

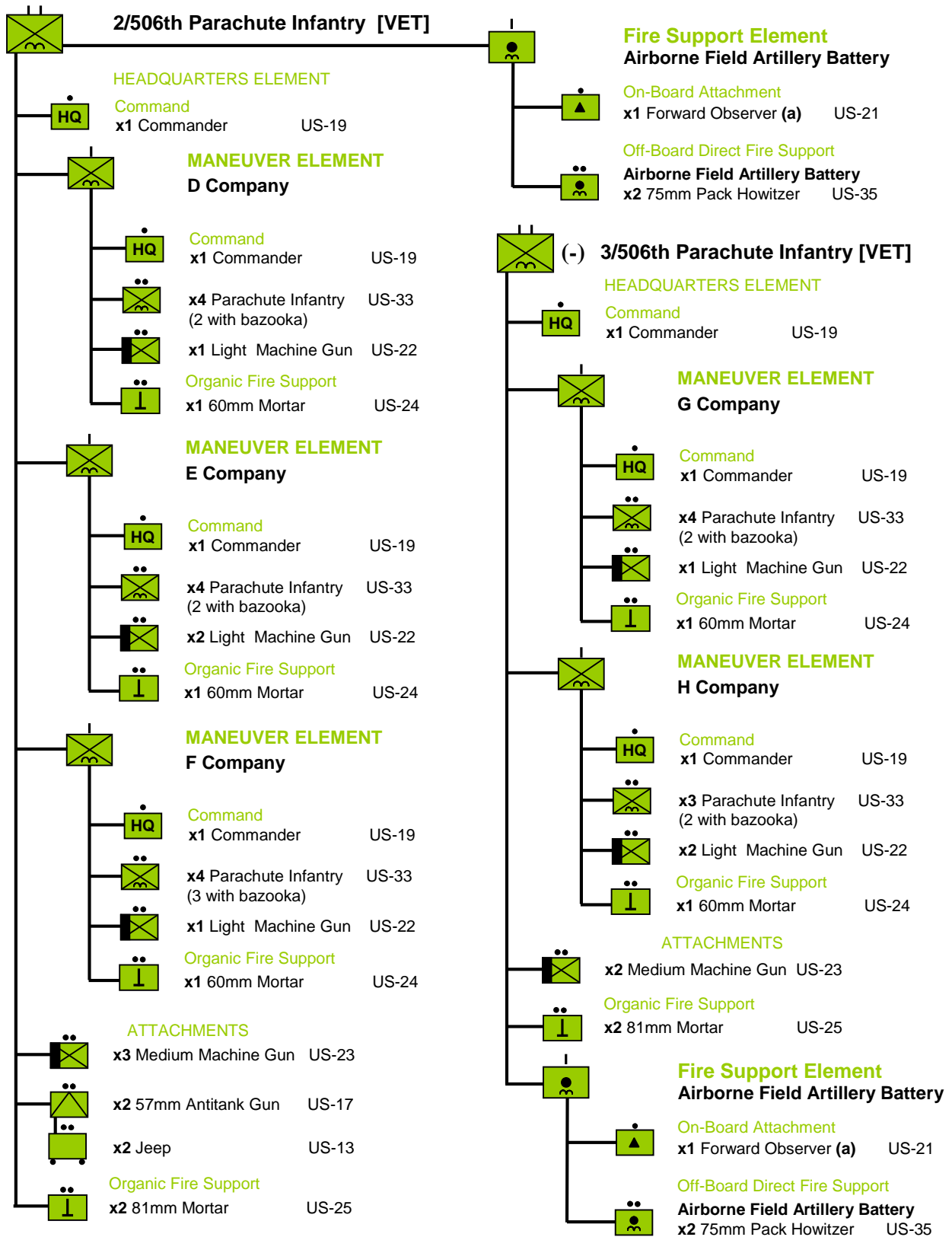
Counterattack at Carentan

June 13, 1944

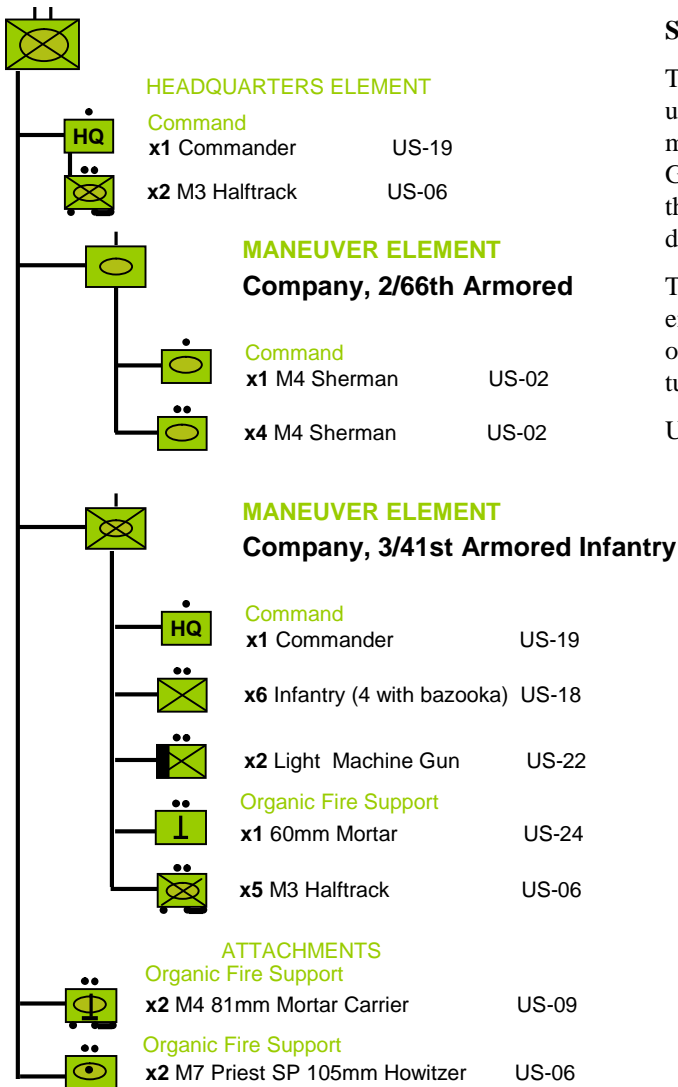


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|--|------------------------------|--|---|
| | Built-up sectors (-2 cover) | | Orchard |
| | 2-level built up sector | | Gentle slope (1 elevation level) |
| | Built-up area | | Higher elevation to West |
| | Marsh | | Bocage |
| | Open | | Paved road |
| | Open | | Railroad (High embankment) |
| | Tall crops | | Unpaved road |
| | Soft ground (ploughed field) | | Shallow stream |
| | Low stone wall | | Trees (no effect on play - cosmetic only) |

American Starting Force



Task Force from 2nd Armored Division [EXP]



Set up

The American player sets up first by placing all the units of his starting force on the table as hidden markers within the American deployment area. The German player then sets up second by placing all the models on the table within the German deployment area.

