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Operation Cobra / Mortain

July – August, 1944



An Armored Thrust Campaign

Armored Thrust Cobra, GAJO Games

Introduction

Armored Thrust is a turn-based area map campaign system. The **Armored Thrust** system is intended to provide a simple campaign system to generate interesting tabletop battles set in the era of modern warfare.

This campaign uses the core **Armored Thrust** engine to recreate the fighting during Operation Cobra and the American breakout from Normandy, during July through August of 1944, up to and including the desperate German counterattack at Mortain.

The **Armored Thrust** system was designed to use the popular Flames of War and Team Yankee series of miniature gaming rules for resolving the tabletop actions generated, but players who prefer other rules sets should be able to convert them without too much bother (see the conversion suggestions under Optional Rules).

Cobra / Mortain

Campaign Rules

3.0 Sequence of Play

Each campaign turn follows the following sequence:

Start Phase

- Check units for supply
Reinforcements arrive
- Determine weather

Order Phase

- Orders are turned in to the campaign umpire

Action Phase

- Umpire makes activation rolls if any orders call for entry into an enemy occupied area
Umpire resolves movements based on orders and activation rolls, and determines engagements
- Umpire issues move results and engagements to commanders

Engagement Phase

- Players resolve engagements by tabletop battles
- Umpire adjusts force status, executes withdrawals

Order Phase

- Umpire checks for leader casualties
- Umpire adjusts area control
- Units ordered to regroup recover fatigue
- Umpire issues end of turn status reports

4.0 Start Phase

The Start Phase of each campaign turn works as follows:

- Check units for supply
- Reinforcements arrive
- Determine weather

4.1 Supply –

Units check to see if they are in supply at the beginning of each turn. A unit is in supply if it is either in a friendly supply area or if it can trace a line of areas not under enemy control to a friendly supply area.

Supply areas for each side are defined on the campaign map.

A unit that is out of supply suffers the following effects:

- It may not regroup
- It is treated as “leg” mobility for movement
- it has an additional -1 to any activation rolls
- In tactical actions, vehicles from the unit may not move more than $\frac{1}{2}$ their normal move, nor use road or cross-country dash movement
- In tactical actions, ammunition restrictions cause a -1 to firepower rolls, with a natural 6 still indicating a success

Supply Levels –

Both sides received fluctuating levels of supply throughout the campaign, with the Arab forces having a significant advantage at the start due to their detailed planning and preparations.

The Campaign Timeline will note turns where each side has either plentiful supplies or paltry supplies available. All other turns have normal supply levels.

The effects of supply levels are as follows:

A side with plentiful supply gains a +1 to all of their activation rolls that turn

A side with normal supply resolves activations without a bonus or penalty from supply

A side with paltry supply receives a -1 to all of their activation rolls that turn

4.0 Start Phase (continued)

4.2 Reinforcements –

The Order of Battle in this campaign module details the time and location of entry for reinforcements.

Reinforcing units may move and activate normally during the turn of their arrival, assuming that their designated entry area is under friendly control.

If a designated entry area is under enemy control, reinforcements scheduled to arrive there must arrive at another friendly controlled supply area, or they are delayed one turn and then may assault into their arrival area (or move on normally if the arrival area has been returned to their side's control).

4.3 Determining Weather –

Weather for the campaign turn is determined after reinforcements.

The weather during this campaign was a constant worry for the Allied command, with July being one of the wettest months on record in Normandy.

To reflect this, at the start of the campaign turn indicating that weather starts, roll for weather on the table below:

Weather Table	
<u>Weather</u>	<u>Die Roll</u>
Clear (Mist in AM turns)	1-4
Overcast	5
Heavy Rain	6

Weather affects the campaign as follows:

- **Clear:** no effect
- **Mist:** affects turns 1-2 of a tabletop action; -1 to air arrivals, max visibility is 24"
- **Overcast:** neither player may purchase air support in tabletop engagements; no Allied air interdiction
- **Heavy Rain:** neither player may purchase air support in tabletop engagements, all movement is treated as terrain, no Allied air interdiction

5.0 Order Phase

The Order Phase of each campaign turn works as follows:

- Each side gives orders to each of their units

5.1 Issuing Orders –

There are several options for determining orders for submission:

Method One:

- The overall commanders issue a general plan for the turn to their subordinates
- Unit commanders turn in orders to the campaign umpire*

Or Method Two:

- Each CiC can simply issue orders for all units on a side to the campaign umpire* each turn.

Note: method two significantly speeds up play, at the cost of losing some of the interesting natural friction that comes with individual unit commanders “interpreting” the CiC’s direction.

* - if the players prefer that no one serves as campaign umpire, the players may sit down and reveal orders and roll for the action phase together.

5.2 Orders –

During the Order Phase each side may give orders to any or all their units.

Units may be ordered to:

- Move
- Attack
- Defend
- Regroup

Move:

Units often need to maneuver to reinforce threatened areas, or to position themselves for further action.

A unit may be ordered to move within friendly controlled areas. It may move up to its maximum move distance (see Movement) as directed by the order.

A force ordered to Move is considered to have a ***Maneuver*** tactical posture.

5.0 Order Phase (continued)

5.2 Orders (continued) –

Attack:

To achieve victory one must eventually take the fight to the enemy.

A unit that the player desires to enter area(s) not under friendly control must be given an attack order. Attack orders require an activation check (see Activation) before they can be executed.

A force ordered to Attack is considered to have an **Attack** tactical posture.

Note the Path –

A Move or Attack order must specify the intended path of movement (list each area intended to be entered in the order).

Defend:

The unit remains stationary and prepares to hold the area it occupies.

A force ordered to Defend is considered to have a **Defend** tactical posture, unless it has recon or motor mobility, in which case it is considered to have a **Maneuver** tactical posture.

