGER UNITS: All units in the German OB are Elite. Each German Depletion Number (C8.2) is one greater than the printed number until Ammunition Shortage applies to the weapon (A19.131). All 4-4-7/2-3-7 MMCs Battle-Harden to 5-4-8/2-3-8 MMCs.

MSR8 – ASSAULT ENGINEERS: Designated US 7-4-7/3-3-7 Engineer and German 8-3-8/3-3-8 Pionerie MMCs are Assault Engineers (H1.22). Assault Engineers have their Morale underlined, an ELR of 5 and their Smoke Exponent is increased by 2; in addition, Assault Engineers have Sapper Capabilities (H1.23) and only Assault Engineers may use FTs and DCs without the Non-Qualified Use Penalty (A21.13) applying.

MSR9 – RADIO: The possession of an Observer's Radio is always recorded on a side record. If the Observer is eliminated the Radio is placed on board in the location in which the Observer was eliminated [EXC: Random SW Destruction (A9.74)].

C. TACTICAL MISSION

C1.0 INTRODUCTION: The PHD Tactical Mission (TM) offers two or more players five interconnected scenarios pertaining to the battles, east of St-Lô France, on 11 July 1944. Using this system, the five interconnected scenarios are played simulating the critical movements during the battle.

C1.1 BETWEEN SCENARIOS: Upon the conclusion of a Tactical Mission (TM) Scenario, the players carry out a unique TM Phase known as the Consolidation Phase (ConPh). During



the ConPh, each side takes stock of what has transpired in the previous TM, and then prepares for further combat in the next scenario. In the ConPh, the players may requisition Reinforcement Groups (RGs) using Tactical Points (TP). The players may select RGs in the form of Infantry Platoons, OBA Modules, MG, Gun, and AFV Sections.

C1.2 CASUALTIES: Casualties suffered in a TM scenario or during the subsequent ConPh must be placed aside since their CVP total is used to determine a DRM for TP Loss/Gain, and Bravery & Battlefield Promotion. The CVP value of a unit unable to be removed (e.g., wreck AFV) should be noted on a side record.

C1.3 TM ROSTER & PURCHASE RECORDS: The TM Roster and RG Requisition Record sheets should be used by the TM Players to record important information.

C2.0 DEFINITIONS & ABBREVIATIONS: The following glossary explains abbreviations and important terms used in the PHD Tactical Mission.

American/US: Military units belonging to the United States Army.

Attacking Side: The side that has the overall onus to attack in a given TM. Usually this side moves first in the initial scenario.

Attack Option: Requisitioned during ConPh C5.31, this allows a side to set up second and move first [EXC: Dual attack; attacker is assigned initial scenario].

Validation Phase (ConPh): The sequence of steps performed between TM Scenarios. All rules starting with section C5 are ConPh rules/steps.

Defensive Stores Points (DSP): Used to requisition fortifications in the ConPh C5.35.

Entry Area: Each map edge or hex designated by the TM as eligible for a side to use to enter units into the battle area.

Enterable: A hex/location that the unit in question could enter (disregarding its occupation by a fortification/enemy unit) during a hypothetical MPh/APh. If defined in relation to a FEBA/Entry Area (or to a "path" of hexes drawn to/from/between such), the hex/location must be enterable along that "path". A Blaze location is not enterable.

Forward Edge of Battle Area (FEBA): Each side's FEBA is defined by, and consists of any friendly controlled hexes between that side's Friendly Map Edge, and all hexes of all friendly TAC [EXC: No Man's Land]. The remainder of the map (i.e. not enemy controlled terrain) is considered to be terrain that is controlled by neither side (i.e. uncontrolled). Each side's FEBA may consist of more than one grouping of TAC, as determined by the paths drawn from the TAC to the Friendly Map Edge.

Friendly Map Edge (FME): The north map edge is the US player's Friendly Map Edge and the south map edge is the German player's Friendly Map Edge.

Front Line Hex: A FEBA hex that shares \geq one hexside with \geq one hex of an enemy FEBA/No-Man's Land/Uncontrolled Terrain

A side is assumed to be idle if they did not requisition an attack option during the ConPh.

Initial TM Scenario: The first scenario of the TM. Some conditions may be specified by MSR that apply only to this scenario.

In Reserve: Any side's "A", "G", "HW", or "I" type RG requisitioned during a scenario being played may set up In Reserve.

Isolated Location: Any location from which a player cannot draw a line of enterable hexes to his friendly FEBA free of any enemy TAC hexes (including No-Man's Land) is isolated.

Lull: A TM Scenario in which neither side has requisitioned an attack option. The initial scenario can never be a Lull.

No-Man's Land: A non-Tactical Location within ≤ 2 hexes of both Friendly- and Enemy- controlled Tactical Locations.

Redeployment: The process by which a unit attempts to move from its location or leave an Isolated location, No-Man's Land, enemy FEBA, or an Uncontrolled Terrain hex at the end of a TM Scenario.

Reinforcement Groups (RGs): Usually a number of units/equipment requisitioned as a group for use in a TM in addition to a side's OB provided at start.

RG Requisition Record: Sheet used to record information and units requisitioned during a Tactical Mission.

Tactical Areas of Control (TAC): All hexes/locations ≤ 2 hexes from any friendly held Tactical Location. Each hex within the TAC is controlled Terrain for the side that controls the Tactical Location [EXC: No-Man's Land].

Tactical Location: Each hex/location containing a building, rubble, bridge, ford, pillbox, or entrenchment [EXC: Foxholes ≤ 2 from TAC], a hex that contains ≥ 3 contiguous Crestlines, and a hex that contains ≥ 4 contiguous Wall, Bocage, or Hedge hexsides.

TM: Tactical Mission, representing the entire PHD campaign game.

TM End: The conclusion of the last TM Scenario of the TM or if one side concedes the Tactical Mission.

TM Roster: The sheet used to record information for each Tactical Mission. One line is to be filled out for each TM Scenario.

TM Scenario: All scenarios take place on 11 July 1944, and each TM Scenario represents a period of time on that date. Each TM Scenario [EXC: Initial Scenario] begins upon the completion of the ConPh.

TM Scenario End: Occurs when both the TM Scenario being played and the ensuing ConPh have been completed.

Tactical Points (TP): Used to requisition RGs in the ConPh (see C5.31).

Uncontrolled Terrain: All non-No-Man's Land hexes that are not part of either side's FEBA.

C3.0 TACTICAL MISSION RULES

All PHD TM Mission Special Rules (MSR) below apply in all TM Scenarios.

TM1 – TERRAIN CONFIGURATION: The PHD TM will use the entire PHD map during the playing of the Tactical Mission Scenarios. The colours used to represent the different elevation levels do not in all cases match up to those on other ASL maps. The base level of the map ranges from Level -1 to Level 4.

TM2 – PURPLE HEART DRAW MSR: All PHD MSR are in effect, except as amended below.



TM3 – EC, WEATHER, & WIND: The EC, Weather, and Wind for each TM Scenario are listed in ConPh C5.30.

TM4 – MASSACRE: Massacre is not allowed in the PHD TM.

TM5 – INTERROGATION: The Interrogation of Civilians only (E2.4) is allowed. The US is considered to be in a friendly country and the German in a hostile country.

TM6 – MISSION END: Each TM Scenario has a variable Mission length. At the end of Turn 5, and at the end of each subsequent turn thereafter, the TM Scenario Attacker makes a TM ending dr. If the dr \leq the circled number on the Mission Turn Chart located on the map, the scenario ends immediately. Alternatively, a TM Scenario may be ended by the mutual agreement of both players at the end of any player turn.

