

# OPERATION: COBRA

June 1944. The long awaited second front was opened in Normandy, opening up a narrow bridgehead for operations against the western forces of the Third Reich. Over the days and weeks following D-Day, Allied forces looked to expand the bridgehead, especially in the area around Caen, but all efforts became bogged down in the face of determined German resistance in the ideal terrain offered by the bocage in Normandy.

It is now the end of July, seven weeks after the Invasion. Lieutenant General Omar Bradley is planning an offensive to break-out into open country, taking advantage of the fact that German defences - especially the Panzer divisions - have largely been sucked in to face the British and Canadians.

Can the Americans break through and open up a more mobile offensive on the western front?

It is July 1944. Operation Cobra is about to begin.

## OVERVIEW

This booklet contains 10 scenarios to recreate the battles of Operation Cobra. In most, the Americans have a materiel advantage, but - at least in the opening phases - the Germans have the best of the terrain.

### Campaign Progression

The Operation Cobra Airfix Battles campaign consists of 10 linked scenarios. At the end of each scenario the winner earns Cobra Campaign Points (CCPs) that will eventually determine who wins the campaign. In some scenarios you can earn extra CCPs by achieving an overwhelming victory.

The outcome of the scenario will influence the next scenario to be played, so that the campaign can unfold in many different ways. You may even be able to choose where your next battle will be.

The player with the most CCPs at the end of the final battle wins the Campaign.

# SCENARIO 1: PRELIMINARY PHASE

18 July 1944

## Background

American forces of the 29th and 35th Infantry Divisions seek to secure high ground beyond St Lo, looking to expand and protect the jumping-off point for Operation Cobra. On those heights are the remains of the II Parachute Corps and the 352nd Infantry Division. Can the Allies gain the ground they need?

## Victory Condition

1st player to get 5 Stars.

## Number of Rounds

Unlimited

## Map

Forest

## Rough Terrain and Cover

Roll for initiative as normal to see who starts placing cover and who takes the Valour counter. Then take turns to place the following pieces of terrain and cover. You can place Square Cover and Edge Cover pieces anywhere, except on the road. Edge Cover may be placed on edges adjacent to the road but not crossing it. Rough terrain can be placed on any square not already occupied by Square Cover.

The Allied player places up to 4 pieces of Rough Terrain and 2 pieces of Edge Cover anywhere on the map. The Axis player places 2 pieces of Square Cover, 2 pieces of Rough Terrain and 2 pieces of Edge Cover anywhere on the map.



## Campaign Progression

The winning player scores 1 CCP.

**Next:** Play **Scenario 2 (Opening Attacks)**.

## ★ Allied Briefing ★

All right, chowder-heads, listen up. It's time we took the war to these Krauts, so we can all get home. Tomorrow, we're going to clear them off those hills to the south; give ourselves a little wriggle-room for the big push. They have a few strong-points, but this didn't ought to be anything other than a walk in the park. Keep your casualties low. Good luck.

*Get forward and clear the area of the enemy.*

**You score Stars only for destroying enemy Units.**

## ✠ Axis Briefing ✠

There is definitely something brewing over there with the Amerikaners. I think we can expect some reconnaissance attacks in the next few days. So long as we hold this high ground, the advantage is with us, and the bad weather helps too. Hold your ground at all costs! The one thing we know about the Amerikaners is that they will stall if they start taking casualties!

*Hold the area and destroy any attacking enemy forces.*

**You score Stars only for destroying enemy Units.**

## Allied Forces

UNIT	★ STARS ★
Choose Your Forces	10
Your Force consists of 10 Stars, including Commanders. You can only pick  Unit cards.	
You must deploy all your Units in the Allied Deployment Zone at the start of the game.	

## Axis Forces

UNIT	★ STARS ★
Choose Your Forces	10
Your Force consists of 10 Stars, including Commanders. You can only pick  Unit cards. Each of your 8–10 man Squads starts with 2 men removed. Each of your other green cards starts with 1 man removed.	
You must deploy all your Units in the Axis Deployment Zone at the start of the game.	

# SCENARIO 2: OPENING ATTACKS

25 July 1944

## Background

Following a delay caused by a period of bad weather, the attack jumps off. American fighter-bombers and heavy bombers blast a narrow area of the front hoping to leave a gap for ground forces to exploit. However, the American VII Corps quickly ran into the German Panzer Lehr division and supporting paratroopers, who hold their ground stubbornly. It was a bloody and chaotic first day.

## Victory Condition

Score the most Stars by the end of the battle.