Regroup:

Extensive combat can wear on a unit, requiring it to reassemble and regroup. A commander may also give a force a regrouping order, to have it focus on replenishing its strength, recovering lost vehicles, etc. Alternately, regrouping may be required based on combat results from the prior turn.

The regrouping unit remains in place, counting as stationary for engagements. It may engage in combat as normal if attacked.

A force that is regrouping in an area where there are no engagements during a night turn will reduce its fatigue level during the End Phase.

6.0 Action Phase

The Action Phase of each campaign turn works as follows:

- The umpire makes activation rolls if any orders call for entry into an enemy occupied area
- The umpire resolves movements based on orders and activation rolls, and determines any engagements that result
- The umpire issues move results to unit commanders and notes any engagements generated

6.1 Activation –

A unit ordered to enter an enemy controlled area must roll their activation number or higher to enter the area.

If a unit fails its activation roll, it immediately halts in the last area it could enter without requiring an Activation check.

A unit ordered to enter a friendly or uncontrolled area or areas does not need to roll for activation, even if an enemy unit also is ordered to enter the same area.

Out of Supply Forces:

Any force that is out of supply for more than 3 campaign turns must check to see if it surrenders / breaks apart during the Action Phase.

The force makes an activation check, with 1 re-roll. If it fails, the unit is combat ineffective and removed from the campaign.

Activation Modifiers:

A force's activation roll may be modified based on the following factors. All modifiers are cumulative, but a roll of a natural 1 is always a failure, and a natural 6 always a success, regardless of modifiers.

- A force that is out of supply receives a -1 modifier to its activation roll
- A force may incur a modifier to its activation roll based on its fatigue level (see Fatigue)
- A leader in the same area may provide a bonus to activation

6.0 Action Phase (continued)

6.2 Movement –

Units have a movement allowance as follows:

Movement Allowance	
Mobility	Movement Points per Turn
Recon	6
Motor	4
Semi-Motor	2
Leg	1

Mobility Definitions –

Recon – highly mobile units whose primary purpose was recon and screening, fully motorized and optimized for swift movement. Includes leaders.

Motor – fully motorized units, with enough integral motor transport to lift all personnel, weapons and supplies required for extended action.

Semi - Motor – partially motorized units, with at least enough integral motor transport to lift all heavy weapons / artillery and supplies required for extended action.

Leg – any other unit, often utilizing horse –drawn transport for heavy weapons / artillery and supplies, or with a very limited supply of motorized transport relative to heavy weapons and associated supplies.

Normandy Movement Types –

Each Armored Thrust campaign will define the local terrain and movement costs based on that local area.

In the Normandy theater, movement was significantly constrained by the close terrain, deliberately flooded river valleys and narrow trails.

Movement costs for Normandy are detailed in the table below.

Normandy Movement Table	
Connector Type	MPs Per Connector
Major Road	½
Minor Road	1
Farm Lanes	2

6.0 Action Phase (continued)

6.3 Movement Special Rules –

Completing Movement –

In order to complete a movement, the unit must have sufficient movement points to pay the cost for the connector traversed. The exception to this is that a unit may always traverse one connector each turn, regardless of the movement point cost.

A unit that is out of supply is treated as a leg unit for mobility purposes until it starts a campaign turn in supply.

Units must be activated to enter an enemy controlled area (see Activation). An activated unit must stop when entering an enemy occupied area.

Control of Areas –

All areas on the campaign map are controlled by one side or the other. Control of areas affects the ability to trace supply and for reinforcements to arrive.

- Supply may only be traced through friendly controlled areas. Enemy controlled areas block line of supply.

- Reinforcement arrival may be delayed unless a valid entry area is under friendly control (see Reinforcements).

The campaign map specifies which areas are under whose control at the start of the campaign. As movement and combat occur, control of areas will change status as noted below:

- Unoccupied friendly controlled areas that are entered by an opposing unit immediately come under the control of the opposing side
- Occupied friendly controlled areas that are entered by an opposing unit may change in control based on the results of an engagement resolved in that area (see Engagement Results).

Supply Areas –

The supply areas for both sides are marked on the campaign map.

All units need to trace a line of supply to a friendly controlled supply area or they will be out of supply (see 4.1 Supply)

7.0 Engagement Phase

The Engagement Phase of each campaign turn works as follows:

- Engagements are resolved by tabletop battles
- Force status is adjusted, withdrawals executed, etc. based on results

Engagements –

Any time units of both sides occupy or attempt to occupy a single map area an engagement will result.

Engagements are resolved by fighting out one or more tabletop actions between the opposing forces.

Normally each engagement should be resolved by a single tabletop action. If the players prefer, multiple engagements can be fought out on the tabletop, and the results averaged to determine an overall result.

All tabletop actions in a map area will be fought out using the same mission (see Determining Engagement Type below).

Follow the normal mission rules for determining who are the attacker and defender for each tabletop action (note that this does not necessarily correlate to the strategic “attacker” – the force that moved into the area).

To resolve an engagement follow the following process:

- A. Check for withdrawals
- B. Determine the type of engagement
- C. Determine the formations involved and point allocation
- D. Build forces
- E. Resolve the engagement by fighting out one or more tabletop action(s)
- F. Determine overall engagement result and implement engagement outcomes

7.0 Engagement Phase (continued)

Note: Alternate Engagement Options

Linked Tables: for larger groups the number of tabletop actions to be fought may equal the number of player pairs available. These are fought using the linked tables rules (see Optional Rules). This allows larger groups to allow everyone who wants to play to build and fight a company (such as on a regular club night).

Total War: if the players prefer, they may play out any or all of a campaign turn's engagements using the "Total War" rules (see Optional Rules section).

A) Check for Withdrawal -

If the entire force on either side in an engagement has recon mobility, that force may attempt to withdraw from the engagement prior to fighting it out.

If the owning player elects to withdraw, roll 1d6 and check for success on the table below. If the opposing force consists of campaign units with more than one mobility, use the slowest mobility for the check.