TM7 – CONCEALMENT: Regardless of LOS, each Infantry unit and possessed equipment may set up Concealed in Concealment Terrain. Each vehicle \geq six hexes from the nearest enemy unit may begin concealed if it sets up in Concealment Terrain. Such “?” need not be requisitioned.

TM8 – MAP EXIT: Any unit/equipment that voluntarily exits the map via a Friendly Map Edge during play cannot return during that scenario, but is retained by that side. These units may only be Redeployed from the hex from which they had exited. All other units exiting the map (A2.6) are eliminated. Such elimination will count for CVP purposes.

TM9 – BURNT-OUT WRECKS: Burning Wrecks are not removed from Blaze Terrain as per (B25.14). A Burnt-Out Wreck cannot be Scrounged, set a blaze, or removed from play as per (D10.4). A Burnt-Out Wreck is a LOS Hindrance exactly like a normal Wreck.

TM10 – REINFORCEMENT SET UP/ENTRY: If set up on-map, units/equipment of a RG must be set up in the friendly set up area that they are retained in. All units/equipment that set up off-map during the RPh (A2.51) but do not enter during that same player turn forfeit their entry for that TM Scenario, but are Retained for use in the next TM Scenario. All units/equipment of the same RG must initially either be set up in the same set up area or enter at any hex(es) of the same friendly Entry Area.

TM11 – RETAINED RG: Irrespective of whether it was used during a TM Scenario, each requisitioned/OB-given RG is retained until eliminated in a TM Scenario. Each un-entered RG (or part thereof) is retained.

TM12 – TERRAIN CHANGES: Throughout the course of the TM, modifications of the printed map sheet terrain may occur; these modifications will become “permanent” (barring subsequent Clearance/Removal if applicable).

TM13 – OFFBOARD ARTILLERY: Each side is limited to the use of two OBA modules (excluding the U.S. 60mm Mortar OBA) maximum, per TM Scenario. Usage of a module for this purpose is defined as having its radio or fieldphone in play at any time during the TM Scenario. The player may add a Radio or fieldphone to his On-Map OB when an OBA module is requisitioned as a RG [EXC: 60mm Mortar OBA will receive a Radio only]. The fieldphone’s security area must be traced through friendly-controlled ground level hexes, to a friendly-

controlled map edge hex at TM Scenario start. If an OBA module is retained from a prior TM Scenario, a new security area may be recorded for each TM Scenario. Pre-Registered hexes may also be reassigned if the associated OBA module was retained. OBA modules that have placed an FFE in the just-played TM Scenario are eliminated, as are any radios, fieldphones, and Pre-Registered hexes associated with that module.

TM14 – OFFBOARD ARTILLERY ACCESS: Drawing two red chits does not cause permanent loss of OBA Battery Access (C1.211). Instead, each time that a Red Chit is drawn, it is returned to the Draw Pile and an additional Red Chit is added.

TM15 – GUNS: A Gun which sets up in a Pillbox or a Fortified Building Location may never be moved for the duration of the TM – [EXC: if the Gun can be dismantled]. A HIP Gun, once revealed, may only set up in a subsequent TM Scenario concealed, if it is able to do so.

TM16 – SELF-RALLY: Each side is allowed *two* non-Disrupted MMC Self-Rally Attempts, provided (as per A18.11) each attempt is carried out before other friendly MMC Rally attempts.

TM17 – HEROIC LEADERS: A Heroic Leader (A15.21) wounds as a leader (A17.11).

TM18 – BOCAGE BREACH: A Bocage hexside may be Breached (B9.541) by a DC using the mechanics set out in B23.711. Furthermore, a Bocage Breach is a Defensive Store that is available for requisition during the ConPh C5.35. Each Bocage Breach requisitioned allows the player to place a Breach Marker (B9.541) along a Bocage hexside within his FEBA during the set up ConPh C5.39.

TM19 – SCHUERZEN: All StuG III and StuH 42 are equipped with Schuerzen (D11.2).

TM20 – GYROSTABILIZERS: The US player may make a secret dr, to determine if an eligible Sherman tank has a functioning Gyrostabilizer - (D11.1). On a dr of ≤ 3 , the vehicle is equipped with a functioning Gyrostabilizer.

C4.0 PHD TM SCENARIO PROCEDURE

Depending upon the circumstances, the following steps are followed:

The Initial TM Scenario
C4.1
C4.2
C5.31
C5.32
C5.33
C5.34
C5.35
C5.39
C5.41

After each TM Scenario	
C5.1	C5.13
C5.2	C5.14
C5.3	C5.15
C5.4	C5.16
C5.5	C5.17
C5.6	C5.18
C5.7	C5.19
C5.8	C5.20
C5.9	C5.21
C5.10	C5.22
C5.11	C5.23
C5.12	C5.24

Start of a New TM Scenario	
C5.25	C5.33
C5.26	C5.34
C5.27	C5.35
C5.28	C5.36
C5.29	C5.38
C5.30	C5.39
C5.31	C5.40
C5.32	C5.41



C4.1 INITIAL SCENARIO

TM listed below includes all the information needed to play M's Initial Scenario.

C4.2 TACTICAL MISSION – PURPLE HEART DRAW

TM-DATES: 0600-hours, 11 July 1944 to 1930-hours, 11 July 1944 (five TM Scenarios).



St-Georges-d'Elle, France, 11 July 1944: The U.S. First Army's Field Order 1 had provided for extension eastward of its offensive, with the last stage to be a coordinated attack by three divisions through the hills protecting St-Lô. First scheduled for 9 July, the attack east of the Vire was postponed two days and coincided with the enemy's armoured blow at XIX Corps' right flank. This movement made 11 July a critical day for both the Americans and the Germans. The new attack of First Army was delivered on a ten-mile front, with the main effort by the 29th Division aiming at the ridges along the St-Lô - Bayeux highway and then at St-Lô itself.) On its right, the 35th Division was to exert pressure between the Vire and the Isigny-St-Lô highway; its objective was the right bank of the Vire, in the elbow made by that winding stream just northwest of St-Lô. Advance here would help the 30th Division on the other side of the Vire, by covering its flank along the river. On the 29th Division's left, the 2d Division of V Corps would make an assault against Hill 192 – capture of this dominating observation point would be of prime importance in the attack on St-Lô. U.S. 2d Division's objectives were as follows; the 38th Infantry Regiment, on the western flank, was to attack and take Hill 192 proper, the 23d Infantry Regiment, fighting in the centre, was ordered to attack on the eastern slope of Hill 192, and secure the St-Lô-Bayeux highway, and the 9th Infantry Regiment, on the eastern flank of the division front, was directed to support the attack by all available fires. The right wing of the 23d Infantry Regiment's assault force was the 1st Battalion, attacking from the road that ran west out of St-Georges-d'Elle. The 1st Battalion faced terrain that had been fought over in the early attempts against Hill 192, and which, contained a draw constituting a serious initial obstacle. "Purple Heart Draw," as it was called, ran for 750 yards east to west along the battalion front, only 200 to 400 yards from the line of departure. It was deep enough to be almost impassable for tanks, and so well covered by enemy fires as to promise heavy losses for infantry who tried to cross.

TM OBJECTIVE: The Americans achieve victory at the end of the last TM Scenario if they control the St.Lô-Bayeux Highway (L35-GG24). In order to control the Highway, the Americans must Control (A26.11) the N34, U30, Y28, and EE25 road intersections and ensure that there are no Unbroken German MMC ≤ 2 hexes from these intersections.