## Number of Rounds

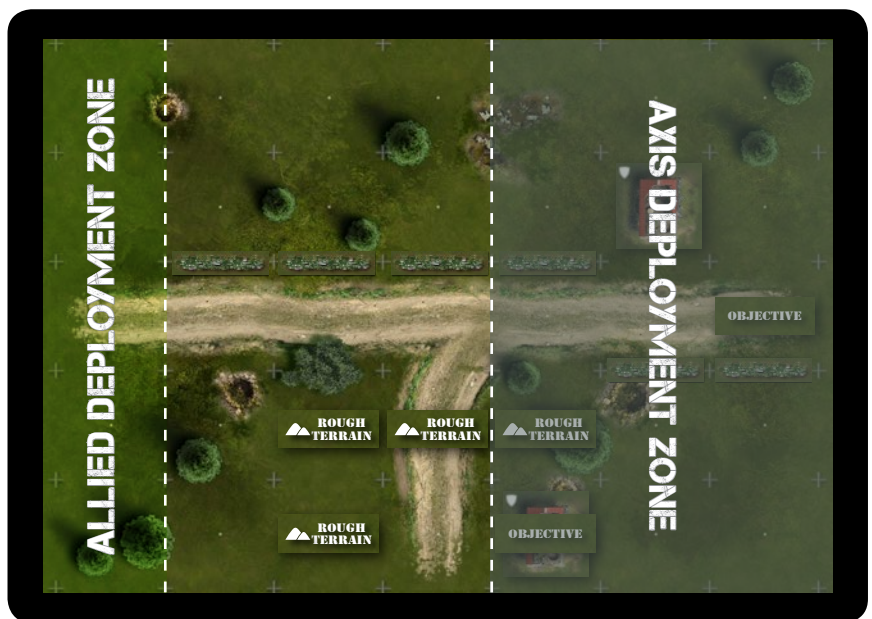
Unlimited. The battle ends at the end of any Round when either the Allies occupy both Objective squares, or the Allied player voluntarily chooses to end the battle. The Allied player may want to choose to end the battle, for example, if the Allies have more Stars than the Axis, and don't want to risk defeat by prolonging the engagement.

## Map

Long Road

## Rough Terrain and Cover

Set up the map as shown in the illustration.



## Campaign Progression

The winning player scores 1 CCP for winning the battle, or 3 CCPs for winning the battle by a margin of 5 Stars or more.

**Next:** If the Allied player has won the battle, the Axis player chooses either **Scenario 3 (Armoured Breakthrough)** or **Scenario 4 (Panzer Counter-attack)**. If the Axis player has won the battle, or it was a draw, play **Scenario 5 (Regroup)**.

### ★ Allied Briefing ★

*So, this is it, men. The invasion was just the first act, now things really start getting real. Tomorrow, our fly boys are going to be blasting the German lines with everything they have. I don't suppose they'll leave so much as a platoon of the whole German army, so we'll waltz right through them. Move quickly. The sooner we are out of these damn hedgerows the better.*

*You've been given a designated strike force by your superiors for the attack in this sector. Take the objectives ahead.*

**Either – Occupy the off-road Objective square at the end of the battle: 2 Stars.**

**Or – Occupy the on-road Objective square at the end of the battle: 5 Stars.**

**These Stars are scored in addition to normal Stars gained for destroying enemy Units.**

## Allied Forces

UNIT	★ STARS ★
Captain (Hand 4, Play 2)	3
↳ Forward Observer (Hand 1)	1
↳ Veterans	1
Sherman M4A2 Sergeant (Hand 1, Play 3)	3
2 Lieutenants (Hand 1, Play 1)	1 each
Sherman M4A2	2
2 Infantry Squads	2 each
82 mm Mortar Team	2

You must deploy at least 3 Units in the Allied Deployment Zone at the start of the game. Your other Units enter as reinforcements in the Allied Deployment Zone at any time during the game.

### ✠ Axis Briefing ✠

*Those attacks last week show the Amerikaners are about to launch a major offensive. Just as well we are ready for them, nein? Now the weather is clearing, we must expect their verdammt air force to be busy, but they cannot attack through their own barrage! So, wait out their air attacks, and then ambush them as they come forward. Armoured support is at hand!*

*You've scraped together whatever is to hand for the defence of this sector. Hold the objectives at all costs.*

**Occupy, or be the last to occupy, the on-road Objective square at the end of each Round from Round 5 onwards: 1 Star.**

**These Stars are scored in addition to normal Stars gained for destroying enemy Units.**

## Axis Forces

UNIT	★ STARS ★
Major (Hand 5, Play 3)	5
↳ Panzerschreck Team or Veterans	1
Lieutenant (Hand 1, Play 1)	1
Panzer IV (Hit Dice 3)	2
MG Section (1 man removed)	2
Grenadiers (2 men removed)	2
PaK 40 75mm AT Gun (1 man removed)	1
Sdkfz 251 Haltrack	1

As noted, each of your 8–10 man Squads starts with 2 men removed. Each of your other green cards starts with 1 man removed. Your Panzer IV starts with 1 pip less on its Hit Dice.

You must deploy all your Units in the Axis Deployment Zone at the start of the game.

# SCENARIO 3: ARMoured BREAKTHROUGH

26 July 1944

## Background

The Cobra operational plan called for the 2nd Armoured Division to smash through the German lines on Day 2. Assuming all has gone well so far, the Americans should be well-placed to exploit areas of German weakness.

## Victory Condition

Score the most Stars by the end of the battle.

## Number of Rounds

Unlimited. The battle ends at the end of any Round when the Allies occupy the objective on the road, or the Allied player voluntarily chooses to end the battle. The Allied player may want to choose to end the battle, for example, if the Allies have more Stars than the Axis, and don't want to risk defeat by prolonging the engagement.