Note that if both forces are entirely recon mobility, or the recon mobility force has no friendly adjacent area to withdraw to, there is no chance of withdrawal and an engagement occurs normally.

Executing the Withdrawal:

The withdrawing force is moved to the adjacent area that requires the fewest movement points to reach. If there is more than one area meeting this criterion, then the owning player may select the area to withdraw to.

Effect of Withdrawal:

The non-withdrawing force gains (or retains) control of the area. No fatigue is incurred for either side, nor is either force required to regroup during the following campaign turn.

Recon Withdrawal Check	
Opposing Mobility	Score Needed to Withdraw
Recon	n/a
Motor	3+
Semi-Motor	2+
Leg	automatic

7.0 Engagement Phase (continued)

B) Type of Engagement –

Determine Posture:

- A force ordered to Move will have a tactical posture of ***Maneuver***
- A force ordered to Attack will have a tactical posture of ***Attack***
- A stationary force with recon mobility will have a tactical posture of ***Maneuver***
- All other forces have a tactical posture of ***Defend***

Mission Type: for each action generated, compare the posture of the two forces and roll 1d6 on the Battle Plans Table on the next page to determine the mission.

Special Cases –

Fortifications:

if a force occupies a fortified area it controls, the mission is automatically No Retreat, and the player controlling the area is automatically the defender.

Connector Engagements:

If units of both sides attempt to use the same connector in the opposite direction, a free for all engagement results in the most open applicable terrain. A road must be placed connecting both long table edges after all terrain has been placed. Both players roll off to place it, and to place each other terrain piece.

The loser of this engagement must fall back to the area it entered the connector from. The winner also falls back unless the engagement was an overwhelming (8-1 in Flames of War) victory, in which case the winner occupies the loser's entry area and all defending forces in that area must retreat and regroup.

7.0 Engagement Phase (continued)

Battle Plans Table:

BATTLE PLANS			
PLAYER TWO'S PLAN	PLAYER ONE'S PLAN		
	ATTACK	MANOEUVRE	DEFEND
ATTACK	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Breakout	Player Two Attacks 1: Breakthrough 2: Counterattack 3: Contact 4: Killing Ground 5: Cornered 6: Outflanked	Player Two Attacks 1: Dogfight 2: Bridgehead 3: Breakout 4: No Retreat 5: Killing Ground 6: Rearguard
MANOEUVRE	Player One Attacks 1: Breakthrough 2: Contact 3: Counterattack 4: Killing Ground 5: Cornered 6: Outflanked	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Breakout	Player Two Attacks 1: Breakthrough 2: Bridgehead 3: Counterattack 4: No Retreat 5: Dogfight 6: Outflanked
DEFEND	Player One Attacks 1: Dogfight 2: Bridgehead 3: Breakout 4: No Retreat 5: Killing Ground 6: Rearguard	Player One Attacks 1: Breakthrough 2: Bridgehead 3: Counterattack 4: No Retreat 5: Dog Fight 6: Outflanked	Roll to see Attacker 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Breakout

7.0 Engagement Phase (continued)

C) Determine Forces / Points –

Once an engagement needs to be fought, each player selects their forces. Each tabletop action will be played out with a force on each side. A basic force for a tabletop action using Flames of War / Team Yankee is either 100 points or the base level determined by the group at the start of the campaign.

This can be modified as follows:

- A force may have one or more bonus units available (see Bonus Units below)
- a force may be allocated extra points as a result of Strategic Advantage

Strategic Advantage:

Based on strategic maneuvering and the overall state of the units involved, an engagement may be evenly balanced (reflected in equal points tabletop games), or one force may have a strategic advantage.

A strategic advantage is reflected in the Armored Thrust rules by either an increase in points levels and/or die re-rolls that may be used during a tabletop game. Bonus points are added to each player's base force level.

Please reference the Strategic Advantage Table below:

Strategic Advantage Table

Strategic Factor	Extra Points	Re-Rolls
A force has higher total unit strength than its opponent #	+ 3.3%	-
A force has total unit strength double that of its opponent #	+6.7%	-
A force has total unit strength quadruple that of its opponent #	+10%	1
Facing an enemy force with unit strength zero (regardless of ratio)	+20%	2
For each fatigue level lower than your opponent @	+5%	-
Flanking bonus (per additional connector) *	-	1

** Flanking - a non-stationary force which has entered a map area via multiple connectors gets a bonus # - only the most advantageous case applies
 @ - determined based on the highest fatigue level present in the area of the engagement*

7.0 Engagement Phase (continued)

D) Build Forces –

Each player now builds a force at the points level determined. For Flames of War, the typical baseline points level for forces is 100 points.

Note that your choices may be restricted to reflect the actual historical forces present – restrictions are noted in the Order of Battle and Army Selection Restrictions sections.

Alternate Force Levels:

While 100 points is a typical baseline for actions using Flames of War, players should feel free to define an alternate point level for the campaign if they agree.

A smaller baseline level, like 60 or 80, will create different force selection challenges and increasing maneuver space on a typical 4' by 6' table.

A larger baseline level, like 120 points, allows fielding larger forces. Players using a higher baseline may want to adjust their table sizes to a width of at least 8 feet.

Determine Core Formations Involved:

Each force fielded in a tabletop engagement must include one of the core formation options for one of the campaign units present in the engagement. These are listed on the unit listings as Core Tabletop Options.

Players are free to select other formation options (from those allowed in the Order of Battle for that side) if they field one or more additional formations.

Bonus Units:

A campaign unit may be entitled to field one or more bonus units, which will be spelled out in the order of battle.

Bonus units cost no points, and they are treated as support units in game terms.

Bonus units, being un-pointed, are not required to be held in reserve in missions requiring reserves.