The task force from the 2nd Armored Division enters the eastern edge of the table within 6 inches of the road to Carentan during the American player turn of game turn 10.

U.S. Artillery comes from the West.

Scenario and Victory Conditions

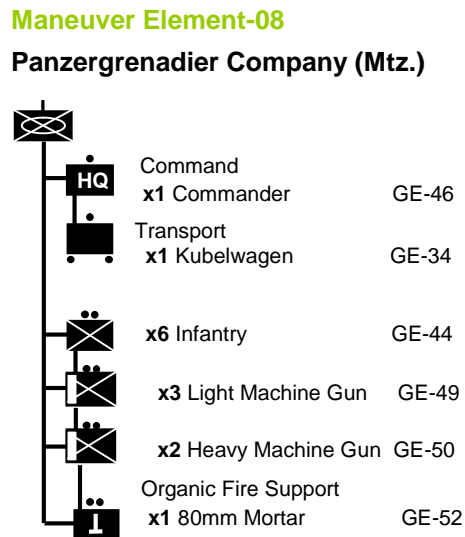
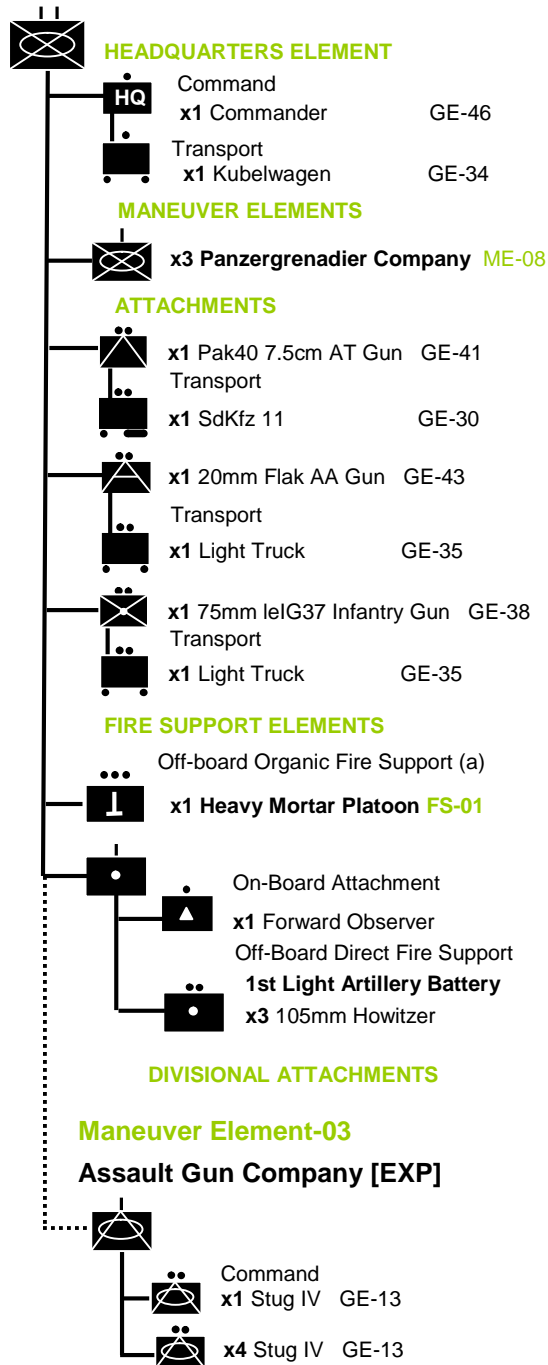
Game Length: 15 turns

Germans move first

Both players get victory points for eliminating units as per the rulebook p.12

In addition, the German player receives 5 victory points for each Stug IV that exits the eastern edge of the board within 6 inches of the road to Carentan.

Panzergrenadier Battalion (Motorized)
37th SS Panzergrenadier Regiment
17th SS Panzergrenadier Division [TRN]



(a) German off-board Artillery comes from the East