## Map

Crossroads

## Rough Terrain and Cover

The Axis player places two Rough Terrain pieces, two Square Cover pieces and 2 pieces of Edge Cover wherever he chooses on the map. Then the Allied player places 2 pieces of Edge Cover wherever he chooses on the map and puts an Objective counter on one of the Square Cover pieces. Rough Terrain pieces and Square Cover pieces cannot be placed on roads. Edge Cover pieces cannot be placed across roads.



## Campaign Progression

The winning player scores 1 CCP for winning the battle, or 5 CCPs for winning the battle by a margin of 5 Stars or better.

**Next:** If the Allied player has won the battle, play **Scenario 6 (Crossroads)**. If the Axis player has won the battle, or it was a draw, the Axis player chooses the next scenario, either **Scenario 4 (Panzer counter-attack)** or **Scenario 6 (Crossroads)**.

### ★ Allied Briefing ★

*All right, everything is going to plan so far, men. The Krauts still have a few strong-points for us to mop up, but we've made some big holes in their lines. Let's finish what we started! Our tank boys are going to bust the whole sector wide open!*

*Hold the enemy from the front, then smash whatever troops they have left from the flank.*

**Occupy the on-road Objective at the end of the battle: 10 Stars**

**Occupy the Square Cover Objective at the end of the battle: 3 Stars**

**These Stars are scored in addition to normal Stars gained for destroying enemy Units.**

### ✠ Axis Briefing ✠

*Can you hear me? I repeat: the Amerikaners are through our front lines. All units are to form strong points to block the advance of their tanks! We must slow them down, or the whole front will roll up!*

*Stop all the enemy attacks!*

**Occupy, or be the last to have occupied, the on-road Objective square at the end of each Round from Round 3 onwards: 1 Star**

**Occupy the Square Cover Objective at the end of the battle: 2 Stars**

**These Stars are scored in addition to normal Stars gained for destroying enemy Units.**

## Allied Forces

UNIT	★ STARS ★
Choose Your Forces	20 (+5)
Your Forces consist of up to 20 Stars, split between a Main Force and a Flanking Force. Your Main Force must contain at least 12 Stars, and your Flanking Force must contain at least 6 Stars. You may also pay 1 CCP to gain an extra 5 Stars of troops as part of your Flanking Force. If you do, the Germans gain an extra 2 Stars of troops.	
You must deploy at least 3 Units in the Allied Deployment Zone at the start of the game. Your other Main Force Units enter as reinforcements in the Allied Deployment Zone. Before both sides have deployed their starting Units, you must secretly select one of the Allied Flank Deployment Zones (note this on a piece of paper). Your Flanking Force Units may be placed as reinforcements after the end of Turn 3 in that Zone.	

## Axis Forces

UNIT	★ STARS ★
Choose Your Forces	18 (+2)
Your Force consists of up to 18 Stars. You may not select any red cards (☠ or ☠) or commanders in tanks, except for Transports and Armoured Cars. If the Allied player chooses extra troops for the Allied Flanking Force, you gain an extra 2 Stars of troops.	
Each of your 8 to 10 man Squads starts with 2 men removed. Each of your other green cards starts with 1 man removed. Except for Units with Armour [1+], each armoured vehicle starts with 1 pip less on its Hit Dice.	
You must deploy all your Units in the Axis Deployment Zone at the start of the game.	

# SCENARIO 4: PANZER COUNTER-ATTACK

28 July 1944

## Background

The German response to Operation Cobra was hampered by the scarcity of resources in the American sector (and especially of tanks), and by the speed of the American assault. Relentless Allied air superiority made German movement hazardous, but the 2nd SS Panzers and 17th SS Panzergrenadiers were able to give the 2nd US Armoured a hard time. Any delay might allow sufficient Panzer forces to be concentrated to launch a further counter-offensive.

## Victory Condition

Score the most Stars by the end of the battle.

## Number of Rounds

Unlimited. The battle ends when either side is no longer on the map, through the destruction or rout of their troops, or by voluntarily withdrawing Units off any edge or edges of the map. It costs 1 MP to move a Unit off the map from a square on the edge.

## Map

Checkpoint and Long Road

## Rough Terrain and Cover

The Allied player places 2 Rough Terrain pieces, 3 Square Cover pieces and 2 Edge Cover pieces anywhere on the maps. Then the Axis player places 2 Rough Terrain pieces, 1 Square Cover piece and 2 Edge Cover pieces anywhere on the maps. Rough Terrain pieces and Square Cover pieces cannot be placed on roads. Edge Cover pieces cannot be placed across roads.



## Campaign Progression

If the Axis player has won the battle, he scores 5 CCPs. If the Allied player has won the battle, he scores 3 CCPs, or if he has won by 5 or more Stars, he scores 6 CCPs.

**Next:** If the Allied player has won the battle, play **Scenario 7 (Withdrawal)**. If the Axis player has won, or the battle is a draw, play **Scenario 6 (Crossroads)**.

### ★ Allied Briefing ★

Gentlemen, that was a rough day yesterday, but we still have the Krauts where we want them! So, today we are gonna – wait... what's that noise? Holy Hannah – are those Tigers?

