THE TIGER OF ROMAGNY

Scenario WG241

Romagny, France, 9 August 1944: In an effort to relieve the surrounded units on Hill 314, American forces continued their attacks toward Mortain. 1st Battalion of the 119th Infantry Regiment, led by Major Robert Herlong, advanced from the west to take Romagny. The GIs were not going to repeat the mistakes from the previous day.
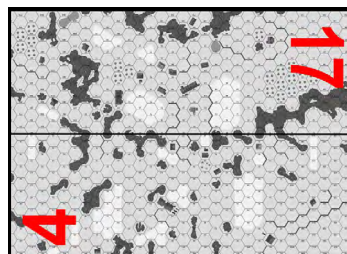
BOARD CONFIGURATION:

VICTORY CONDITIONS: The Americans win by being the last to occupy exclusively, with an unbroken unit both multi-hex buildings on board 17 at game end. The Germans win by avoiding the American VC.
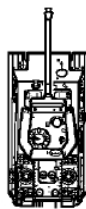
TURN RECORD CHART:

✠ German Sets Up First	1	2	3	4	5	END
☆ American Moves First						

Forward elements of the 2nd Panzer Division - set up on any whole hex on board 17 east of hex row AA (inclusive):

SPW251/2   PzKwIV-H   PzKwVI-E   STG-III-G

9-2   8-1   8-0   4-6-8 (3)   4-6-7 (5)   2-4-7 (2)   HMG 6-16 B12   LMG 2-8 B12 (4)   '44a (3) (4)   AT 75L (2)   SPW251/2 1S/5PP (2)   75L 4/2/4   88L 4/2   H5 105★ 4/-

Elements of 30th Infantry Division, 119th Infantry Regiment with armor support - enter on west edge:

M10   M4A3 (75)   M3 ht   Med Truck

10-2 (2)   9-1 (4)   8-1 (8)   6-6-7 (2)   6-6-6 (4)   MMG 4-12 B12   '44a 6 1PP X11+   M10 76L (3)   M4A3(75) 75 (5)   M3 ht 1S/7PP   Med Truck 1S/7PP (3)

SPECIAL SCENARIO RULES:

WG241.1: *Terrain:* All walls and hedges are bocage (*See Mortain Campaign SSR*). Treat all brush and water obstacles as open ground; they do not exist.

WG241.2: The Germans are permitted to set up one squad (along with one leader and any support weapon(s) stacked with them) and the Anti-tank Gun (along with its attending crew) using HIP (42).

WG241.3: Germans may boresight.

AFTERMATH: Pinning down the tanks with the armored support, the American infantrymen pushed into the small village. At one point, the fighting was close in. The Germans brought their tanks into Romagny to push out the GIs. However, one lucky shot from a bazooka knocked out the Tiger tank and the Germans eventually fell back toward Mortain. A victory today, but the troops on Hill 314 would remain isolated for another day.
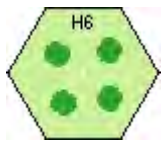
Mortain Campaign SSR

The following additional rules from *Crescendo of Doom* **and** *GI: Anvil of Victory* **are required to play the Mortain Campaign. For your benefit they are reprinted here for quick reference:**

118. ORCHARD

118.1 Any hex or half hex containing multiple dark green clusters is considered an orchard hex. An example of an orchard hex is 6H6. The term "orchard" is used to represent any wooded area without dense undergrowth.

118.2 The movement cost for entering an orchard hex is identical to that of Open Ground for all types of units.

118.3 Orchards have no terrain effect modifier of any kind. Therefore, target units moving through an orchard are not subject to the -2 defensive fire DRM for moving in the open. The TO HIT category for ordnance weapons firing at an orchard hex is "other".

118.4 Orchard hexes do not block LOS or penetration except as listed below. They are not considered "woods" for any purpose.

118.41 Units on the same level as the orchard may not trace a LOS through more than two orchard hexes inclusive of the target hex. MG penetration may extend through more than 2 orchard hexes but in so doing is resolved as Area Fire. Remember, however, that MGs must have a LOS to a target (or suspected target) in order to fire. Keep in mind that the green clusters do not obstruct LOS, they merely identify the hex as an orchard hex.

118.42 The hex directly behind an orchard hex in direct LOS from a firing hex of higher elevation is considered a blind hex and cannot be fired upon during any scenario taking place during April through November.

118.6 Orchards do not cause breakdowns or present any movement hindrance to vehicles.

118.7 Broken units may rout through orchard hexes without being eliminated due to the presence of enemy units in LOS and normal range. An orchard hex is not suitable cover for a broken unit to end its rout in, although they could remain in such terrain until a possible route to a woods or building hex exists.

