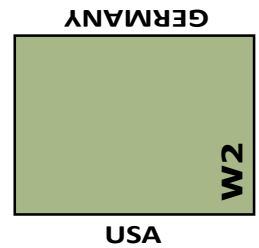


BREAKOUT at St. LO

D+52, South of St Lo: After seven weeks of intense and costly fighting in Normandy there was still no end in sight. A fresh approach was needed and general Omar Bradley admitted that he could use a little help. Operation COBRA involved over 1500 heavy bombers and 1300 medium and fighter bombers, attacking four miles of the German front just southwest of St. Lo. The VIII Corps then poured through a moonscape graveyard, into the open country ahead, where America's superior mobility could come into play.

In a dense meeting engagement on day 3 of Cobra, one of the few intact German battalions in the sector races up the Florent Valley to plug the gap in their lines. They smash into an American battalion heading south with equal determination.

by *Grant Logie*, Victoria Canada.



352nd DIVISION
915th Grenadier
1st Battalion



4th DIVISION
12th Infantry
1st Battalion

MAP W2: Play 2nd. Units enter anywhere along the indicated map edge.

COMPANY A: All units at full strength.

Battalion: Panther plus (see below).

COMPANY B: All units at full strength.

Battalion: Panzer IVh, plus (see below).

COMPANY C: All units at full strength.

Battalion: StuG, plus (see below)

Note: Each company has any two of AT Gun 75, Mortars, Snipers, Pioneers.

ARTILLERY 3, AIR 0.

MAP W2: Play 1st. Units enter anywhere along the indicated map edge.

COMPANY A: All units at full strength.

Battalion: Sherman A3, plus (see below).

COMPANY B: All units at full strength.

Battalion: Wolverine, plus (see below).

COMPANY C: All units at full strength.

Battalion: Sherman A1, plus (see below).

Note: Each company has any two of AT Gun, Mortar, Sniper, Engineers.

ARTILLERY 1, AIR 3.



VICTORY: after GT-6, highest total VPs wins; Germany wins tie.

Map Exit: 2VP per unit that exits off the opposite map edge.

Casualties: 1VP per enemy unit eliminated.

SOLITAIRE: Either player can be the Active player. Draw *enemy* HQs randomly each GAME TURN. Activation priorities (10.5) are optional.