*Defeat the German counter-attack!*

**You score Stars only for destroying enemy Units.**

### ✠ Axis Briefing ✠

This is the moment we have been waiting for. The Allies have exhausted their forces breaking through our front line. They have isolated their forward units, and there are gaps here, here and here for our tanks to exploit! Today, we roll the Amerikaners back to the beaches! Panzers, march!

*Drive off the Americans and preserve our own troops!*

**You score Stars only for destroying enemy Units.**

## Allied Forces

UNIT	★ STARS ★
Choose Your Forces	20

Your Force consists of up to 20 Stars.

You must deploy at least 3 Units in the Allied Deployment Zone at the start of the game. Your other Units enter as reinforcements in the Allied Deployment Zone at any time during the game.

## Axis Forces

UNIT	★ STARS ★
Choose Your Forces	25

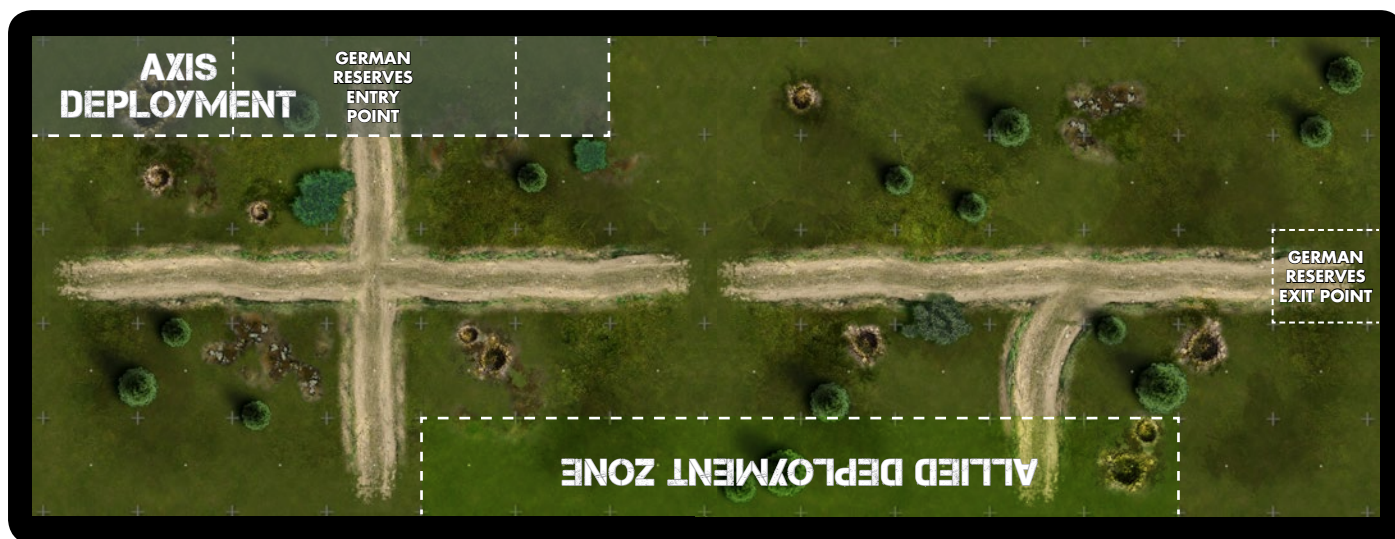
Your Force consists of up to 25 Stars. It must include at least 2 tanks.

Each of your 8 to 10 man Squads starts with 2 men removed.

You must deploy at least 3 Units in the Axis Deployment Zone at the start of the game. Your other Units enter as reinforcements in the Axis Deployment Zone at any time during the game.

# SCENARIO 5: ENCIRCLED!

29 July 1944



## Background

German forces had been largely surprised and overwhelmed by the scale and speed of the American advance. After several days of pounding by Allied air and ground forces, and their own attempts to beat back the 2nd US Armoured Division, battered elements of the 2nd SS Panzer, the 17th Panzergrenadiers and the almost decimated Panzer Lehr were threatened with encirclement. Could any of these units be saved?

## Victory Condition

Score the most Stars by the end of the battle.

## Number of Rounds

The battle ends when all **German Reserve Units** have entered the map and have then either been destroyed or routed, or have escaped to the East.

## Map

Long Road and Crossroad

## Rough Terrain and Cover

Starting with the Allied player, each player may choose to place up to 1 Square Cover piece and up to 2 Edge Cover pieces anywhere on the maps. Placing Cover pieces is optional. Square Cover pieces cannot be placed on roads. Edge Cover pieces cannot be placed across roads.

### ★ Allied Briefing ★

*Good news, men... we have them on the run. Keep pushing. We need to watch out for strongpoints, and small formations of men moving east to avoid being encircled, but if we move fast, we can wipe out three or four divisions in the next couple of days!*

*Stop the Germans from retreating to the East!*

**You score Stars only for destroying enemy Units.**

## Allied Forces

UNIT	★ STARS ★
Choose Your Forces	20
Your Force consists of up to 20 Stars.	
You must deploy at least 3 Units in the Allied Deployment Zone at the start of the game. Your other Units enter as reinforcements in the Allied Deployment Zone.	

## Campaign Progression

The winning player scores 5 CCPs.

If the Allied player has won the battle, play **Scenario 7 (Withdrawal)**. If the Axis player has won the battle, or it was a draw, play **Scenario 6 (Crossroads)**.