130. LOCATION OF VEHICULAR HITS

130.1 Any non-deliberate immobilization TO HIT dice roll resulting in a hit vs. an armored target is considered to be a turret or upper body hit only if the colored die is greater than the white die. Otherwise, the hit is determined to have struck the hull. Such determination is made prior to application of any DRMs.

130.2 Any hit target, which is hull down to the firer, is always considered to have been hit in the turret or upper body.

130.3 If a turreted vehicle is hit in the turret the target facing for resolution on the AFV KILL TABLE is determined on the basis of the turret-covered arc, not the vehicular covered arc.

130.4 If an AFV receives a turret or upper body hit it is not subject to Random Immobilization (66. 1).

144.6 *UNDERBELLY VULNERABILITY:* Whenever an AFV crosses a wall/hedgerow hexside, or enters an elevated road hex through a non-road hexside, or exits a gully, or stream, any defender on the same elevation as the hex being entered, may attempt an underbelly shot by tracing his LOS to the hexside juncture on the hexside being entered. His LOS may not, prior to reaching the junction, cross any other hexside of the hex being exited. The moving player specifies which of the two-hexside junctures on that hexside he is crossing. Defending units in the hex being entered may DF as the AFV crosses the hexside before it enters the hex and executes any Overrun attack. If the defender has no LOS to that point he does not fire and may await another fire opportunity. If he does have a LOS to that point, any front vehicular facing hit, which would normally be a turret hit (130.1) is instead a hull bottom hit and is treated as an automatic Critical Hit (68.2-.3). A hull hit is treated normally. If fired on from a higher elevation, no underbelly hit is possible and normal

hull/turret hit location procedures would apply. Boresighting DRM's are applicable to the TO HIT DR, but not to the location of the hit dr.

149.21 *HILL ROADS:* The movement costs of hills and roads in the same hex are cumulative. Infantry moving up a hill road would still expend one MF per hex if the elevation does not increase and two MFs per hex if it does. Infantry would still receive one extra MF if it spends its entire MPh on the road. Vehicles would pay only 2 MP's + COT for moving onto higher terrain while moving along a road.

173 BOCAGE

173.1 *BOCAGE:* A bocage is a special form of hedge grown on top of low earthen mounds to form a natural wall. All rules that apply to walls are applicable to bocage except as modified below. Bocage are used only when specified by a SSR and are represented on the board by normal wall and/or hedge hexsides as specified by that SSR.

173.2 Unlike conventional walls or hedges, bocage are considered a level one obstacle to LOS and create a one hex blind zone to higher observers. However, same level fire may be traced through (but not along, unlike walls and hedges) a bocage hexside provided it originates and/or ends in a hex formed by that hexside. Any unit receiving fire through an adjacent bocage hexside is subject to a +2 TEM on the IFT. Armored and vehicular-sized targets are considered Hull Down.

173.23 The TEM for bocage is not cumulative with any other type of TEM. If eligible for both the bocage and other TEM's, the defender must choose the applicable TEM each time he is fired on, unless all fire is traced across a hedgerow hexside from non-adjacent firers. In the latter case, the defender must use the hedgerow TEM.

173.3 *CONCEALMENT* - Units in a location that has one or more bocage hexsides and that all enemy LOS would pass through that bocage hexside, that unit is treated as being out of all enemy LOS for determining both its ability to gain and lose concealment, and it treated as being in Concealment terrain. Units that may initially set up as HIP may also use such locations (that is, it may be treated as a HIP location just like a building or woods hex).

EX: The 4-6-7 in 6V4 is eligible for either the +1 TEM for the woods or a +2 TEM for the hedgerow, but is not eligible for both simultaneously even though it may claim both singly during the same fire phase. When the 6-6-6 in 6V1 fires on it, the German must use the +2 TEM for the hedgerow. But when the 7-4-7 in 6T3 fires, the German must use the +1 TEM for the woods.

173.4 To cross a bocage hexside during the MPh, infantry units must expend 1 MF+COT. Pushed or towed ordnance, and non-fully-tracked vehicles may not cross a bocage. SW carried by infantry may cross a bocage hexside with the infantry unit.

173.5 Fully tracked AFV's may cross a bocage hexside at a cost of 6 MP's +COT. Reverse movement cannot be used to cross a bocage nor may external passengers ride an AFV crossing a bocage. AFV's crossing a bocage are subject to underbelly hits and bog. Bog modifiers are: German +2, American +1.

173.6 Dozer tanks and AFV's designated by a SSR as being equipped with the Cullin hedgerow device or similar equipment (after 7/25/44) may eliminate the bocage in the hex they traverse by expending all of their MP's in crossing that hexside and passing an ESB DR. Such vehicles engaged in clearing a bocage are not subject to underbelly hits. Mark the affected hexside with a Trail Break counter

Download the 'Mortain: Thwarting A Breakthrough' Campaign