ACTIVE / INITIAL SCENARIO SET UP SEQUENCE:

US Attack: German sets up first; US moves first.



INITIAL GERMAN ORDER OF BATTLE:
Elements of 5th Regiment, Fallschirmjäger Division 3 [ELR: 3, SAN: 3] set up on any hex numbered ≥ 5:



RG: Gren Pl x 2 20 TP 60 DSP



INITIAL US ORDER OF BATTLE:
Elements of 23d Regiment, 2d Infantry Division [ELR: 4, SAN: 2] enter along the north edge:



RG: Rifle Pl x 2 30 TP

Initial MSR:

- I1 – EC is Moist (B25.5), with no Wind at the start. The Weather is Mist (E3.3 – 3.32).
- I2 – All German OB-Given and purchased RG may set up on board at no extra cost.
- I3 – The US may not requisition Defensive stores during the Initial Scenario.
- I4 – The north map edge is the US player's FME and the south map edge is the German player's FME.
- I5 – Neither side rolls for TP.

Aftermath: At the end of the day the 1st Battalion had gained about 1,500 yards and dug in for the night – 400 yards from their objective of the St-Lô-Bayeux highway. On the east, the Germans still held the lower end of Purple Heart Draw, but only as part of a salient position, which would be hard to maintain. Close support by the infantry had prevented any tank casualties, although the enemy had been well supplied with bazookas and sticky grenades. East of the main effort, diversionary attacks had been made during the day by the 3d Battalion and by elements of the 9th Infantry Regiment. Company L of the 23d put in hard fighting and suffered heavy losses, only to gain one hedgerow to the east of St-Georges-d'Elle. But these efforts helped to keep the Germans in that sector from shifting troops to the zone of main attack. Fighting to hold Hill 192 and his lines near St-Georges-d'Elle, the German committed during the day the 12th Fallschirm Sturmgeschütz Brigade and then the 3rd Fallschirm Aufklärungs-Kompanie. As a last reserve, the 3rd Fallschirm-Pionerie Battalion was thrown into the fighting. Elements of both the 5th and 9th Fallschirmjäger Regiments were badly mauled. The 2d Division had taken 147 prisoners, most of them from the III Battalion, 9th Fallschirmjäger Regiment. The real battle of Hill 192 had been won by the close of 11 July, since every enemy position on the hill had been reduced and the St-Georges-d'Elle defences had been smashed. The little work to be done in reaching the final objectives was accomplished quickly on the morning of the 12 July and General Robertson had ordered a resumption of the advance for 1100-hours.





C5.0 CONSOLIDATION PHASE (ConPh)

Each side performs the following steps (C5.1-C5.41) concurrently during the ConPh that occurs after each TM Scenario. Each applicable step (and sub-step) must be carried out in the numbered/lettered order given.

- C5.1 CASUALTIES:** Losses suffered in a TM Scenario are recorded for later use in the ConPh. All ConPh losses count for the previous scenario for all purposes. Recalled units are eliminated but do not count for CVP purposes.
- C5.2 BOG/MINEFIELD ENTRY:** The effects of entering a Bog/Mine hex at any time during the ConPh take effect immediately, including dismounting PRC, etc. Losses are handled as per (C5.1).
- C5.3 CONCLUSION OF CLOSE COMBAT/MELEE:** Any enemy units engaged in Close Combat/Melee must conclude all Close Combat in the location by undergoing unlimited rounds of CCPh activities until one or both sides have been completely eliminated. The Attacker is the side that had moved first on the final Mission turn. Prior to making any Close Combat attacks, the following steps are applied:
- Each vehicle presently in Motion in an affected location may be moved to an ADJACENT hex within its current VCA [EXC: Vehicles may not be moved if the new hex necessitates a Bog Check or can only be entered using Bypass, including to avoid such checks].
 - Each unit currently on a Climb marker is placed at the base level of its hex. If the hex, the unit is placed in, contains enemy units, it is marked with a CC counter.
- C5.4 ORDER OF RESOLUTION:** All Close Combat/Melee is concluded in any order chosen by the Attacker (as determined in C5.3).
- C5.5 AUTOMATIC RALLY:** All Broken units (even if Disrupted) are automatically rallied without a DR.
- C5.6 MARKER REMOVAL:** All markers/counters listed below are removed from the map:
- Any OBA counters, "Used" Radios and Fieldphones;
 - Smoke, Motion, BU/CE;
 - Sniper, Acquired Target markers;
 - DM, Pin, TI, CX, Berserk, Fanatic, and;
 - All still cloaked units and equipment are placed on-map concealed in their set-up location. Still hidden fortifications need not be revealed at this time.

DO NOT REMOVE Dummy Concealment counters, HD, Wall Advantage, Immobilized, Bog, Stun, Malfunction, Disabled, Shock/UK, Labor, Prisoners, Hero(es), or Encircled counters at this time.

C5.7 VEHICLE PASSENGER/RIDER DISMOUNT: Any Passengers/Riders may dismount into the vehicle's current location and Guns, at the owning player's option, may be (un)hooked at this time.

C5.8 ENCIRCLED UNITS: Any encircled units [EXC: Prisoners] must take a 1TC (any leadership DRM applying) with the failure of this 1TC resulting in the elimination of the unit. Each unit in a location/hex is rolled for individually. The vulnerable inherent crew of an Immobile AFV/Vehicle that fails a 1TC leaves the AFV/Vehicle Immobile and Abandoned. Remaining units begin the next TM Scenario still Encircled (A7.7).

- PRISONERS:** Any prisoners remaining in a hex in which all enemy units have been eliminated, due to failure of the 1TC for encircled units, may automatically possess any equipment dropped and are immediately Rearmed (as per A20.551).

C5.9 MINEFIELD EXIT/BOG: Any mobile vehicle in a minefield must attempt to move to an ADJACENT hex [EXC: if the crew breaks, it is unloaded in Good Order into the minefield's Location], suffering an immediate attack. [EXC: Vehicles may not be moved if the new hex necessitates a Bog Check, requires a change of VCA or; can only be entered using Bypass, including to avoid such a check]. Vehicles immobilized by the minefield's attack while exiting, remain in the original hex. Vehicles may make one attempt to Unbog with all the usual drm and a -1 drm if in a Friendly FEBA. A Mired vehicle is treated as immobilized.

- Any Infantry unit in an A-P minefield hex must also move to an ADJACENT hex (including a crew that just unloaded due to a minefield attack) and must take a NTC (any leadership DRM applying); failure of the TC causes Casualty Reduction. [EXC to both: A unit hypothetically able to exit the minefield hex without being attacked by the mines and without having to enter a minefield/enemy-Controlled Location need not take the NTC]

C5.10 AFV SHOCK/UK REMOVAL: The status any AFV marked with a Shock/UK counter is resolved by turning over the counter to its UK side (if currently marked with a Shock) and making one dr to determine if the AFV is eliminated or marker removed.

C5.11 CONTROLLED TERRAIN: At any time during a TM Scenario, players may place a friendly Control Marker to signify the control of any Tactical Locations. With these Control Markers in place, each side determines its Set Up area(s) for the next TM Scenario.

C5.12 CONTROL PRIOR TO INITIAL TM SCENARIO: That side controls all Tactical Locations within a side's Initial set up area.



