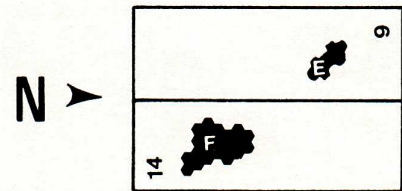


# HIDE AND SEEK



**NORMANDY, FRANCE, June 7, 1944:** After their initial drop into the bocage behind the invasion beaches, the 2nd Battalion of the 501st Parachute Regiment discovered that their regimental objective of St Come-du-Mont would not fall as easily as expected. The village was defended by a surprisingly large enemy force, including a strong garrison occupying a large farm to the northeast at Les Droneries. There, the hedgerows proved a natural boon to the defender who exacted a fearful price for any advance. Requesting tank support from the beaches, the 2nd Battalion renewed the attack once again.

## Board Configuration



**Rules Introduced: 173-174**

## VICTORY CONDITIONS

Before the U.S. player sets up, the German player secretly records a value of one or two points to each of three buildings (6K8, 6K4, and 6X8). One building is worth two points, the others are worth one each. At the end of

the game the U.S. player must control buildings worth a minimum of three victory points. The German player wins by avoiding the U.S. victory conditions.

## TURN RECORD CHART

☆ U.S. sets up first	☆	1	2	3	4	5	6	7	8	9	10	END
☆ U.S. moves first												

**Elements of D and E Companies, 2nd Battalion, 501st Parachute Regiment, 101st Airborne Division [ELR: 3] set up anywhere on board 14 in or east of row 2:**

7-4-7	9-1	8-0	7-0	CE 8-1 1st Sgt	MMG 4-12 B12	Mtr 60 50	44a 6 1PP X11+
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12 4

**Elements of 746th Tank Battalion enter on any east edge hex:**

15  
75  
2/2/4

3

**Elements 3rd Battalion, 1058th Grenadier Regiment, 91st Infantry Division set up on any whole hexes of board 6:**

4-6-7	9-1	8-1	8-0	1-8-8 <sup>-1</sup>	1-8-8 <sup>-2</sup>	HMG 6-16 B12	MMG 4-12 B12	LMG 2-8 B12	1	8 X9-	?	<b>Entrench</b> 5
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12 2 2 6 6 20 7

## SPECIAL RULES

**45.1** All hedge and wall hexsides are considered hedgerows (173). There are no level 2 buildings; such buildings are treated as level 1½ obstacles to LOS and possessing both a ground and first level with an inherent staircase in every hex. All buildings on board 6 are wooden.

**45.2** Any entrenchment in a hex bordered by a hedgerow hexside at the start of the scenario also serves as a tunnel beneath that hedgerow hexside(s). Any unit which begins its MPH in such an entrenchment may cross to the other side of the hedgerow at a cost of only 2 MF's (ignoring the COT of the hex moved into).

**45.3** The American troop performance at the outset is lower than normal due to recent leader losses and casualties suffered from friendly artillery fire. The ELR of the U.S. troops will increase immediately to 4 if at any point in the

game, German losses exceed U.S. losses by three squads or their equivalent. On the other hand, should U.S. losses exceed those of the Germans by three squads or their equivalent at any point, the U.S. ELR will drop to 2. Captured units count double. Eliminated AFV's count as two squads.

**45.4** Place overlay E on board 6 and overlay F on board 14.

**AFTERMATH:** The paratroopers initial rush from the sunken roads around the farm was greeted with heavy fire from concealed positions among the hedgerows. Recoiling to the protection of the accompanying armor, the paratroopers used each tank as a shield until each position was systematically silenced by 75mm fire, only to be replaced by fire from yet another position. Typical of the fighting amongst the hedgerows of Normandy, the battle took on a degree of viciousness in which no quarter was given. The farm buildings at Les Droneries were cleared and their defenders killed—often in the forlorn act of surrender.