7.0 Engagement Phase (continued)

E) Fight Tabletop Actions –

The specifics for setting up tabletop actions are as follows:

Setting up the table –

Each table is set up as follows:

- each table should use the standard FOW sizes (4' by 6') [note that if this amount of space is not available, players can use 4' by 4' for wide tables and 3' by 6' for long tables, reducing the basic force size to 75 points]
- Terrain is placed on the tabletop based on the guidelines below

This campaign uses the terrain placement tables detailed below.

Tabletop Actions on Night Turns –

Any engagement taking place during a night campaign turn uses the night fighting rules (page 113 of Flames of War).

Air support may not be purchased for engagements fought during a night turn.

Fight the Engagement –

Once the tabletop is set, follow the process outlined in your chosen set of tactical rules to resolve the engagement.

Basic Normandy table:

Roll for one random feature for every 2' by 2' section of table (6 rolls for a 4' by 6' table)

Normandy Terrain Table	
Terrain	Die Roll
None	1
Crop field	2-3
Norman Farm	4
Woods	5
Ridge or low rise	6

If a terrain feature is indicated, one should be placed by the defender anywhere within that section of the table. Terrain features should be at least 4" and no more than 12" in length and width, and they may cover no more than ¼ of the surface area of that section of the table.

Hedgerow Area table:

Set up the table as per the basic Normandy table above. Half (rounded up) of all crop fields must be bounded by hedgerows.

7.0 Engagement Phase (continued)

E) Fight Tabletop Actions (continued) –

City Area table:

Set up the table as per other terrain in the area. In addition, the defender may place 1 village anywhere on the table prior to rolling for terrain.

River Area table:

Set up the table as per the basic Normandy table above. Any ridges or low rises rolled for should be replaced with a flooded area.

Normandy Terrain Rules:

Crop Fields –

Each crop field should have each edge measure from 6" to 12" in length. Each crop field should be enclosed by a tall hedge with one or two entrances, or a similar bocage hedge if the engagement takes place in a hedgerow area.

Crop fields are low terrain, slowing vehicle movement and providing cover against any fire crossing them, unless it is coming from tall terrain.

Norman Hedges –

Norman Hedges are tall terrain and require a cross check to traverse except at openings.

Bocage Hedgerows –

Bocage Hedgerows are tall terrain and require a cross check at openings, or a cross check with a -1 modifier anywhere else.

Bocage hedgerows also provide bulletproof cover to infantry and gun teams for direct fire crossing them.

Flooded Areas –

Each flooded area should have a natural shape, cover no more than $\frac{1}{4}$ of the surface of the area it is placed within.

The Germans deliberately flooded much of the low-lying terrain in Normandy, both to present a hazard to Allied paratroopers and to slow Allied movement after landing. Flooded areas are impassable to non-amphibious vehicles and require cross checks for gun teams. Teams may not dig in / occupy foxholes in a flooded area.

7.0 Engagement Phase (continued)

E) Fight Tabletop Actions (continued) –

Normandy Terrain Rules:

Norman Farm –

A farm should consist of a main house and d3+1 outbuildings. It may also include a small walled orchard or woodlot of 6" by 6", and up to 12" of stone wall connecting to one or more buildings.

A farm should have d3+1 associated crop fields, each of which must be placed within 2" of one of the farm's structures.

Farm buildings in Normandy were primarily constructed of stone and were quite sturdy – any infantry team touching or within a structure or stone wall is considered concealed and in foxholes.

A Norman Farm should be connected to at least 2 board edges by roads. The roads may be fully or partially lined with tall hedges.

Villages –

Each village should consist of 2+d3 buildings, and it may also include a walled orchard or olive grove of up to 8" by 8".

Villages should be connected to at least 3 board edges by roads. The roads may be fully or partially lined with tall hedges.

Villages in this area were mostly sturdy stone buildings. Any infantry stand touching or within a building or behind an orchard wall is considered concealed and in foxholes.

Ridges / Low Rises –

If this option is called for, the placing player must declare if the feature is a ridge or a low rise. Each feature should have a natural shape, cover no more than ¼ of the surface of the area it is placed within.

Ridges and low rises in this area tend to be gentle, but they offer good visibility over lower terrain. Both features are tall, but they do not require cross checks for movement. A ridge is terrain for movement purposes, while a low rise is treated as cross-country.

7.0 Engagement Phase (continued)

F) Determine and Implement Outcomes –

Engagement Outcomes:

Engagements result in possible changes in control of the area fought in, plus potential degradation of the capability of the units on each side.

Each tabletop action will result in each side earning victory points (VPs) as per the normal FOW rules.

After all tabletop actions for a given area have been resolved; total the VPs achieved for each side and that is the overall VP count for the engagement. Engagement Outcomes are determined based on the table below.

Note that if the VPs are even and both forces are moving, both must retreat, leaving the area unoccupied. In this case, the side that originally controlled the area retains control of it.

Engagement Outcomes	
Overall VP Ratio	Outcome
Winning side won by 8-1 or greater ratio	<ul style="list-style-type: none"> • Winning force controls the area, losing side must retreat • All of the units in the losing force must regroup and remain stationary during the following campaign move • Any units of the winning force receive a strategic advantage in any action during the following campaign move
Winning side won by a 7-2 or 6-3 ratio	<ul style="list-style-type: none"> • Winning force controls the area, losing side must retreat • All of the units engaged must regroup and remain stationary during the following campaign move
Draw / No winner	<ul style="list-style-type: none"> • Stationary force remains in area, any moving forces retreat • All of the units engaged must regroup and remain stationary during the following campaign move

7.0 Engagement Phase (continued)

F) Determine and Implement Outcomes (continued):

Fatigue –

Units that engage in combat incur losses and wear and tear that reduces their ongoing effectiveness, until they manage to regroup and incorporate replacement personnel and equipment.

To reflect this, every unit involved in an engagement will adjust their fatigue level based on the results of the tabletop action.