### ✠ Axis Briefing ✠

*I will not lie to you; the situation has become most difficult. The way the Amerikaners are advancing, they may soon encircle all of our forces west of this line. So! We must rescue what forces we can, in order that we can regroup and counter-attack. This road here is vital! Keep it open! Hold the Amerikaners here at all costs!*

*Save as many of our reserves as you can.*

**Each German Reserve Unit that exits the map at the German Reserves Exit Point scores its Stars.**

**These Stars are scored in addition to normal Stars gained for destroying enemy Units.**

## Axis Forces

UNIT	★ STARS ★
Choose Your Forces	10+10
Your Forces consist of exactly 20 Stars, split between a Main Force and Reserves. You must select exactly 10 Stars for your Main Force, and exactly 10 Stars of Reserves. Keep your Reserves Unit cards separate from your Main Force—these Units will score Stars if you can exit them from the map.	
Each of your 8–10 man Squads starts with 2 men removed. Each of your other green cards starts with 1 man removed. You may transfer men from your 8–10 man Squads to increase your other green cards to their normal maximum. Except for Units with Armour [1+], each armoured vehicle starts with 1 pip less on its Hit Dice.	
At least 3 Units must be deployed in the Axis Deployment Zone at the start of the game. Any undeployed Main Force Units, plus your Reserves, can only enter the map from the German Reserves Entry Point (on the road or 1 square adjacent each side of the road). Your Reserve Units can spend 1 MP to exit the map from the German Reserves Exit Point. Once a Unit has left the map, it is no longer in play and is safe from attack. Units from your Main Force can also exit the map, but only at the German Reserves Exit Point—these Units do not score Stars for exiting the map, but if they leave, they are safe from attack.	

# SCENARIO 6: CROSSROADS

30 July 1944

## Background

Stubborn German defence of strongpoints was key to whatever success they could manage against overwhelming Allied firepower. However, many of their armoured forces were heavily depleted in the fighting. Elements of the 2nd and 116th Panzer Divisions were desperately brought up. It was vital that these formations turn back the American tide.

The Americans too had additional forces, as the 4th Armoured came up to exploit the breakthrough. Ahead lies the town of Avranches, key to the whole battlefield.

## Victory Condition

Score the most Stars by the end of the battle.

## Number of Rounds

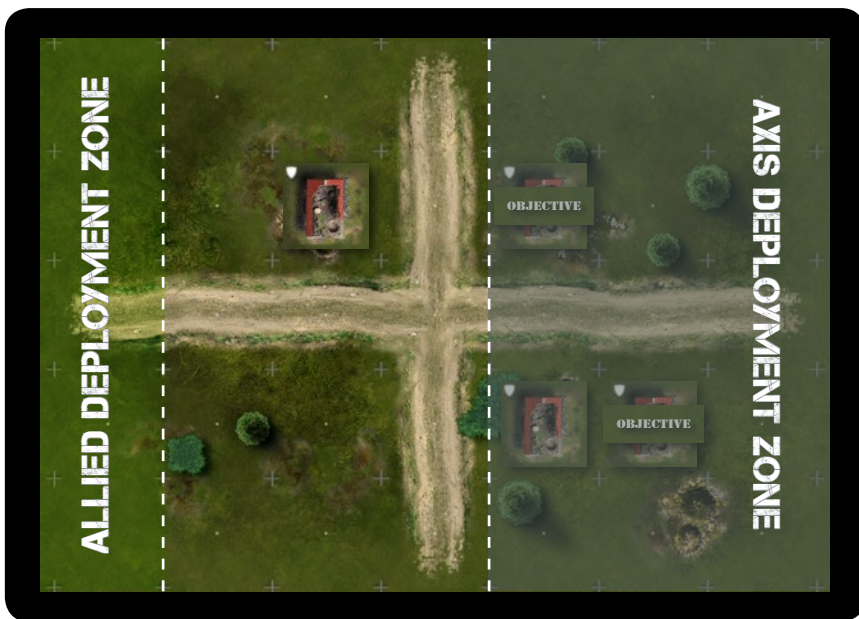
Seven

## Map

Crossroad

## Rough Terrain and Cover

2 Edge Cover pieces / player. Use normal placement rules.



## Campaign Progression

The winning player scores 5 CCPs.

If the Allied player has won the battle, play **Scenario 7 (Withdrawal)**. If the German player has won the battle, or it was a draw, play **Scenario 8 (Mining The Road)**.

### ★ Allied Briefing ★

*I know you're all tired, but you can believe me when I tell you that the Krauts are in much worse shape! We can break through pretty much at will now, but we have to expect strong resistance at key points and German counter-attacks. HQ have identified this crossroads as key to our forces continuing to advance to Avranches. That is your objective, men!*

*Take the village!*

**Occupy Objectives at the end of the battle: 5 Stars each**

**These Stars are scored in addition to normal Stars gained for destroying enemy Units.**

### ✠ Axis Briefing ✠

*These reinforcements are the last hope we have, so we must use them wisely. I have selected this village here, on the road to Avranches, as a suitable point from which to ambush the leading Amerikaner columns. Kill as many of them as you can, and Victory may yet be ours!*

**Occupy Objectives at the end of the battle: 5 Stars each**

**These Stars are scored in addition to normal Stars gained for destroying enemy Units.**

## Allied Forces

UNIT	★ STARS ★
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Choose Your Forces 24

You must deploy at least 3 Units in the Allied Deployment Zone at the start of the game. Your other Units enter play as reinforcements in the Allied Deployment Zone.