13 REDEPLOYMENT ACTIVITIES: Any unit attempting to redeploy must make a DR on the suitable table, applying any applicable DRM, and immediately applying the results [EXC: Non-Gun crew infantry in Friendly FEBA may redeploy without a DR]. Units in the same location may during Redeployment:

- Redeploy as a stack,
- Dismantle/re-assemble any possessed SW/Gun,
- Automatically possess any SW/Gun in the unit's current or new hex/location;
- Emplace Guns at the end of the Redeployment; and/or
- AFVs may redeploy as a Platoon with Random selection for results.

As each unit redeploys, mark it with a Prep-fire counter to show that it has finished moving during the ConPh. The number of hexes, not MF/MP, always determines the "nearest" hex for purposes of Redeployment.

a) Redeployment Limits and Penalties: No unit may overstack during Redeployment, but leadership benefits (including Armour Leaders) apply to any unit that redeploy together. No unit may redeploy more than once per ConPh. A redeploying unit must trace a path from its starting hex to its ending hex along a contiguous line of enterable, hexes/locations. Units that end this Redeployment phase Isolated (only), suffer from Ammunition shortage for the next TM Scenario. Units marked with a Stun counter may remove it after redeploying only if they are not Isolated at that time.

C5.14 REDEPLOYMENT SITUATIONS: Each side's units can end a scenario in any one of the following situations:

- i) Behind the enemy's FEBA
- ii) In an Isolated Location
- iii) In Uncontrolled Terrain
- iv) In No-Man's Land
- v) Behind the friendly FEBA

Redeployment of Isolated/Non-Isolated Units: In turn, Attacker first, each on-map unit must perform any redeploying according to one of the following conditions:

i) Redeployment of Units Behind the Enemy's FEBA: Any Attacker's unit that ends a TM Scenario in a non-TAC behind the Defender's FEBA, is first revealed, and then must attempt to redeploy to any friendly-controlled hex/location within the nearest friendly TAC, as per the Redeployment Table. If no friendly TAC is \leq their Maximum Redeployment range, or if they fail to redeploy (i.e.; any result that stipulates that the unit remains in hex), they are eliminated (vehicles are replaced with their wrecked side with CS NA). The Defender must now redeploy any of his units behind the Attacker's FEBA.

Redeployment of Units Isolated: Any Attacker's units in an Isolated TAC may now attempt to redeploy, after first losing any concealment, and then accepting the same penalties for failure as per (i). Any Defender's units in an Isolated TAC may now attempt to redeploy.

iii) Redeployment of Units in Uncontrolled Terrain: A friendly unit that end a TM Scenario in Uncontrolled Terrain must roll on the Redeployment Table to redeploy to any friendly-controlled hex/location within the nearest friendly-TAC; provide such a location can be reached by the unit using \leq its maximum Redeployment range. If they do not redeploy, then they are considered Isolated (see C5.13a). Any Defender's units in Uncontrolled Terrain must now attempt to redeploy.

iv) Redeployment of Units in No-Man's Land: Any Attacker units in No-Man's Land must now attempt to redeploy, as per (iii), followed by any Defender's units.

v) Redeployment of Units Behind Friendly FEBA: Each Attacker's unit behind the friendly FEBA may be secretly moved to another hex \leq its maximum Redeployment range, using the Redeployment Table [EXC: Non-Gun crew infantry may redeploy without a DR]. A redeploying unit must trace a path from its starting hex to its ending hex along a contiguous line of enterable, friendly-controlled hexes/locations. The Attacker may now conceal all units according to TM7 prior to the Defender looking at the map. The Defender may secretly redeploy any of his units after the Attacker, and may then conceal all units according to TM7 prior to the Attacker looking at the map.

REDEPLOYMENT TABLE

Final DR	Infantry	Mobile Vehicle
≤ 9	Redeploys ¹	Redeploys
10	Redeploys, Replaced ^{2,3}	Redeploys
11	Redeploys, Reduced ³	Remains in hex ⁴
12-13	Remains in hex, Reduced ³	Eliminated, CS NA ⁵
≥ 14	Eliminated	Eliminated, CS NA ⁵

Redeployment DRM: (All DRM are cumulative)

- +1 Unit is Isolated
- +1 Infantry unit is on Wire [EXC: Behind friendly FEBA]
- +1 Unit is in No-Man's Land
- +1 Unit marked with Stun counter
- +2 Unit is in enemy FEBA
- +1 per HS equivalent > one squad using the same Redeployment DR
- +1 per PP > IPC of Redeploying unit *
- 1 Adjacent to friendly Front Line Hex
- 1 Unit under Labor counter
- +/- Leadership (including Armour Leader)
- *- Any SW capable of dismantling may be considered dm during the move to reduce PP

Redeployment Notes:

- 1- Original 2 DR always results in Redeployment and HoB (A15.) with a subsequent Berserk DR resulting in Battle Hardening of the unit; and a Surrender DR resulting in elimination of the unit
- 2- A unit that would become Disrupted is Casualty Reduced instead
- 3- Use random selection for a stack of units
- 4- May change TCA/VCA and roll for Hull Down
- 5- Place wreck in current location

REDEPLOYMENT RANGE TABLE

Unit Type	Maximum Range
Infantry	6 hexes
AFV (manned, mobile)	$\frac{1}{2}$ MP (FRD) hexes
Gun (possessed) Small Target Type	4 hexes
Gun (possessed)	2 hexes



C5.15 REMOVAL OF GUARDED PRISONERS AND UNPOSSESSED SW/GUNS: Any guarded non-isolated prisoners are removed from play now; after which, any SW/Guns that are not possessed following all Redeployment is complete are eliminated from play.

C5.16 IMMOBILIZED/ABANDONED VEHICLES: Each Immobilized (including Mired) or Abandoned vehicle that is not ≤ 3 hexes from a friendly MMC/AFV or behind the friendly FEBA after all Redeployment complete, is turned over to its wreck side (CS is NA).

C5.17 HIP UNITS: Any hidden units that end a TM Scenario non-isolated (even if outside of the friendly FEBA) may remain in their current location. Any HIP units that are Isolated may also remain hidden for the next TM Scenario, but are subject to Ammunition Shortage (A19.131).

- a) **Hidden Fortifications:** Any hidden foxholes, trenches, wire, and roadblocks not behind that side's friendly FEBA are placed on-map [EXC: any fortifications in the same location as a unit which is eligible to remain HIP in C5.17 are not placed on-map].

C5.18 FLAMES/BLAZES/BURNING WRECKS: Turn over each Flame to become a Blaze and place a Pin counter on it. Place a Flame counter in each (burnable) hex adjacent to a Non-Pin Blaze hex and then extinguish (remove) the original Blaze. If terrain in an extinguished Blaze hex is a building, cover it with the appropriate Rubble counter. Cover any non-building extinguished Blaze hex with an irrelevant counter and treat as Open Ground. Remove Pin counters from any Blazes.

- a) **Burning Wrecks:** Replace a burning wreck with a Burnt Out Wreck counter and, if the location is burnable terrain, place a Flame in that hex. Otherwise, treat such hexes as if the location itself contains a Blaze (as per C5.18).

C5.19 EVACUATION OF THE WOUNDED: For each Wounded Leader a dr is made on the following table:

LEADER EVACUATION TABLE

Final dr	Result
1	Retained Unwounded
2	Retained Unwounded & Replaced (A19.13)*
3-5	Retained Wounded
6	Evacuated (removed from play)

* - EXC: A wounded 6+1 is retained Unwounded

C5.20 VICTORY/CVP DETERMINATION: The winner is now determined. Reward all CVP for each side now based on the current location of units. Record CVP from the previous scenario for DRM for TP Replenishment, and Bravery and Battlefield Promotion. All units still on the map are veterans and remain where they are. They are not removed from the map before the next TM Scenario, although their positions may be noted on a side record if the players wish to take down the Mission before the next TM Scenario.

