

PanzerLeader

Situation RPN1

Victory Points: US
US wins with positive points only

1pt for each unit exited South side.
2pts for each AFV exited South side
-2pts for each AFV destroyed
-1pt for each unit destroyed

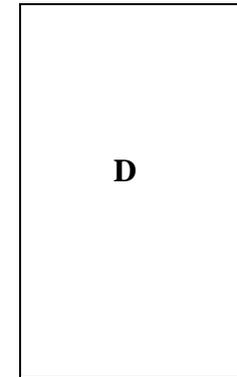
U. S. Forces: Move First

Operation Cobra - 7/26/1944

After weeks of fighting between British and German forces around Caen, the U.S. 2nd Armored and 1st Infantry Divisions began a breakout after slogging through the bocage in Normandy. Tattered kampfgroupes of the Panzer-Lehr

Division set up positional defenses to slow the attack. With precious few mobile units available, the German command aimed for weakening the advance enough so that reserve armor could be swung in to oppose the spearhead.

Board D



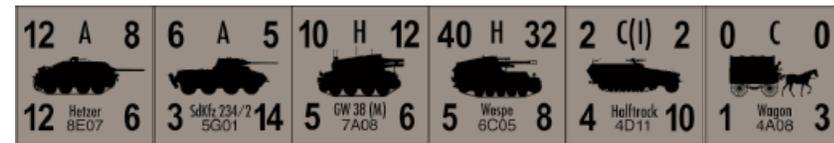
15 turns

German Forces

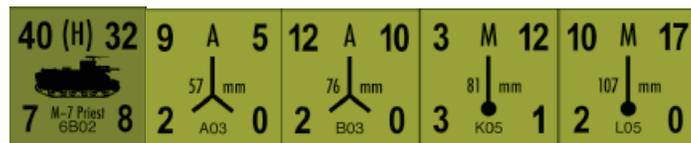
A Kampfgruppe of the Panzer-Lehr Div sets up anywhere.



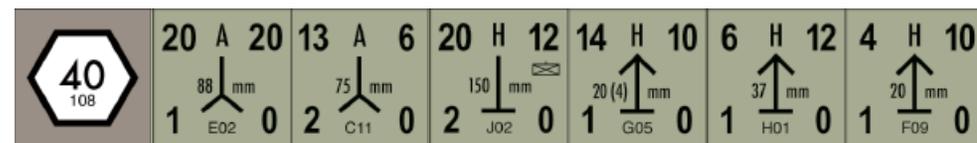
x2 x2 x2 x6 x3



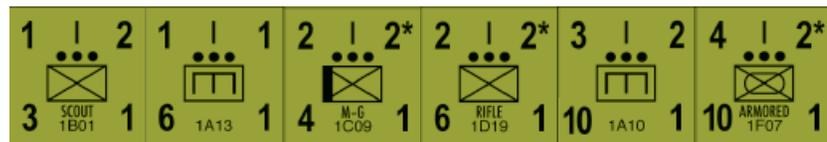
x2 x3 x5



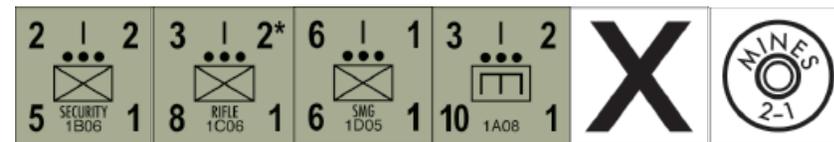
x2 x2 x2



x2 x2 x2 x2



x2 x2 x3 x2 x6



x3 x2 x5 x2

Reinforcements arrive on turn 10, South side



x3 x6 flail valentine x5



Special Rules:

Indirect Fire Special Rules: Using some of the rules from AIW, points directed in all attacks on a *hex* are divided by three regardless of the number of units in the hex. Each unit is attacked separately at 1/3 attack strength, and if the unit is armored or in a town hex, at 1/6 attack strength. A player may write an *intensive* indirect fire order for *OBA only*, which applies full strength to each unit in the target hex and the total OBA points available in future turns is reduced by the number of points used for intensive fire. Units on board are always reduced to a third of their attack strength when firing indirectly. Direct fire *may* be made separately at a hex after the IF is resolved.

Temporary Bridge: US Valentine construction vehicle spends two turns, move into creek turn 1, lays bridge and moves out on turn 2. Units cannot be overrun in middle of bridge, nor may attacker end an overrun on the bridge. The bridge has a defense of 32, tank bridge, and could be destroyed by an elim result from German DF or IF.

Flail Tank: US flail tank can clear minefields by vehicle spending two turns, move into minefield turn 1, clears minefield and moves out on turn 2.

Airpower: Planes rearm every three turns, example; turn 1 attack, turns 2,3 rearm, turn 4 attack, or may use MG every turn.

Tankriders: US AFVs can carry infantry.

Smoke: Both sides may use the smoke rules; 25 AF needed to lay down smoke for two turns.

All optional rules are used.