## Axis Forces

UNIT	★ STARS ★
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Choose Your Forces 20

You must deploy all your Units in the Axis Deployment Zone at the start of the game.

# SCENARIO 7: REARGUARD

1 August 1944

## Background

The Americans, having broken and thrown back every formation in front of them, were now poised to completely exploit their success. Patton was named commander of the new 3rd Army and made ready to sweep into Brittany. Courtney Hodges took over the 1st Army and swung east. The possibility was emerging that two German armies might get caught up in a pocket.

For those Germans, time was running out. Hardly any of their armour remained. Their infantry were feeling east by any means they could find. Disaster beckoned.

## Victory Condition

Score the most Stars by the end of the battle. Note: no Stars are scored for destroyed Units in this scenario.

## Number of Rounds

Five

## Map

Long Road. East is the right hand edge of the map as printed here.

## Rough Terrain and Cover

Place the Rough Terrain where indicated on the picture. Then the Axis player may place up to two pieces of Square Cover anywhere on the map, except on a road square or a square with Rough Terrain.

Then, using the normal rules, each player places 2 Edge Cover pieces.



## Campaign Progression

The winning player scores 5 CCPs.

If the Allied player has won the battle, play **Scenario 9 (The Airfield)**. If the German player has won the battle, or it was a draw, play **Scenario 8 (Mining The Road)**.

### ★ Allied Briefing ★

Heard the news? Bradley's in charge of two armies now, yessir! Patton's going to mop up Brittany, and we're chasing the Krauts east of here. Don't seem to me like they got much left worth chasing! But let's keep moving, and see what else we can do to bring this war to an end!

*Brush aside any enemies and push on to the East!*

**Each Unit on the map east of the hills (line of rough terrain) at the end of the battle: 1 Star**

**Each Unit that exits the map from the east edge before the end of the battle: 2 Stars**

**No Stars are scored for destroyed enemy Units in this scenario.**

## Allied Forces

UNIT	★ STARS ★
Choose Your Forces	20
You must deploy at least 3 Units in the Allied Deployment Zone at the start of the game. Your other Units enter as reinforcements in the Allied Deployment Zone.	

### ✠ Axis Briefing ✠

Do those idiots at headquarters not understand at all? 'Hold the line!' 'No retreat!' Imbeciles. Very well. We need to pull back, but first we have to slow the damned Amerikaners down! We will hold them here—just for a few hours – and then slip away as soon as it gets dark.

*Hold on till nightfall (5 Rounds).*

**Each Unit still on the map at the end of the battle: 2 Stars**

**No Stars are scored for destroyed enemy Units in this scenario.**

## Axis Forces

UNIT	★ STARS ★
Choose Your Forces	20
You may not select any vehicles Units.	
Each of your 8 to 10 man Squads starts with 3 men removed. Each of your other green cards starts with 1 man removed. You may transfer men from your 8 to 10 man Squads to increase your other green cards to their normal maximum.	
You must deploy all your Units in the Axis Deployment Zone at the start of the game.	



# SCENARIO 8: MINING THE ROAD

2 August 1944

## Background

The Germans were now in full retreat, unable to prevent the Americans moving at will. Aware that the Canadians were also attacking, and that remaining German forces might be trapped in a pocket, it became even more urgent to slow the American advance with whatever units might be scraped together.

## Victory Condition

Score the most Stars by the end of the battle.

## Number of Rounds

Six

## Map

Checkpoint and Long Road. The Allied Deployment Zone is the North edge. South is the right hand map edge.

## Rough Terrain and Cover

Place the Edge Cover, German AT guns and Objective marker as shown. The Axis player places 2 pieces of Square Cover anywhere on the Checkpoint map. Then, using the normal rules, each player places 2 Edge Cover pieces.



## Campaign Progression

The winning player scores 3 CCPs.

**Next:** If the Allied player has won the battle, play **Scenario 10 (The Last Throw Of The Dice)**. If the Axis player has won the battle, or it was a draw, play **Scenario 9 (The Airfield)**.

### ★ Allied Briefing ★

*This is no time to rest, ya yahoos. We got them on the run! Keep pressing, and we'll be in Paris in a week!*

**Take the Objective square by the end of Turn 3: 5 Stars; or by the end of Turn 5: 3 Stars.**

**Occupy the Objective square at the end of the game: 2 Stars**

**No Stars are scored for destroyed enemy Units in this scenario.**

### ✠ Axis Briefing ✠

*Division has ordered us to stand, but then the General is probably not aware that we do not serve with his division, nor do we know what half these units around us are. The Amerikaners are right behind us. We have to stop them somehow!*

**At the end of each Round if the Germans have at least 1 Unit on or adjacent to the Checkpoint (not diagonally): 1 Star**

**For each AT gun Unit that leaves the South edge of the Checkpoint map by the end of the battle: 2 Stars.**

**No Stars are scored for destroyed enemy Units in this scenario.**

## Allied Forces

UNIT	★ STARS ★
Choose Your Forces	20
You must deploy all your Units in the Allied Deployment Zone at the start of the game.	

