

Kicking off Cobra

Elements of the 30th Infantry Division attack to clear a path for the breakout of the US Armored Division.

Forces:

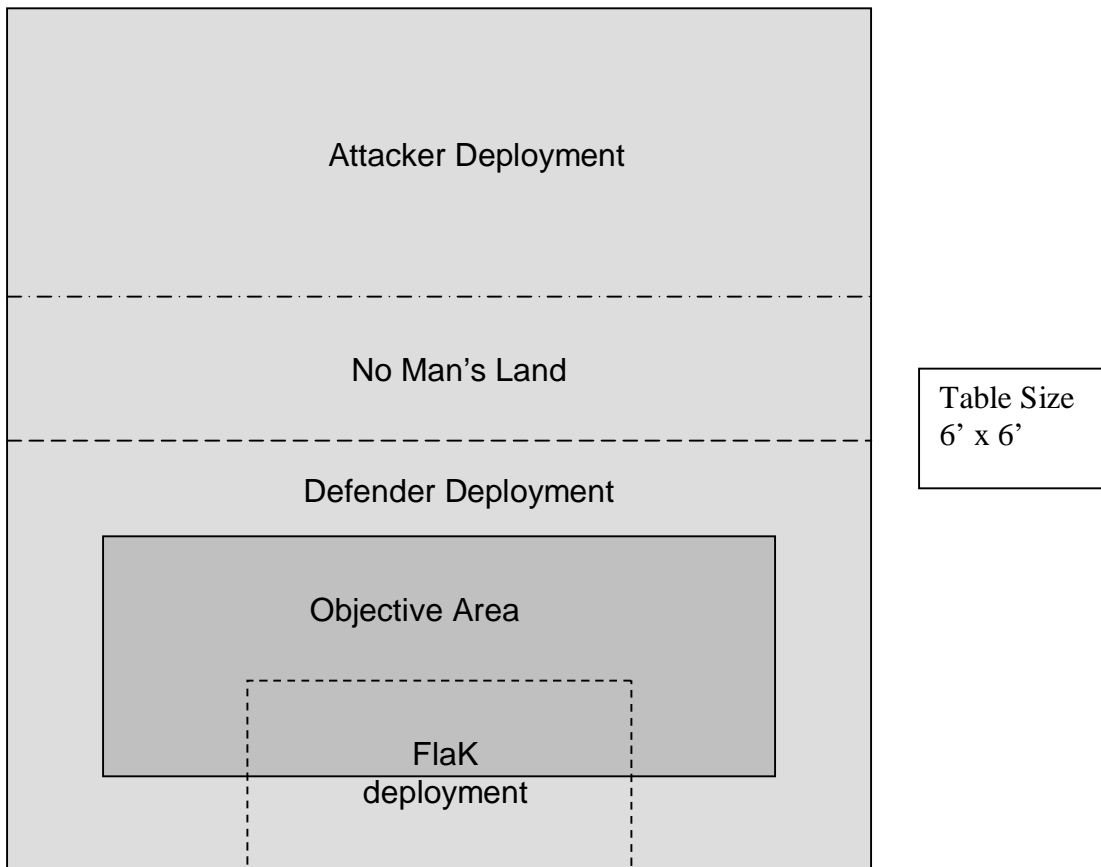
US:

2 companies of 30th Infantry Division. At least one Rifle Company and second may be Rifle or Tank Company. Use Italy Veteran rules to make these units Confident Veteran. Supported by one Field Artillery Battery plus Priority General Artillery Support, (see below). Each rifle company may have it's own Weapons platoon, but other weapon platoon and support platoon limitations are for the entire force (e.g. only 1 Mortar platoon). Americans receive additional supporting assets from division to a total of 2650 points.

German

- One grenadier company from 275th Infantry Division. These units and any supporting platoons assigned to this unit are confident trained. Supported by one Light AT Platoon and additional supporting platoons. Multiply total value by 0.75 to determine final cost.
- One company from Panzer Lehr
- One Luftwaffe Anti-Aircraft Assault Platoon
- The Grenadier company of the 275th Grenadier Platoon cannot have more support platoons than the company from Panzer Lehr.

Set-up



- 1) Starting with the Germans, alternate placing 4 objectives in the defender's half of the table at least 8" from any edge and at least 24" from any other objective
- 2) The German player deploys his on-table forces, using the Hidden Positions and Ambush scenario rules below. All German units on table are in prepared positions. Only elements of the 275th Infantry Division will be eligible for on-table deployment. The GM will determine which German units are placed on-table.
- 3) The German player chooses points for his preregistered fire as detailed below
- 4) The Americans deploy within 24" of the attacker board edge. No unit may deploy in the open within LOS of a visible enemy team or hidden unit marker.
- 5) Conduct a preliminary bombardment against all German units including those in reserve. German units are not pinned following the bombardment due to the time required to reorganize the 30th ID following the bombing by friendly aircraft.
- 6) The American player may make a reconnaissance deployment move with the I & R platoon
- 7) The Americans have the first turn.

Game end

At the end of each German turn, roll a d6 and add the score to a running total. When the total = 38, the game ends.

