

## COUTANCES BREAKOUT

Scenario Design: Ron Howard

**BACKGROUND:**

Operation Cobra: July 28, 1944: The 4th Armored Division was tasked to take Coutances, the first major town on the road to Avranches, the first step to cutting off the Germans in the Cotentin Peninsula. Despite being delayed for three hours in a minefield, their tanks broke free and reached Coutances before noon, finding the

Germans in force. Major General Wood took matters into his own hands, walked through a minefield, and personally directed fire against a German anti-tank position.

**OBJECTIVE:**

The Americans need to take the crossroads on map 9A. If they capture both victory objective markers, it is a

major American victory. The Germans win if the Americans are unable to fulfill their objectives.

*"Those \*\*\*\*\* Heines were holding up the war!"*

*—Major General John "P" Wood*

## AMERICAN SETUP

**DIVISION 1**

- 5 Squad Bases
  - 10 Regular Infantry
  - 5 Elite Infantry
  - 1 Officer
  - 2 Machine Gun Crews
  - 2 GMC CCKW 353 Trucks
  - 3 M4A1 Sherman Tanks
  - 2 M-10 Tank Destroyers

**DIVISION 2**

- 5 Squad Bases
  - 12 Regular Infantry
  - 5 Elite Infantry
  - 1 Officer
  - 1 Mortar Crew
  - 1 M3A1 Half-Track
  - 3 M4A1 Sherman Tanks
  - 2 M-10 Tank Destroyers



## • Starting Strategy Cards: 2

## • Strategy Decks

- American Air Support I
- American Reinforcements I
- Morale I
- Supply I

## • Operations Card

- 011 Elite Tank Crew

## • Deployment Zone

- Division 1: Any hex with a green border on map 5B.
- Division 2: Any hex with a green border on map 12B.

## GERMAN SETUP

**DIVISION 1**

- 4 Squad Bases
  - 11 Regular Infantry
  - 1 Officer
  - 2 Machine Gun Crews
  - 2 Panzer IV Tanks
  - 2 STuG IIIG Assault Guns
  - 1 Flak 36 AT Gun

**DIVISION 2**

- 4 Squad Bases
  - 11 Regular Infantry
  - 1 Officer
  - 1 Machine Gun Crew
  - 1 Mortar Crew
  - 1 Jagdpanzer IV Tank Destroyer
  - 3 Panzer IV Tanks



## • Starting Strategy Cards: 2

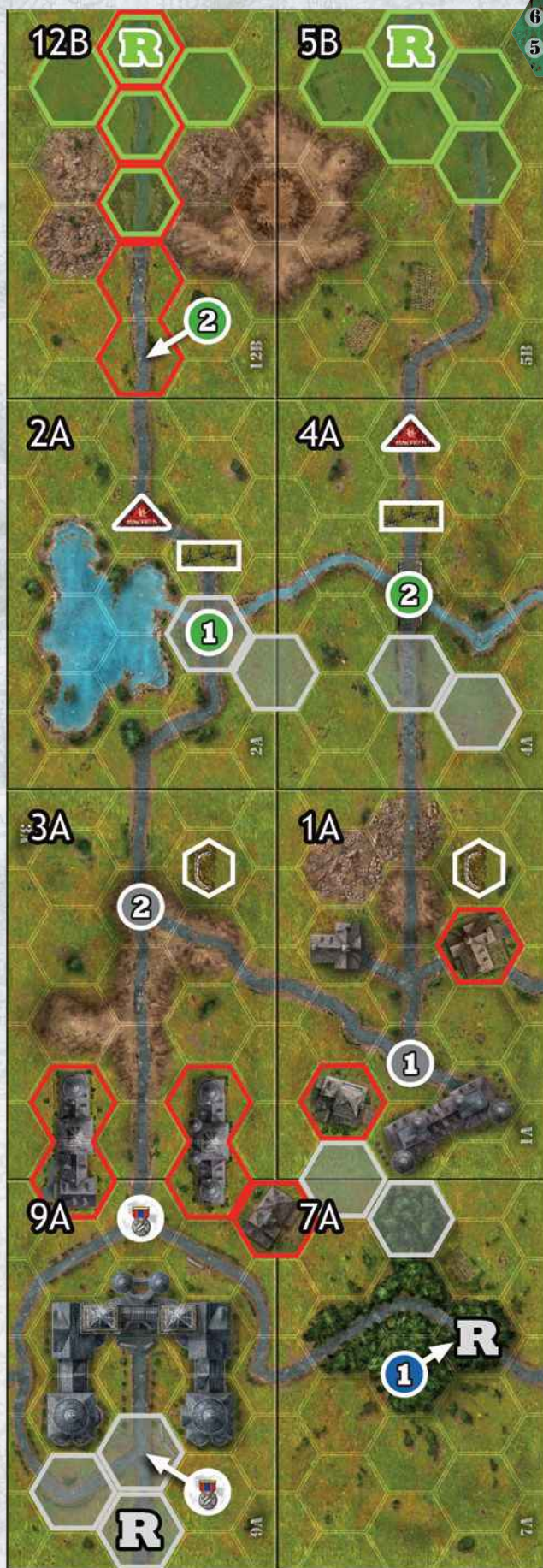
## • Strategy Decks

- German Reinforcements I
- Ground Support I

## • Deployment Zone

- Division 1: Any hex with a gray border on map 7A and 9A.
- Division 2: Any hex with a gray border on map 4A and 2A.





- **Rounds:** 8
- **Starting Initiative:**  
Americans
- **Actions per Turn:**
  - Americans: 3 actions
  - Germans: 2 actions

German reinforcements cannot be equipped with SdKfz 251 Half-Tracks or Opel Blitz Trucks.

- 2 Entrenchments
- 2 Tank Traps
- 2 Minefields

- Buildings are *Destructible*.
- The water is *Deep*.

- Tide of Iron: Next Wave Core Set
- Tide of Iron Campaign Expansion: Days of the Fox
- Tide of Iron Campaign Expansion: Normandy

Published by 1A Games, LLC, under license from Fantasy Flight Publishing, Inc. © 2015 Fantasy Flight Publishing, Inc. No part of this product may be reproduced without specific permission. *Tide of Iron* and the FFG logo are trademarks and/or registered trademarks of Fantasy Flight Publishing, Inc. 1A Games and the 1A logo are trademarks of 1A Games, LLC. All rights reserved to their respective owners. 1A Games is located at 201 International Circle, ste 230, Hunt Valley, MD, 21030, USA.