C5.21 REORGANIZING: All retained same-class HS with the same strength factors behind the friendly FEBA and ≤ 6 hexes of each other must recombine in the location of one or the other HS [EXC: A HS in possession of a MMG/HMG/Lt. MTR/Gun (even if Malfunctioned)].

C5.22 HEROES: Each friendly on-map Hero [EXC: Heroic leader] is removed from play by being "combined" with any (non-crew) MMC ≤ 6 hexes from the Hero's location. The result is that the affected unit immediately Battle Hardens (A15.3). Eliminate any Heroes that cannot combine.

C5.23 BRAVERY AND BATTLEFIELD PROMOTIONS: Each side makes a secret DR on the table below to determine the number of MMC that may be Battle-Hardened (A15.3). No unit may Battle Harden more than once during the ConPh.

BATTLEFIELD PROMOTION TABLE

Final DR	# of MMC	DRM
≤ 2	3	-1 per 10 CVP (FRD) amassed by friendly side in this scenario
3-4	2	
5-6	1	
≥ 7	0	

C5.24 LEADERS: Each Heroic leader has its Hero counter removed and is then Battle Hardened (A15.3). Each side has the option to make a secret DR to Battle Harden one Retained Non-Wounded Infantry Leader, OR promote a leader out of the Ranks (C5.24a). No SMC may Battle Harden more than once during the ConPh.

LEADER PROMOTION TABLE

Final DR	Leader*
2	10-2
3	9-2
4	9-1
5-6	8-1
7-9	8-0
10-11	7-0
12	6+1

* - If that side does not currently retain the leader selected, then the player must Battle Harden the next lower quality non-wounded leader. (i.e. if a 9-1 is selected, but there is no 9-1, then the next lower quality would be an 8-1, followed by an 8-0, etc.). If there is no lower quality leader available, then no SMC will be Battle-Harden during this TM Scenario.

- a) **Promotion out of the Ranks:** Provided that a side does not have $>$ one leader per four squad-equivalents of its currently retained units, it may automatically create one 7-0 leader from any designated (non-crew) MMC, provided there is no leader in that location. The leader must set up in the same location as the designated MMC.



NEW TM DATE

all the previous steps of the ConPh have been concluded, following steps represent the start of a new TM Scenario.

C5.25 SAN ADJUSTMENT: Any side with a SAN of < 2 has its SAN adjusted to “2” before making any requisitions (C5.31). Any side with a SAN that is > 4 has it reduced to “4” prior to making any requisitions.

- a) **BOOBY TRAP ADJUSTMENT:** If the German has a Booby Trap Level that is > Level B, it will be reduced to Level B prior to making any requisitions (C5.31).

C5.26 WEAPON REPAIR: Each side now makes a separate dr on the table below for each malfunctioned, non-captured Retained weapon that is possessed by a unit.

WEAPON REPAIR TABLE

Final dr	Effect	drm
≤ 2	Repaired	+1 If only Non-Qualified (A21.13) use is possible
≥ 3	Eliminated	+1 If suffering from Ammunition shortage +1 If Isolated -2 If Vehicular-mounted

- a) **Baz/Psk/FT/DC:** Each side makes a separate dr on the table below for each Baz, Psk, FT, and DC of its nationality that was removed from play by any means [EXC: Captured] in the previous TM Scenario. The total number of FT/DC (each) after the repair phase may not exceed the total number of (non-isolated) Assault Engineer squad-equivalents currently available. Excess repaired FT/DC are eliminated instead. An Assault Engineer MMC must possess any repaired FT/DC.

BAZ/PSK/FT/DC REPAIR TABLE

Final dr	Effect	drm
≤ 3	Repaired	+2 If only Non-Qualified (A21.13) use is possible
≥ 4	Eliminated	

- b) **Captured Equipment:** Each player makes a separate dr on the table for each functioning, captured, and possessed weapon. Each already-malfunctioned captured weapon is removed from play (disabled if vehicular).

CAPTURED EQUIPMENT TABLE

Final dr	Effect	drm
≤ 3	Retained	+2 If only Non-Qualified (A21.13) use is possible
≥ 4	Eliminated	

- c) **Scrounging & Removal of Equipment:** Each vehicle/ Non-Burnt Out Wreck within a Friendly FEBA may be scrounged (D10.5) by an Infantry unit in the same or ADJACENT Location of the vehicle/wreck. Mark the vehicle/wreck with a Scrounged counter upon completion.

C5.27 VEHICLE REPAIR: Each side performs the applicable steps below.

- a) **Immobilization Repair:** Each non-captured, non-abandoned, immobilized vehicle must make a dr on the following table to determine if the immobilization is repaired.

IMMOBILIZATION REPAIR TABLE

Final dr	Effect	drm
≤ 2	Become Mobile	+1 If only Non-Qualified use is possible
≥ 3	No Change	+1 If Isolated +/- Per Armour Leader DRM +1 If in Front Line hex

- b) **Vehicular-MG Exchange:** A disabled, non-captured, AFV MG may be automatically repaired (even if disabled in C5.26) by using a German LMG if the AFV is German or US MMG if the AFV is American. In all cases, the MG to be eliminated must be possessed, and in the same or ADJACENT location to the vehicle.

- c) **Special Ammunition:** Each non-captured, non-isolated weapon has all of its Depleted ammunition type(s) if any replenished to normal availability levels on a dr ≤ 4.

- d) **Low Ammunition Removal:** Each Low Ammo marker on each non-captured, non-isolated unit/weapon within a friendly FEBA is removed.

C5.28 FORTIFICATION CLEARANCE: Each side may attempt to clear any Fallen-Rubble, Mines, Wire, Entrenchments, and Flames as allowed by B24.7 in a friendly TAC, or behind the friendly FEBA, and ≤ 6 hexes of a friendly infantry unit. If a location contains more than one type of fortification (all mines are considered the same type) then that side may roll once for each, but must announce which one is currently being rolled for. Consequently, all A-P mines must be cleared from a location before a removal attempt on any other same location (non-mine) fortification can be made. Only one attempt may be made per “item” for each location during this step. Labor Status counter DRM on units in the act of clearance at the end of the scenario still applies, in addition to the drm listed below, to this clearance dr.

FORTIFICATION CLEARANCE TABLE

Final dr	Effect	drm
≤ 3	Eliminated ¹	+1 Minefield/Entrenchment is adjacent to enemy Front Line Hex
≥ 4	No Effect ²	+1 Roadblock along a hexside of an enemy Front Line Hex or is along a hexside that is adjacent to an enemy Front Line Hex -1 Friendly side currently contains ≥ 3 Pionerie/Engineer squads, and at least one HS is ≤ 6 hexes from the fortification being removed

1- vs a Known Minefield, this result eliminates all mines in the location

2- vs a Known Minefield, an original dr of 6 results in Casualty Reduction for one MMC (Engineer if possible, otherwise owner's choice of Elite MMC, or next highest class 1st, 2nd, etc.)



C5.29 TP REPLENISHMENT: Tactical Points (TP) are replenished according to the Final DR on the table below [EXC: No roll is made for the Initial TM Scenario]. This amount should be kept secret. Each player now determines the number of TP they will receive, which is to be added to any TP remaining from the previous TM Scenario (if any).