## Axis Forces

UNIT	★ STARS ★
Choose Your Forces	20
Your Force consists of up to 20 Stars, including the cost of the 2 AT Gun Units. For this scenario only, you ignore the tabs on commanders for choosing your forces. You may select Units in excess of normal limits. However, you may select only 1 commander. You may not select commanders in tanks, nor armoured (Red) Units, except Transports. Any Transports selected must be used as Reinforcements.	
Each of your 8 to 10 man Squads starts with 3 men removed. Each of your other green cards starts with 1 man removed. You may transfer men from your 8 to 10 man Squads to increase your other green cards to their normal maximum.	
Your 2 AT Gun Units must start where shown on the map, and your Transports must start off the map as Reinforcements. Your other Forces start anywhere on the Checkpoint map.	

# SCENARIO 9: THE AIRFIELD

3 August 1944

## Background

The greatest strategic loss to the Germans during the Cobra campaign was probably the U-boat bases of the French Atlantic coast. The Americans also swept up useful intelligence from captured headquarters and other locations. The Second Front completely changed German strategic planning.

## Victory Condition

Score the most Stars by the end of the battle.

## Number of Rounds

Unlimited. The battle ends after one of two conditions is met: either the Axis forces pick up and move the Intelligence Dossier counter off the right hand edge of the Crossroad map, or the Allies move the Intelligence Dossier off the left hand edge of the Long Road map. The battle ends immediately the Dossier leaves the map.

## Map

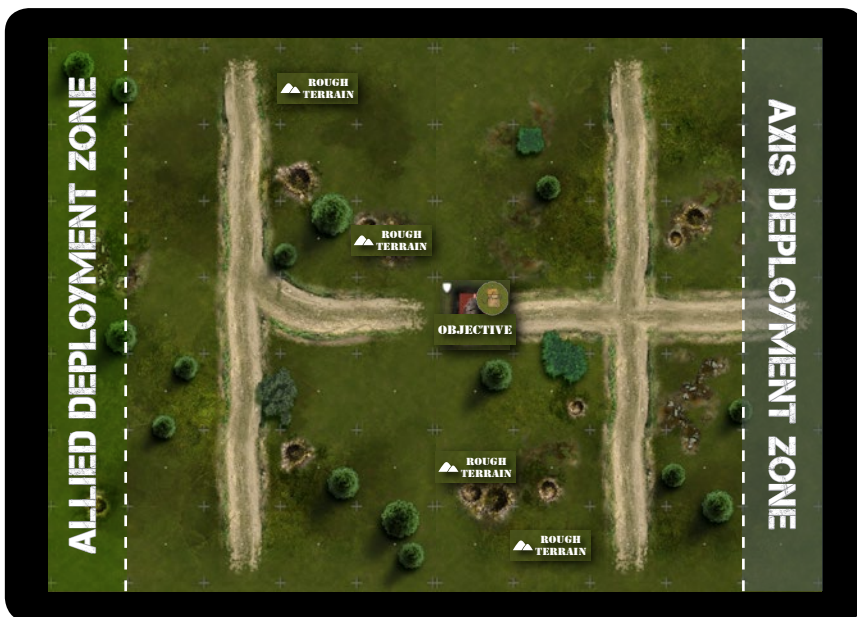
Long Road and Crossroad

## Rough Terrain and Cover

After placing the illustrated terrain, the Axis player may place 2 more pieces of Square Cover on the Crossroad map, except on a road square. Each player may place up to 2 pieces of Edge Cover, using normal placement rules.

## Intelligence Dossier

Any infantry Unit can pick up and carry the documents—keep the Dossier with that Unit as it moves. The first infantry Unit to enter the square picks them up. If all the men in the Unit are killed or it routes, place the Intelligence Dossier counter into the square that the Unit was in. It may then be picked up by any infantry Unit from either side.



## Campaign Progression

The winning player scores 3 CCPs.

**Next:** Whoever wins, the Axis player chooses whether to play **Scenario 10 (Last Throw of the Dice)** or to end the campaign here.

### ★ Allied Briefing ★

OK, listen up. Intelligence says there is a Luftwaffe airfield up ahead. Word is, they've abandoned the place, but we're gonna tear it up anyway, and see what they left behind! You find any documents, bring them to me.

**Move the Intelligence Dossier off the left hand edge of the Long Road map: 3 Stars**

**Occupy the Objective at the end of the game: 3 Stars**

**These Stars are scored in addition to normal Stars gained for destroying enemy Units.**

### ✠ Axis Briefing ✠

Those idiots in the Luftwaffe have run off and left a code book at the airfield ahead of us. We must beat the Americans to it!

**Move the Intelligence Dossier off the right hand edge of the Crossroad map: 3 Stars**

**Occupy the Objective at the end of the game: 3 Stars**

**These Stars are scored in addition to normal Stars gained for destroying enemy Units.**

## Allied Forces

UNIT	★ STARS ★
Choose Your Forces	15
You must deploy all your Units in the Allied Deployment Zone at the start of the game.	