The table below shows the outcomes:

Tabletop Outcome	Fatigue Level Change	
	Winning Side	Losing Side
8-1*	none	+2
8-1	+1	+2
7-2	+1	+2
6-3	+1	+1
Draw	+1	+1
* = if the winning side loses zero units		

For example, a German force defeats a US force by a VP score of 7-2. Each unit in the German force increases their fatigue level by one. Each unit in the US force increases their fatigue level by two.

Fatigue Levels –

The different fatigue levels and their effects are detailed below:

Fatigue Levels		
Level	Details	Effect(s)
1	Close to full strength	None
2	Limited offensive capability	-1 to activation
3	Suitable for defense	-2 to activation
4	Limited defensive capability	May not be ordered to attack
5	Unsuitable for combat	Treat unit strength as zero

In addition, the difference in fatigue levels between forces gives a bonus in engagements to the less fatigued force (see Engagements).

7.0 Engagement Phase (continued)

F) Determine and Implement Outcomes (continued):

Retreat –

Units may be required to retreat, based on engagement results or other circumstances. Retreating units must immediately move to an area adjacent to the one they currently occupy.

The retreating unit will move to the area selected using the criteria below (in priority order):

1. To the area it entered the engagement from
2. If that area is now under enemy control, then to the area it can reach by expending the least number of movement points
3. If there are multiple areas that meet the criterion in 2, then the umpire will select one randomly, or alternatively, the controlling player may choose

Surrounded / Surrender –

A retreating unit may not enter an area that is under enemy control. If no adjacent area is available for a unit that must retreat it will instead surrender. Surrendered units are no longer available for the duration of the campaign.

8.0 End Phase

The End Phase of each campaign turn works as follows:

- Check for Leader Casualties
- Umpire adjusts control of areas
- The umpire adjusts the fatigue level of any units ordered to regroup
- Umpire issues a general status report (as of the end of the turn) to all players

8.1 Leader Casualties –

A character or leader may be lost in action. If a named character is a casualty in a tabletop action, make any saves as normal for him. If he would still be eliminated, remove him from the tabletop. During the End Phase of the turn, the owning player rolls 1d6 – on a roll of 1 the character is killed, on a roll of 2-3 the character is badly wounded and removed for 1d3 campaign turns, returning from any valid reinforcement entry point as a reinforcement. On a roll of 4-6 the character suffers only a minor wound and is back in action quickly with no long-term effect on the campaign.

8.2 Fatigue and Regrouping –

At the end of each turn units may have the opportunity to reduce their fatigue level. Fatigue levels may only be reduced if the unit is in a friendly-controlled area where there was no engagement that turn. Fatigue levels may not be reduced below one.

Regrouping units do not recover fatigue during morning and afternoon turns. Stationary units with a regroup order during a night turn may recover 2 fatigue levels if they are not involved in an engagement.

8.0 End Phase (continued)

8.3 Reporting –

At the end of each turn the referee will issue a general status report. Each side's commanders will be aware of the following information:

- the summarized outcome of any engagements fought that turn. Winner, loser and victory point totals for each side.
- the final location of their side's units, their fatigue level, and whether they are required to regroup in the upcoming campaign turn.

9.0 Campaign Results

Victory –

The Allied goal during Operation Cobra was to break through the difficult hedgerow terrain confining the American section of the beachhead, and breakout into Brittany to the south, with its abundance of excellent deep-water ports to ease supply problems.

The German goal was simpler, to hold their lines for as long as was possible, or alternately to restore a defensible line through counterattack if that failed.

To reflect this, key campaign areas have a VP value noted on the maps. A player receives the VP value of an area, if the area is under their control and in supply.

At the end of the campaign, the total Allied VPs are compared to the chart below to determine the victory level:

Victory Level Table	
Outcome	Allied VPs
German Decisive	<25
German Marginal	50
Allied Marginal	75
Allied Decisive	90
Allied Crushing	100+

Note that the shorter campaigns will have different thresholds (see Section 10.0).

10.0 Airpower

10.1 Air Operations

Axis Air Restrictions –

By the time of Operation Overlord, the Luftwaffe had been virtually driven from the skies in France, and they were forced to concentrate most of their resources defending German Industry and cities.

A common lament from German troops in Normandy was “where is the Luftwaffe?” To reflect this, Axis forces may not purchase air support in any tabletop action.

Allied Air Support –

In contrast to the difficulties facing the Luftwaffe, the Allied Air Forces were omnipresent during Operation Cobra and the breakout. Allied players may purchase air support in a tabletop action unless prohibited by weather or night.

Allied Air Interdiction –

In addition to providing tactical support to their ground forces, the Allied Air Forces were very effective in interdicting Axis supplies and harassing any movements.

To reflect this. Axis forces treat all connectors as farm lane connectors (2 movement points per area to cross) during daylight turns with clear or mist weather.

10.0 Airpower (continued)

10.2 Carpet Bombing

Operation Cobra kicked off with extensive carpet bombing of the breakthrough area by Allied heavy bombers.

The damage to German positions was extensive, with units in the carpet-bombing zone suffering extensive casualties and disruption.

To reflect this, the Allied CiC may designate any two adjacent non-friendly areas for carpet bombing on the night August 7-8 campaign turn.

Any unit within the carpet-bombing zone is reduced to fatigue level 5. In addition, any unit in an adjacent area is reduced by 1 fatigue level. Note that this includes adjacent Allied-controlled areas.

Also, any tabletop actions in an area in or adjacent to the carpet-bombing zone start with the defender's units all pinned, and any vehicles bailed out, at the start of the tabletop action.

The fatigue inflicted on units directly in the carpet-bombing areas represents temporary disruption plus some permanent losses. Such a unit recovers all such fatigue the first time it successfully regroups.