Victory

At the end of the game, score VP as follows

- 2 VP Each objective controlled by either side at the end of the game
- 1 VP Each objective contested by the Americans at the end of the game
- 1 VP Each turn after turn 6 in which the Germans hold or contest all of the objectives.
- 1 VP Each enemy worn fighting platoon in excess of own number of worn fighting platoons. A platoon is worn if it is below half strength (including destroyed or routed)

VP Difference

- 5+ Stunning Victory
- 3-4 Major Victory
- 1-2 Minor Victory

Scenario Special Rules

General Support Artillery - The US commander has a pool of General Support Dice similar to air support. A player may request additional support from general support batteries when calling for fire from an attached Field Artillery Battery. The player must request additional support before rolling to range in. The player rolls the number of dice currently in the pool and scores one success for each 5+ rolled. The number of successes determines the amount of additional fire placed at the observers command for that bombardment. The dice pool is reduced by one die size following each request even if no successes rolled or not ranged in

# successes	Added Support	Game Effects
1	Light Battery	+4 guns, may use 1-2 template wide beaten zone
2	Medium Battery	Increase bombardment to AT = 5 and FP = 3+
3	Light and Medium Battery	Each of the above
4	Field Artillery Battalion	+8 guns, may use 1-3 template wide beaten zone
5	Reinforced FA Battalion	As above and increase to AT = 5 and FP = 3+
6	Division Artillery	+16 guns, 1-3 template wide beaten zone, AT = 5 and FP = 3+
7	Corp Artillery	+24 guns, 1-3 template wide beaten zone, AT=5 and FP = 2+

Divide the total number of firing guns (including the direct support battery) by the number of templates in the beaten zone to determine the effects. For concentrations greater than 6 guns per template, use the following table

- 6 - 8 guns Re-roll hits
- 9 - 11 guns Roll 2 dice to hit for each enemy team under the template
- 12+ guns Roll 3 dice to hit for each enemy team under the template

Hidden Positions – Any German units except the AA battery (which has been identified by Allied air reconnaissance) not placed in ambush may be in hidden positions, representing some American intelligence as to their location, but not precise information. During deployment, the German player may place two command stands for each such unit. One marks the approximate position of the unit and the other is a dummy. Both markers count as actual units for American deployment and reconnaissance moves. Independent teams are represented by hidden markers as for platoons, but only one dummy is used per two independent teams (round down). A unit under a marker must be identified in order to be an eligible target for fire. An American unit may attempt to identify a hidden marker by making a standard to-hit roll instead of moving in the movement phase, treating the marker as an infantry team. If successful, that platoon only can fire at the target in the current turn. In all subsequent turns the platoon is treated normally. A platoon containing only armored vehicles must re-roll successful tests to spot enemy hidden markers. Reconnaissance platoons may re-roll failed attempts to reveal hidden units. If a tank team equipped with hull telephone is in contact with an infantry team of a platoon that has revealed a hidden unit, that tank team may also fire on the newly deployed enemy. A hidden marker is automatically revealed if any unit moves within 4" or if a reconnaissance team moves within 8". When a hidden marker is revealed as an actual platoon, the unit is deployed on table. At least one team must occupy the position held by the marker (although it doesn't have to be the command team) and all other teams must be deployed in command.

Ambush – The Germans may place two platoons in ambush as for the normal ambush rules.

Pre-registered fire – The Germans may choose up to three geographical points on the table as aiming points for pre-registered fire for their on-table mortars. The location of these points must be clearly noted prior to the game. A German observer with LOS to one of the preregistered points may range-in mortar fire on that point instead of an enemy team. Ranging attempts on pre-registered points will succeed on a 2+.

Preliminary bombardment – The Americans have pummeled the German forward lines and rear areas for two days with artillery, Jabos, and even carpet bombing by heavy bombers. Conduct a preliminary bombardment against all German platoons of the 275th Infantry or Panzer Lehr Divisions prior to the start of the game, including platoons in reserve. German units from other divisions are not affected, but their distance from the front will slow their arrival. Due to the time required to reorganize the American attack after being bombed by friendly aircraft, the Germans are not pinned down by this preliminary bombardment.

Chaos in the rear – The American carpet bombing attacks of the last two days have destroyed roads, marshalling areas and communications throughout the German rear, disrupting movement of reserves to meet the American attack. German begin rolling for reserves on turn 1, but add a die every other turn (i.e. turns 3, 5, 7...) instead of every turn. In addition, when the Germans player receives reserves, roll randomly to see which of the reserve platoons are available. Any reserve platoon from a division other than 275th Infantry or Panzer Lehr has an additional 2 turn delay from the time it is chosen as a reserve and it's actual arrival (e.g. if a platoon of an SS Division is rolled as a reserve on turn 2, the platoon would enter the table on turn 4). German reserves may enter anywhere along the German edge. If an off-table artillery battery becomes available as a reserve, the observer moves onto the table that turn, but the battery is immediately available for fire directed by the company CO.

Smoke – Smoke bombardments do not need to have an enemy team as a target. Instead, any geographical feature may be used instead. The bombardment may not be targeted against open ground. If targeted against a geographical feature, range in on any score of 3+. Batteries able to fire smoke bombardments are limited to a set number of smoke bombardments for the game.

Misidentification – Air Support may target teams within 16" of friendly troops, but doing so risks the pilots misidentifying the target and attacking friendly troops. If any friendly teams are within 16" of the team targeted by close air support, the pilot will make a misidentification if any ranging roll scores a 1. If this happens the targeted player may immediately move the template to an enemy team of the same type within 16" of the original target. The aircraft is successfully ranged in on the new target with the die roll that scored the 1. If no eligible target is available, the aircraft abort the attack run. Attacks against targets greater than 16" from any friendly team are not affected.

Forward Air Controller – Allied air forces deployed observers tied into the radio net of close air support aircraft to direct them against enemy targets. A FAC allows the owning player to re-roll the die for number of aircraft in an attack. In addition, if the FAC has line of site to the target team of an air attack, the aircraft flight may re-roll the first ranging attempt.