## Axis Forces

UNIT	★ STARS ★
Choose Your Forces	15
You must deploy all your Units in the Axis Deployment Zone at the start of the game.	
Each of your 8 to 10 man Squads starts with 3 men removed. Each of your other green cards starts with 1 man removed. You may transfer men from your 8 to 10 man Squads to increase your other green cards to their normal maximum.	

# SCENARIO 10: THE LAST THROW OF THE DICE

4 August 1944



## Background

Despite all evidence that the Cobra campaign had turned into a disaster, and that all the major Wehrmacht and SS units west of the Rhine might be surrounded by the Allies, Hitler insisted that a counter-offensive be launched by ten Panzer divisions to turn the tide. In truth, only four could be gathered to make the effort, and all of these were under-strength. German commanders had no choice but to waste these in a futile effort to save the situation.

## Victory Condition

Score 11 Stars by destroying enemy Units.

## Number of Rounds

The battle ends immediately either side has scored 11 Stars by destroying enemy Units.

### ★ Allied Briefing ★

*That's it, boys, the Krauts are beaten. I doubt they have a single tank left in the whole of France! It should all be plain sailing from here on.*

**You score Stars only for destroying enemy Units.**

## Allied Forces

UNIT	★ STARS ★
Choose Your Forces	20
You must choose at least 8 Stars of infantry Units (including infantry Commanders) and at least 8 Stars of tank Units (including tank Commanders).	
Allied armoured (Red cards) forces start in the Allied Armour Deployment Zone on the Crossroad map; all other Allied forces begin in the Allied Infantry Deployment Zone.	
You start with 2 Stay Frosty cards in play on 2 of your Units in the Allied Infantry Deployment Zone.	

## Map

Long Road and Crossroad

## Rough Terrain and Cover

4 Edge Cover pieces / player. Use normal placement rules.

## Campaign Progression

If the Allied player has won the battle, he scores 2 CCPs. If the German player wins, he scores 10 CCPs, minus one for each Star he lost in the battle.

The campaign ends here. **The winner is the player with most CCPs. If CCPs are equal, the result is a draw.**

### ✠ Axis Briefing ✠

*General, you may demand all you want, but I cannot make tanks appear out of thin air! The whole division is destroyed! What's that? An order from Berlin? Then I suppose we have no choice...*

**You score Stars only for destroying enemy Units.**

## Axis Forces

UNIT	★ STARS ★
Choose Your Forces	20
Each of your 8 to 10 man Squads starts with 3 men removed. Each of your other green cards starts with 1 man removed. You may transfer men from your 8 to 10 man Squads to increase your other green cards to their normal maximum.	
All your vehicle Units cost an extra 1 Star per Unit (use the printed Star cost in relation to Unit tabs on your Commander cards, but pay 1 extra Star for each Unit; for example, if you select a Panzer IV Sergeant, he will cost 4 Stars, rather than 3, and the compulsory Panzer IV will cost you 3 Stars, rather than 2). For end of game condition, count normal Stars, not the extra purchase cost.	
You must deploy all your Units in the Axis Deployment Zone at the start of the game.	

## Movement Points Table

UNIT TYPE	INFANTRY	TRACKED VEHICLE	WHEELED VEHICLE	TOWED GUN
Number of ▶	2	4	6	0*
Turn 90 degrees	Free	1 ▶	1 ▶	Free
Open Terrain	1 ▶	1 ▶ / 2 ▶ (reverse)	2 ▶	0*
Rough Terrain ▲▲	2 ▶	1 ▶	3 ▶	0*
Road	1 ▶	1 ▶	1 ▶	0*
Square Cover  / River Crossing	2 ▶	Cannot enter	Cannot enter	Cannot enter
Edge Cover	0 ▶	0 ▶	Cannot cross	Cannot cross

\* Only moves when limbered to a Vehicle.

## Weapons Table

WEAPON	ABBREVIATION	WAR DICE	PERMITTED TARGET
Rifle/LMG, Assault Rifle, Sniper Rifle, SMG	N/A	1  /	,  crew
Machine Gun	MG(X)	Roll X	,  crew, Soft Skinned Vehicles
Anti-tank	AT(X)	Roll X	Armoured Vehicle
High Explosive	HE[X+]	Roll for each  and Soft Skinned Vehicle in target square. Hits on a roll of X+.	,  crew, Soft Skinned Vehicles
Assault (bayonet, etc)	N/A	1  /	,  crew, Soft Skinned Vehicles
Grenades	HE[X+] or AT(X)	Grenades have their HE or AT effect regardless of the number of men in the Unit.	
Crewed Weapons	See Unit card	Each non small arms weapon requires 1 man in the Unit to fire it. If there are multiple weapons in a Unit, you may fire each one with their full stats as long as you have a man for each weapon.	
Vehicle Weapons	See Unit card	May fire as long as the vehicle is not destroyed.	

## Morale Summary

- You must make a Morale Check for a Unit when it takes 2 or more hits from one attack (casualties do not have to be caused).
- You must also make a Morale Check for an or Unit when it suffers 1 or more casualties (not hits) that reduce it to half strength or are suffered when it is already at or below half strength.