11.0 Optional Rules

11.1 Using Other Rules Systems –

Although Armored Thrust was designed to be used with the Flames of War tabletop rules, they will work with almost any era-appropriate rules set of the players' preference. To convert them for use with your favorite rules set, simply adjust the following:

- Units – swap out the FOW units noted for the equivalent under your rules set. For example, Command Decision (CD) uses battalions as the basic unit of maneuver. So instead of FOW formations for the Panzer Lehr Division, represent it with CD battalions present in the Panzer Lehr. Alternatively, each player could use the CD Test of Battle rules to create a kampfguppe using the CDTOB points system.
- Representative Forces – you should ensure that your rules set / lists are restricted to the appropriate troop types and mix for the campaign period to ensure a good balance and historical feel
- Fatigue Effects – as noted above, simply substitute effects consistent with your preferred rules set. In Command Decision, for example, instead of adding points to your force to reflect enemy fatigue, you might simply add one vehicle or platoon for each fatigue point (if you are not using the points rules).
- Missions – you can adjust the chart to match missions customized for your preferred rules set, or simply use the basics of the FOW missions for your games. The author has done this with CD games and found that it works perfectly fine with a little judgment.

Note that the newer CD Test of Battle rules include a set of missions, which are different for attacker and defender. Simply adjust the mission chart to map to the CD missions and you should be ready to go.

11.0 Optional Rules (continued)

11.2 Shorter Campaigns –

This campaign is designed to be played either in full (for the full experience), or it can be broken down into one of 2 shorter campaigns:

- Cobra Breakthrough
- Mortain

Cobra Breakthrough Campaign

The Cobra Breakthrough campaign commences on July 25th and ends by August 1st, 1944 (a total of 8 days). It uses all of the full module rules, except the victory conditions are modified to reflect the earlier stop.

Victory – the Allies need to secure at least 20 VPs to win the Cobra Breakout campaign.

Mortain Campaign

The short campaign Mortain covers the panzer counterattack to retake Avranches after the Allied breakthrough.

The Mortain campaign commences on August 6th, 1944 and ends by August 10th, 1944 (a total of 5 days).

Initial Deployment (Mortain) –

This campaign uses only the Mortain map. Axis units available at start may be deployed in any area under German control (shown by flags on the Mortain map).

Allied units available at start are deployed in any area not under German control

OOB –

All the units in the overall campaign OOB as of the start turn are used, with the following exceptions:

- remove the units marked ##

Control of Areas –

At the start of the Mortain campaign, all areas on the map are under Allied control, except areas specifically noted as being controlled by the Axis.

Control of areas changes as per the standard Armored Thrust rules.

Victory – the side that controls Avranches at the end of the campaign wins, ignore the VP levels.

11.0 Optional Rules (continued)

11.3 Optional Battle Resolution –

Armored Thrust campaigns are designed to generate interesting tabletop engagements for players to game out on the tabletop.

Occasionally, though, players may encounter a situation where they cannot resolve all of the battles for a campaign turn through tabletop actions, but still desire to move on to the following campaign turn.

In this case players may resolve any leftover engagements as follows:

- Roll 1d6 for each point of unit strength that side has in the contested area
- All rolls of 6 are considered a success
- The side with the greater number of successes has won the engagement – a side with one more success has won 6-3, a side with two more successes has won 7-2, and a side with 3+ more successes has won 8-1
- If there are an equal number of successes the engagement is a 2-2 draw

11.4 Large Battles / Total War –

Players may enjoy a larger, multi-player tabletop engagement and should feel free to resolve any or all engagements in this manner.

Cobra / Mortain

Campaign Timeline

12.0 Campaign Timeline

Campaign Timeline

The Cobra / Mortain campaign commences on July 25th and ends by August 10th, 1944 (a total of 17 days).

It covers the fighting in the sector of the German 7th Army from the start of Operation Cobra through the breakout into Brittany and Central France, and the German response including the panzer counterattack at Mortain.

Time Scale

In this campaign, each day is represented by a morning, afternoon and night turn.

Reinforcements –

Both sides receive additional units during the campaign. Reinforcements arrive at the beginning of the designated campaign turn and are free to move and enter combat during the turn of their arrival.

Reinforcement Arrival Areas –

- All reinforcements arrive at the location specified on the OOB.
- If that area is enemy occupied, they enter at any friendly supply area with a two-turn delay.

Shorter Options –

Alternately, the campaign can be played as two mini-campaigns, Cobra and Mortain. The changes for the shorter game are detailed in the optional rules section.

The Cobra campaign commences on July 25th and ends by August 1st, 1944 (a total of 8 days). It uses all of the full module rules, except the victory conditions are modified to reflect the earlier stop.

The Mortain campaign commences on August 6th, 1944 and ends by August 10th, 1944 (a total of 5 days). It has differing start locations and victory conditions.

12.0 Campaign Timeline (continued)

Morning (AM) Turns –

During a morning turn, any weather result of clear is instead mist. The mist will burn off during the morning, so the effects of mist only last for the first two turns of any tabletop actions fought.

Night Turns –

Activating at Night:

During a night turn, unit activation for an attack order is reduced to 6.

Exception: a campaign unit with the night attack special rule uses its normal activation rating.

Regrouping at Night:

Regrouping units do not recover fatigue during morning and afternoon turns. Stationary units with a regroup order during a night turn may recover 2 fatigue levels if they are not involved in an engagement.

Air Support at Night:

Air support may not be purchased for engagements fought during a night turn.

Allied air interdiction is not in effect during night turns.