TP REPLENISHMENT TABLE

Final DR	GERMAN	US	DRM
≤ 2	+25	+35	+1 If the friendly side selected "Attack" Chit in the previous scenario -1 per 10 CVP (FRD) suffered by the friendly side in the previous TM Scenario
3	+24	+34	
4	+23	+33	
5	+22	+32	
6	+21	+31	
7	+20	+30	
8	+19	+29	
9	+18	+28	
10	+17	+27	
11	+16	+26	
≥ 12	+15	+25	

C5.30 HISTORICAL WEATHER DETERMINATION: Consult the following Chart for each TM Scenario's EC, initial wind, and weather:

WEATHER TABLE

TM SCENARIO	TIME	EC	WEATHER	WIND
I	0600-hrs	Moist	Mist	None
II	0930-hrs	Moderate	Overcast	None
III	1230-hrs	Moderate	Clear	None
IV	1530-hrs	Moderate	Clear	None
V	1930-hrs	Moderate	Clear	None

C5.31 REQUISITION REINFORCEMENTS: Both sides now secretly use TP to requisition reinforcements from their respective TM Reinforcement Group Charts. RG's may enter as "Reinforcements" along the Friendly Map Edge, be set up "On-Map" and/or be held "In Reserve" at the player's choice (see C5.32).

ID: Provides alphanumerical identification for each RG.

Unit Description: Lists the name of the RG, which is secretly recorded on the requisitioning side's RG Requisition Record sheet.

#: Lists the number of units/equipment that each RG contains.

Composition: Lists the types of units/equipment that each RG contains.

TP Cost: Lists the TP cost of each RG. This number is subtracted from the purchasing side's current TP total in order to receive the RG.

Scen Max: Lists the maximum number of RG of this type that may be requisitioned per TM Scenario. RGs given in the initial TM Scenario OB never count against this maximum.

TM Max: Lists the maximum number of RG of this type that may be requisitioned during the course of the TM. RGs given in the initial TM Scenario OB never count against this maximum.

- a) **On-Map set up:** Any Reinforcement Groups that are requisitioned for on-map set up must set up within the friendly TAC/FEBA. [EXC: Non-AFV may not set up in open ground adjacent to the enemy FEBA].
- b) **In Reserve:** Any "A", "G", "HW", or "I" Reinforcement Group may be requisitioned "In Reserve". A unit requisitioned "In Reserve" may set up on-map during the TM Scenario for which it was requisitioned (unless a Lull) or the Reserve unit may be retained off-map to enter normally during a subsequent TM Scenario. Use the principles of Cloaking (E1.4), but add one Dummy Cloaking counter to each individual group purchased "In Reserve". Units requisitioned "In Reserve" must set up ≥ 7 hexes from the nearest enemy FEBA or enemy unit. Each unit set up "In Reserve" must remain Cloaked and may conduct no action whatsoever. Cloaked units are not eligible Sniper targets. Note that units "In Reserve" may be retained off-map to enter normally during a subsequent TM Scenario.
- c) **Activation of Units in Reserve:** a unit set up "In Reserve" is activated if any of the following occurs:
- A Flame/Blaze not generated by a friendly unit occurs in the location;
 - A Known enemy unit is ≤ 3 hexes of the unit "In Reserve" (LOS not necessary); or
 - The unit "In Reserve" is subject to any enemy attacks.

C5.32 RG SET UP COST: Any reinforcement group may be requisitioned for "On-Map" set up; "In Reserve" set up; or enter as "Reinforcements" along a friendly map edge. A Requisitioned RG has its TP cost increased or decreased by the following cumulative totals:

RG SET UP COST TABLE

Type	On-Map	In Reserve
RG with IDs "G", "HW", and "I"	+1	-1
RG with IDs "A"	+2	-1
Set up ≤ 2 hexes from enemy FEBA	+1	NA



GERMAN REINFORCEMENT GROUP CHART

	Unit Description	#	Composition	TP Cost	Scen Max	TM Max	Note
I1	Gren Pl	4	5-4-8 squads	4	1	4	lw
I2	Aufkl Pl	3	4-4-7 squads	3	1	3	lwX
I3	Pionerie Pl	2	8-3-8 squads	5	1	3	elwx
HW1	MG Sect	2	MMG; HMG	2	1	4	c
HW2	GrW Sect	1	8cm GrW 34 MTR	2	1	4	c
G1	lePak Sect	1	A-T Gun	2	1	3	ct
G2	Pak Sect	1	7.5cm Pak 40 AT	4	1	2	c
G3	LG Sect	1	10.5cm LG 42 RCL	5	1	2	c
A1	StuG Sect	1	StuG	5	2	5	ltx
O1	Battalion Mortars	81mm OBA Module (HE & Smoke)		4	1	3	p
O2	Regimental Artillery	105mm OBA Module (HE & Smoke)		6	1	2	op
M1	Fortifications	30 DSP		1	2	10	a
M2	Sniper	+1 SAN Increase		1	1	5	
M3	Attack Chit			2	1	2	
M4	Reconnaissance			1(2)	1	4	n
M5	Replacement Crew	1 1-2-7/2-2-8		2	1	4	az

Notes:

a- Available for on map set up the TM Scenario of purchase

c- Each German MMG/HMG comes with a 2-3-8 HS and each Gun comes with a 2-2-8 Crew. Each US Baz/MMG/HMG/.50 cal HMG/Lt.Mtr comes with a HS (see note "t" for HS type)

e- Assault Engineers (H1.22) with Sapper Capabilities (H1.24); See MSR8

l- Determine Leader as per Table C5.33

n- If purchased for 2 TP, the player receives a +5 drm to the Reconnaissance dr (C5.36)

o- Module is Barrage Capable (E12)

p- Two additional TPs per pre-Registered hex (C1.73) purchased with a module. If the OBA module is unused during current TM Scenario, an additional two TP expenditure may be made to requisition each additional Pre-Registered hex. Note there is a limit of two Pre-Registered hexes per OBA module

q- Each Non-Reserve Lt.Mtr Section as well as it's manning crew that is traded for a Radio and a 60mm OBA as per US Ordnance Note 1 is eliminated. Each 60mm Company MTR OBA (HE only) range is traced from a separate, secretly pre-recorded northern map edge hex

t- Determine RG type as per following table:

dr	US MMC	dr	German StuG
1	6-6-7 / 3-4-7	< 4	StuG IIIG
2-5	6-6-6 / 3-4-6	≥ 5	StuH 42
6	5-4-6 / 2-3-6		

dr	US Medium Tank	dr	German A-T Gun
< 3	M4 Sherman	< 2	4.2cm lePak 41
≥ 4	M4A1 Sherman	≥ 3	5cm Pak 38

w- SW allotment as per following table:

German	LMG	Psk	FT	DC
Gren Pl	2	1	-	-
Aufkl Pl	1	-	-	-
Pionerie Pl	-	-	1	2

US	FT	DC
Engineer Pl	1	3

x- May only be requisitioned on/after TM Scenario III.

z- Replacement Crews are only requisitioned for Gun/Vehicle crews that were eliminated during play

US REINFORCEMENT GROUP CHART

RG ID	Unit Description	#	Composition	TP Cost	Scen Max	TM Max	Note
I1	Rifle Pl	3	Squads	3	2	10	lt
I2	Engineer Pl	3	7-4-7 Squads	5	1	3	elw
HW1	Baz Sect	3	Baz 44	2	1	4	ct
HW2	MMG Sect	2	MMG	2	1	4	ct
	HMG Sect	1	HMG	2	1	3	ct
	AA Sect	1	.50-cal HMG	3	1	1	ct
5	Lt.Mtr Sect	3	M2 60mm MTR	4	1	4	cqt
A1	Tank HQ Sect	2	M4(105); M4 Tankdozer	6	1	1	l
A2	Med Tank Sect	2	Medium Tanks	5	2	6	lt
O1	Battalion Mortars	81mm	OBA Module (HE & WP)	5	1	4	p
O2	Divisional Artillery	105mm	OBA Module (HE & Smoke)	6	1	2	op
O3	Corps Artillery	155mm	OBA Module (HE Only)	8	1	2	op
M1	Fortifications	20	DSP	1	1	4	a
M2	Sniper		+1 SAN Increase	2	1	5	
M3	Attack Chit			1	1	4	
M4	Reconnaissance			1(2)	1	4	n
M5	Replacement Crew	1	1-2-6/2-2-7	1	2	8	az

C5.33 LEADER TABLE: For each requisitioned/OB given "I" or "A" type RG marked with an RG Footnote "I" make one secret DR on table below.

