

## Dev 11 • Squirrel Hunt

No terrain in the world was better suited for defensive actions in WWII, than the Norman hedgerows. Undertaking an offensive in the hedgerows was risky, time-consuming and fraught with frustration. It was like fighting in a maze. Where the US got lost, the Germans were at home and rarely was the situation reversed. When it was, the combat was intense.



### MAP AND UNIT SETUP

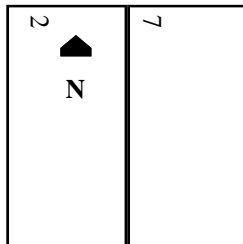
#### German Order of Battle

7x Rifle  
1x -2 leader  
5x grenades  
2x Satchel Charge  
3x MG37  
1x sniper  
  
2 smoke factors

#### US Order of Battle

10x Rifle  
1x -2 leader  
5x grenades  
3x M1917A1  
1x sniper  
  
2x Foxholes  
4x Barbed wire  
2 smoke factors

German



US

#### German Setup

The Germans can set up anywhere on Map 7 but must have at least one unit occupying one of the farm building hexes.

#### US Setup

The US can set up anywhere on Map 2 but must have at least one unit occupying one of the hill hexes

#### German Victory Conditions.

The Germans win if they can occupy a Hill 2ex on Map 7

#### US Victory Conditions.

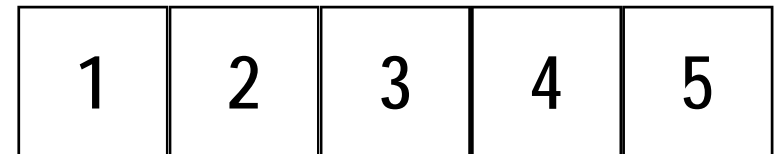
The US win if they can occupy a Farm hex on Map 2

#### Special Scenario Rules.

None

#### Game Length

5 Turns  
US go first



**Designer Notes:** There are plenty of articles about the horrors of fighting through the Hedgerows in WWII after D-Day. But the article this scenario was based on had the Germans on the offensive and they handled the situation a lot better than the US soldiers they faced off against. The objectives have been changed as we don't have Hedgerow Maps with buildings at crossroads.

Comments and suggestions would be welcome.