12.0 Campaign Timeline (continued)

Turn No	Date	Events	Supply State Axis	Supply State Allied	Reinforcements
1	Tue July 25 AM	Carpet Bombing, Axis Confusion	Paltry	Plentiful	
2	Tue July 25 PM	Axis Confusion	Paltry	Plentiful	
3	Night July 25-26	Axis Confusion			
4	Wed July 26 AM	Axis Confusion	Paltry	Plentiful	Start rolling for weather
5	Wed July 26 PM	Axis Confusion	Paltry	Plentiful	
6	Night July 26-27				
7	Thu July 27 AM		Paltry	Plentiful	
8	Thu July 27 PM		Paltry	Plentiful	
9	Night July 27-28				
10	Fri July 28 AM		Paltry	Plentiful	2 nd Panzer Division - Torigni-sur-Vire
11	Fri July 28 PM		Paltry	Plentiful	
12	Night July 28-29				
13	Sat July 29 AM		Paltry	Plentiful	
14	Sat July 29 PM		Paltry	Plentiful	
15	Night July 29-30				
16	Sun July 30 AM		Paltry	Plentiful	116 th Panzer Division - Tessy-sur-Vire
17	Sun July 30 PM		Paltry	Plentiful	
18	Night July 30-31				

12.0 Campaign Timeline (continued)

Turn No	Date	Events	Supply State Axis	Supply State Allied	Reinforcements
19	Mon July 31 AM		Paltry	Plentiful	
20	Mon July 31 PM		Paltry	Plentiful	
21	Night July 31- Aug 1				
22	Tue Aug 1 AM		Paltry		84 th and 363 rd Infantry Divisions - Vire
23	Tue Aug 1 PM		Paltry		
24	Night Aug 1-2	End Cobra Phase			
25	Wed Aug 2 AM		Paltry		
26	Wed Aug 2 PM		Paltry		
27	Night Aug 2-3				
28	Thu Aug 3 AM		Paltry		
29	Thu Aug 3 PM		Paltry		
30	Night Aug 3-4				
31	Fri Aug 4 AM		Paltry		
32	Fri Aug 4 PM		Paltry		
33	Night Aug 4-5				
34	Sat Aug 5 AM		Paltry		
35	Sat Aug 5 PM		Paltry		

12.0 Campaign Timeline (continued)

Turn No	Date	Events	Supply State Axis	Supply State Allied	Reinforcements
36	Night Aug 5-6				
37	Sun Aug 6 AM		Paltry		1 st SS Panzer Division - Le Fresne Poret
38	Sun Aug 6 PM		Paltry		
39	Night Aug 6-7	Start Mortain Phase			
40	Mon Aug 7 AM		Plentiful		
41	Mon Aug 7 PM		Plentiful		
42	Night Aug 7-8				
43	Tue Aug 8 AM		Plentiful		9 th Panzer Division - Barenton
44	Tue Aug 8 PM		Plentiful		
45	Night Aug 8-9				
46	Wed Aug 9 AM		Plentiful		
47	Wed Aug 9 PM		Plentiful		
48	Night Aug 9-10				
49	Thu Aug 10 AM		Paltry		
50	Thu Aug 10 PM		Paltry		
51	Night Aug 10-11	End of Campaign			

Cobra / Mortain

Order of Battle

13.0 Order of Battle

Order of Battle (OOB):

This Order of Battle (OOB) shows the historical forces involved in the campaign, along with guidelines for creating a force drawn from them for tabletop play.

For those gamers using Flames of War, each historical unit is linked to one or more representative formations detailed in the associated army books and command cards.

These core formations show the represented tactical unit types that might be present on the field and provide the parameters for organizing a force for a tabletop action.

The strength of a unit in the campaign relative to other units is shown as its unit strength. Its strategic and logistical maneuver capability will be shown as its mobility.

Note that if players prefer to utilize other tabletop rules, simply replace the FOW units with the equivalent using your preferred tabletop rules set.

Also Included are instructions showing their initial deployment, as well as noting any reinforcements and their turns of entry.

Force Changes / Restrictions –

Flames of War forces are selected from the appropriate Late War list and Command Cards. As the campaign is set in July - August of 1944, some of the late war equipment was not yet available. Details by nationality are as set forth in the Army List Section.

Forces in this campaign are drawn from the following Flames of War books and the associated command cards:

- D-Day: Germans
- D-Day: Waffen SS
- D-Day: American
- Fortress Europe

Players using other rule sets should also be able to convert their forces by following these guidelines.

13.0 Order of Battle (continued)

Key Term Definitions

The OOB uses the following key terms:

- **Campaign Unit** – the basic unit for the campaign, generally representing the basic maneuver element for the campaign in question. Armored Thrust uses a flexible scale - in some campaigns this will be a corps, division or large brigade, but in certain cases it may be a larger or smaller unit.
- **Campaign Group** – a campaign group is used to describe all of the units of one side that occupy a single map area. A campaign group will consist of one or more campaign units.

Example – if the 21st Panzer Division (unit strength 5) and the 16th Luftwaffe Division (unit strength 2) occupy Tilly la Campagne; they constitute a group with a unit strength of 7.

Reading the OOB

The areas of the OOB provide the following information (see diagram below):

1. **Unit Name** – the title of the unit
2. **Mobility** – its mobility class, the number to the right of the slash is the number of movement points it receives each turn
3. **Activation** – the base number needed on a d6 to activate each turn
4. **Unit Strength** – the relative strength of the unit in campaign terms
5. **Core Formation** – you must field at least one formation from this section for tabletop actions
6. **Required Command Cards** – lists any required command cards that must be purchased for your core formations
7. **Bonus Unit(s)** – you receive the bonus unit (s) listed as free support choices

Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
272 nd Inf Div	Leg / 1	5	2	Beach Defense company [2]		Platoon of 3x Marder (7.62cm) (Fortress Europe) [13]
①	②	③	④	⑤	⑥	⑦

13.0 Order of Battle (continued)

Initial Deployment –

Axis units available at start may be deployed in any area not initially under Allied control.

