

COUTANCES BREAKOUT

By Ron Howard

Background:

Operation Cobra kicked off on July 25th 1944, with a drive through France South to Avranches. Coutances was the first major town on the road to Avranches and the 3rd Armored Division was tasked to take the French town. Just before sunrise on July 28th Maj Gen Robert Grow and Maj Gen John Wood led their men through tough German lines to the town. Despite being delayed three hours in a minefield, their tanks broke free and reached the town before noon, finding the Germans still in force. Tanks blasted buildings as armored infantrymen duelled with German soldiers hiding in the rubble. Unhappy with progress, General Wood took matters into his own hands and walked through a minefield and directed fire against an anti-tank

Objective:

The Allies need to take the crossroads at the town on map 9A. If they take both crossroads, it is a major Allied victory, if they take one, it is a minor Allied victory. Also the Americans get a victory point for each unit that exits through the blue hex. If the Allies fail to reach the crossroads, it is a German victory.

Rounds

8

Starting Initiative: American

Expansions Needed:

Base or TOI: NW

Quote:

"Those \$#% Heinies were holding up the war!", Major General John "P" Wood

Reinforcements:

American reinforcements start in the reinforcement spaces on maps 5B and 12B. German reinforcements start on the black hexes on maps 7A and 9A. Reinforcements are per reinforcement decks. German reinforcements cannot be equipped with half tracks or trucks.

Special Rules:

Destructible buildings are in effect. See page 7 of Normandy expansion rules. Use tokens or coins to mark buildings destroyed.

Terrain:

	#		#
Two Hex buildings	2	Minefields	2
Single Hex Buildings	3	Tank Traps	2
Curved Road Hex	1	Entrenchments	2
Straight Road Hex	1	Water is deep	
Single Woods Hex	1		

American

Division 1	Dk Green
Squad Bases	5
Infantry	10
Elite Inf	5
Officer	1
Hvy Mg	2
GMC 353 Truck	2
M4A1 Tank	3
M10 TD Tank	2
Specialties:	
Anti-Tank	2
Flamethrower	1

Actions per Turn: 3
Starting Strategy Cards; 2
Strategy Decks:
American Air Support
Supply Deck 1
Morale Deck 1
American Reinforce 1
Operations Cards:
Elite Tank Crew

Division 2	Lt Green
Squad Bases	5
Infantry	12
Elite Inf	5
Officer	1
Mortar	1
GMC 353 Truck	1
M3A1 Half Track	1
M4A1 Tank	3
M10 TD Tank	2
Specialties:	
Medic	1
Anti-Tank	2

Deployment
Deploy Division One in dark green hexes on map 5B. Deploy Division Two in light green hexes on map 12B.

German

Division 1	Dk Gray
Squad Bases	4
Infantry	11
Officer	1
Hvy Mg	2
Panzer IV Tank	3
STuG III Tank	2
Flak 36 88mm Gun	1
Specialties:	
Hidden Units	1
Medic	1
Anti-Tank	1

Actions per Turn: 2
Starting Strategy Cards; 2
Strategy Decks:
German Reinforce 1
Ground Support Dk1
Operations Cards:

Division 2	Lt Gray
Squad Bases	4
Infantry	11
Officer	1
Hvy Mg	1
Mortar	1
Jagdpanzer IV Tank	1
Panzer IV Tank	3
Specialties:	
Hidden Units	1
Anti-Tank	1

Deployment
Deploy Division One in dark gray hexes on map 7A and 9A. Deploy Division Two in light gray hexes on maps 4A and 2A.

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