LEADER TABLE

Final DR	German	US	Armour	DRM
< 2	10-2	10-2	10-2	+1 Aufkl Pl
3	9-2	9-2	9-2	-1 Pionerie/Engineer Pl
4	9-1	9-1	9-1	
5	9-1	8-1	8-1	
6-7	8-1	8-1	-	
8-9	8-0	8-0	-	
10-11	7-0	7-0	-	* - Inexperienced Crew (D3.45)
≥ 12	6+1	6+1	6+1*	

C5.34 OFFBOARD ARTILLERY: To determine the Ammunition of each OBA Module requisitioned, make a DR for each on the table below.

GERMAN OFFBOARD ARTILLERY TABLE

Final DR	Strength	DRM
< 3	Plentiful	-1 Attack Chit was selected
4-9	Normal	+1 If module placed a FFE counter in prior TM Scenario
≥ 10	Scarce	

US OFFBOARD ARTILLERY TABLE

Final DR	Strength	DRM
< 6	Plentiful	-1 Attack Chit was selected
7-11	Normal	+1 If module placed an FFE counter in prior TM Scenario
≥ 12	Scarce	



C5.35 REQUISITION FORTIFICATIONS: To obtain Fortifications the player first expends TP to requisition DSP. The DSP are then used to requisition fortifications from the table below. Any unspent DSP are lost.

FORTIFICATION TABLE	
Fortification Type	DSP Cost
Foxhole ^{F, 1, 1}	3/2/1
Trench ^G	5
"?" ^{F, 1, 2}	1
HIP ^F	5/3/2/2/1 ³
Roadblock	5
Wire ^G	5
Pillbox ^G	a+b+c ⁴
Fortified Building ^{F, 1}	10 ⁵
AP-Mine	1 per factor ⁶
AT-Mine ^G	3 per factor ⁶
Booby Traps ^G	30 ⁸
Bocage Breach (B9.541) ^{A, 7}	5

NOTES:

- 1- DSP for 3, 2, and 1- squad capacity
- 2- May be used as Dummy Reserve Cloaking counters
- 3- AFV/Squad/HS/Crew/SMC cost respectively. No > 10% (FRD) of a side's non-reserve Infantry squad-equivalents may be set up using HIP in a daytime scenario. All SW/ Guns set up HIP with its manning unit at no cost
- 4- Add the Capacity, the CA DRM, and the NCA DRM together to determine the DSP cost
- 5- Per building location. A fortified building location may not be exchanged for a tunnel
- 6- During set up the strength of pre-existing minefields within the friendly FEBA may be increased by adding A-P/A-T factors to them. Minefield factors may not be exchanged for Booby Trap capability. A side may not spend > 30 DSP per TM Scenario on Mines
- 7- See MSR TM18
- 8- Creates Level C Booby Traps, or increases a pre-existing Level to the next Level

A- Only available for US requisition

F- This fortification may set up ≤ 2 hexes from enemy FEBA

G- Only available for German requisition

I- This fortification may be added to an Isolated location

C5.36 REQUISITIONING RECONNAISSANCE: Each side may now make a Recon dr, provided it has:

- a) Requisitioned a reconnaissance of the enemy's FEBA,
- b) Expended the required TP for this purpose, and
- c) Is not the Initial TM Scenario.

A Reconnaissance Final dr is the number of locations in which the opponent will have to reveal units and fortifications, if he has in fact set up in the reconnoitred locations. The Reconnaissance dr is modified by +5 if the side has spent 1 additional TP for the Reconnaissance. The number of locations that may be reconnoitred is recorded on the TM Roster in the "Recce" column of the current TM Scenario line. The TP cost for the reconnaissance plus any additional TP used for a benefit drm on its Reconnaissance dr is now deducted from the current TP total. Reconnaissance is carried out as per C5.40.

C5.37 INITIATIVE DETERMINATION: Each side requisitions its Initiative for the current TM Scenario, to either "Attack" or stand "Idle", representing its desired tactical plans.

INITIATIVE DETERMINATION TABLE		
Chit Selected	US ATTACK	US IDLE
GERMAN ATTACK	Dual Attack	German Attack
GERMAN IDLE	US Attack	Lull Date

- a) **US Attack:** Germans set up first; US moves first
- b) **German Attack:** US sets up first; German moves first
- c) **Dual Attack:** make a dr to determine which side sets up first, if ≤ 3 the German sets up first; otherwise the US sets up first. After all set up is complete, make a dr to determine which side moves first, if ≥ 4 the US moves first; otherwise, the German moves first.
- d) **Lull:** Neither side has requisitioned an Attack option. No Scenario is played; proceed to the ConPh and the next TM Scenario.

C5.38 TM SCENARIO VICTORY CONDITIONS: In PHD, individual TM Scenarios do not have Victory Conditions. Instead each TM Scenario serves to position the players to achieve the overall PHD TM Victory Conditions. Therefore, neither side "wins" or "loses" a TM Scenario, only the TM itself.

C5.39 UNIT SET-UP: All requisitioned units must set-up according to C5.31a and C5.31b. Only requisitioned units may be set up during this step; all on-map units have already deployed and stay in their current locations. The order of set up for requisitioned units is determined as per C5.37.

C5.40 RECONNAISSANCE: Upon completion of set up, any side that has requisitioned a reconnaissance of the enemy's FEBA may, alternating (German first) declare the locations that they wish to reconnoitre. Each reconnoitred location must be ≤ 6 hexes from the friendly FEBA. Any hidden unit/equipment in the reconnoitred location is placed on the map concealed and all hidden fortifications in the location are revealed. Each concealed unit/equipment there in lose its "?" (eliminating Dummies) and the opponent receives the right of inspection vs. the location (A12.16) regardless of LOS. All units/equipment in concealment terrain in their location immediately regain any "?" (but not HIP status) they previously had, regardless of LOS.

C5.41 SCENARIO COMMENCEMENT: Players are now ready to begin the TM Scenario. Each side announces its current SAN and places its Sniper Counter on the map.



CG Scenario	Campaign Points			EC/ Weather	RG Requisitioned	SAN	Campaign Points		Recce Loc	Initiative
	Start	Repl	Total				Used	Left		
0600-hrs				Moist / Mist						
0930-hrs				Moderate / Overcast						
1230-hrs				Moderate / Clear						
1530-hrs				Moderate / Clear						
1930-hrs				Moderate / Clear						

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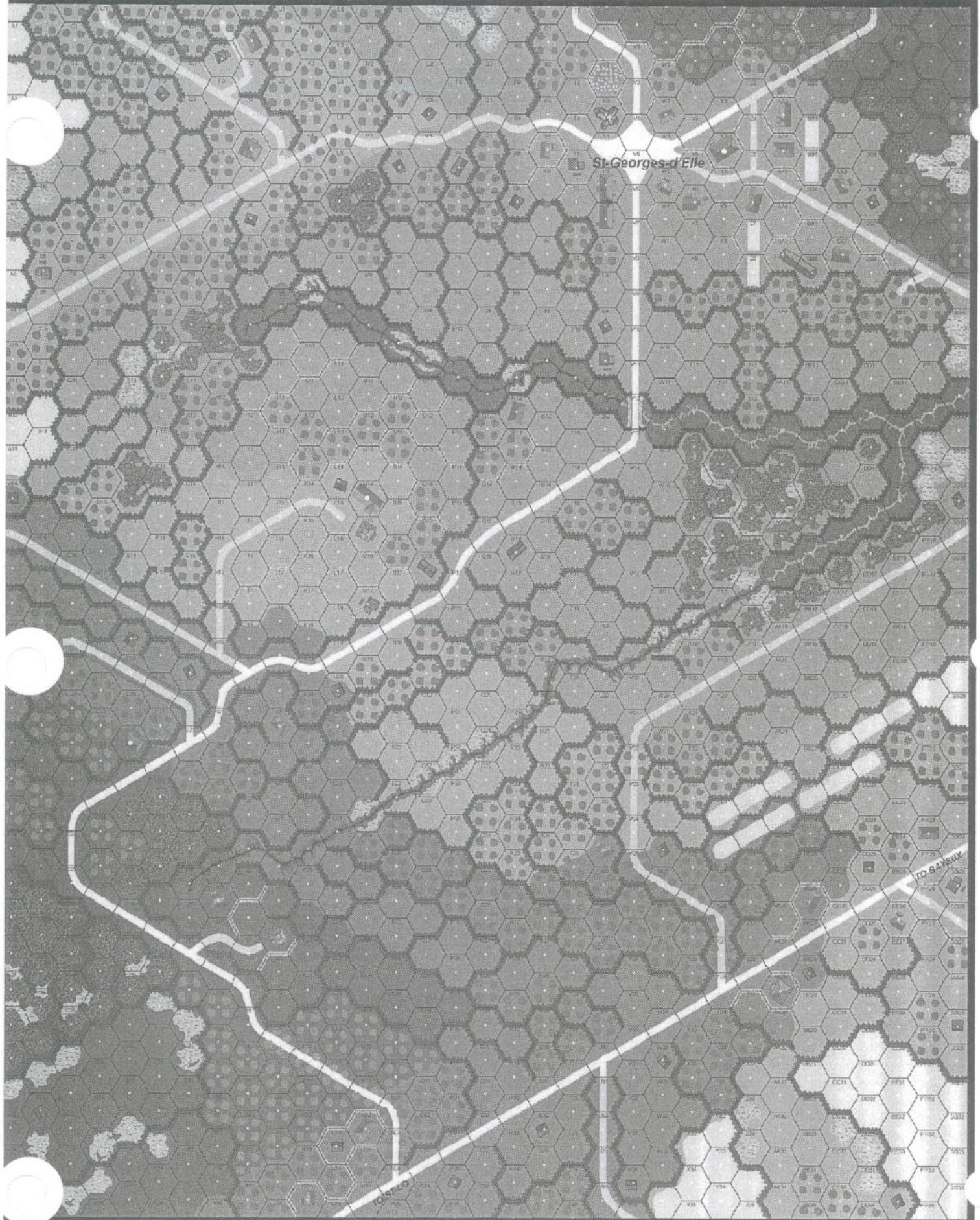
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RG Requisition Record

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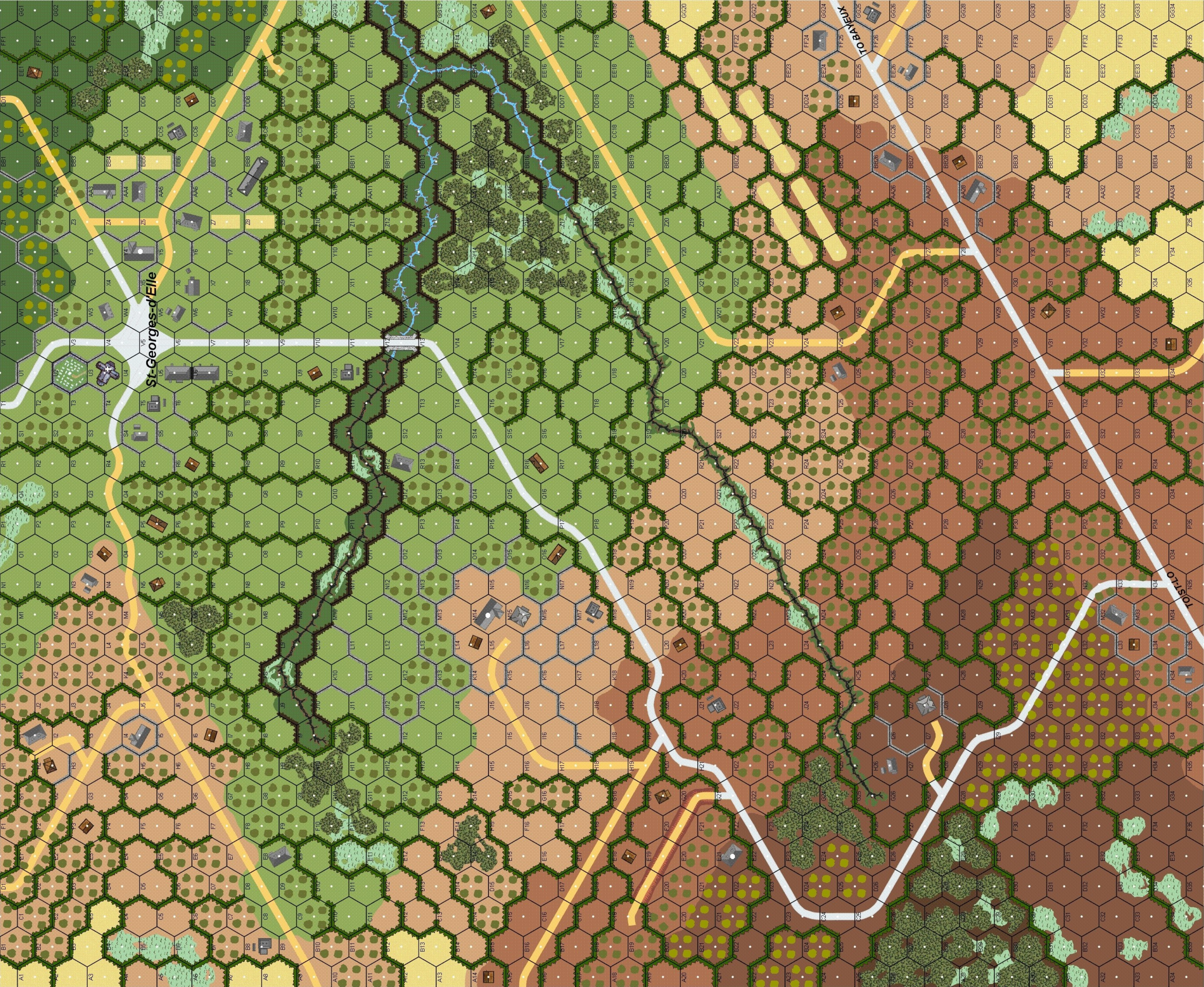
Battle of the Hedgerows
PURPLE HEART DRAW



TURN RECORD CHART

1	2	3	4	5	6	7	8	END
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St-Georges-d'Elle

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