Allied units available at start are deployed in any of the indicated areas for their corps:

- VIII Corps – La Haye du Puits, St Germain sur Seves or Sainteny
- VII Corps – Le Desert, Hauts-Vents or Pont-Hebert
- V Corps – Berigny or River Drome
- XIX Corps – St Lo

13.0 Order of Battle (continued)

13.1 – Axis Forces:

AXIS FORCES – at start						
Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
II Parachute Corps						
352 nd Inf Div ##	Leg / 1	5	2	Beach Defense company [2]	Eastern Front	3x Full strength Ost platoons – 7 RMG teams, panzerfausts [15] (Ost Bn card)
3 rd FJ Div ##	Leg / 1	3	4	Fallschirmjager company, Fallschirmjager StuG company [2]		Platoon of 3x FJ StuG (7.5cm) [17]
LXXXIV Army Corps						
243 rd Inf Div ##	Leg / 1	5	2	Beach Defense company [2]		Platoon of French Tanks from 206 Pz Abt
91 st Luftlande Div ##	Leg / 1	4	3	Beach Defense or Fallschirmjager company [2]	Von der Heydte (FJ company only)	10 stand FJ platoon with panzerfausts, [15]
2 nd SS Panzer Div	Motor / 4	2	4	Panther SS or Panzer IV SS Tank Company, Armored SS Panzer Grenadier or SS Panzer Grenadier Company, SS Recon Company or SS Armored Car Company [4]	2 nd SS / Front Swine	Platoon of 4x PzKw IV (7.5cm) [18]
17 th SS PzGr Div	Motor / 1	3	4	SS Panzergrenadier companie [2] or SS StuG companie [1]	17 th SS / Volksdeutsch, Marder	Platoon of 4x Jagdpanzer IV [19]
5 th FJ Div ##	Leg / 1	4	3	Fallschirmjager company [2]	No Jump Training	Platoon of 3x FJ StuG (7.5cm) [17]
Lehr Panzer Div ##	Motor / 4	3	5	Panther or Panzer IV Tank Company, Armored Panzer Grenadier or Panzer Grenadier Company, Recon Company or Puma Scout Company [2]		Platoon of 2x StuG (7.5cm) + 2x Borgward, 1x Puma Scout Troop [17]
353 rd Inf Div	Leg / 1	5	2	Beach Defense company [2]		Platoon of 3x Marder (7.62cm) (Fortress Europe) [13]
275 th Inf Div ##	Leg / 1	5	2	Beach Defense company [2]	10.5cm Howitzer	Platoon of 3x Marder (7.62cm) (Fortress Europe) [13]

[1] = from Fortress Europe [2] = from D-Day: German [3] = from D-Day: American

[4] = from D-Day: Waffen-SS

= special rules apply, see 12.0 Unit Special Rules

= unit is not available for the Mortain campaign

13.0 Order of Battle (continued)

13.1 – Axis Forces / Reinforcements:

AXIS FORCES – Reinforcements						
Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
Arrives Jul 28 AM – Torigni sur Vire						
2 nd Panzer Div %	Motor / 4	2	5	Panther or Panzer IV Tank Company, Armored Panzer Grenadier or Panzer Grenadier Company, Recon Company or Puma Scout Company [2]	2 nd Panzer / Night Attacks	Platoon of 3x StuG (7.5cm) + 3x Borgward [20]
Arrives Jul 30 AM – Tessy-sur-Vire						
116 th Panzer Div %	Motor / 4	4	5	Panther or Panzer IV Tank Company, Armored Panzer Grenadier or Panzer Grenadier Company, Recon Company or Motorcycle Recon Company# [2]	116 th Panzer / Greyhound	Platoon of 4x PzKw III 5cm (Fortress Europe) [15]
Arrives Aug 1 AM – Vire						
363 rd Inf Div	Leg / 1	5	2	Beach Defense company [2]		Platoon of 3x Marder (7.62cm) (Fortress Europe) [13]
84 th Inf Div	Leg / 1	5	2	Beach Defense company [2]		Platoon of 3x Marder (7.62cm) (Fortress Europe) [13]
Arrives Aug 6 AM – Le Fresne Poret						
1 st SS Panzer Div %	Motor / 4	2	5	Panther SS or Panzer IV SS Tank Company, Armored SS Panzer Grenadier or SS Panzer Grenadier Company, SS Recon Company or SS Puma Company [4]	1 st SS / Street Fighters, Unwilling Volunteers	Platoon of 4x PzKw IV (7.5cm) [18]
Arrives Aug 8 AM - Barenton						
9 th Panzer Div	Motor / 4	3	4	Panzer IV Tank Company, Armored Panzer Grenadier Company, Panzer Grenadier Company, Recon Company or Half Track Scout Company [2]		2 Platoons of 3x PzKw II L Luchs (Fortress Europe) [10]

[1] = from Fortress Europe [2] = from D-Day: German [3] = from D-Day: American

[4] = from D-Day: Waffen-SS

= special rules apply, see 12.0 Unit Special Rules

= unit is not available for the Mortain campaign

13.0 Order of Battle (continued)

13.2 – Allied Forces:

ALLIED FORCES – at start						
Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
VIII Corps						
79 th Inf Div	Motor / 4	3	4	Rifle company or Engineer Combat company [3]	Cross of Lorraine	Platoon of 5x Trained M4 Sherman (75mm) [18]
8 th Inf Div	Motor / 4	3	4	Rifle company or Engineer Combat company [3]	Pathfinder	Platoon of 5x Trained M4 Sherman (75mm) [18]
90 th Inf Div	Motor / 4	4	4	Rifle company or Engineer Combat company [3]	Tough 'Ombres	Platoon of 5x Trained M4 Sherman (75mm) [18]
4 th Armd Div	Motor / 4	2	5	M4 Sherman company, M5 Stuart company, Armored rifle company or Cavalry Recon troop [3]		Platoon of 5x Trained M4 Sherman (75mm) [18]
83 rd Inf Div	Motor / 4	3	4	Rifle company or Engineer Combat company [3]	Thunderbolt	Platoon of 5x Trained M4 Sherman (75mm) [18]
V Corps						
2 nd Inf Div	Motor / 4	3	4	Rifle company or Engineer Combat company [3]	Indian Head	Platoon of 5x Trained M4 Sherman (75mm) [18]
5 th Inf Div	Motor / 4	3	4	Rifle company or Engineer Combat company [3]	Red Devils	Platoon of 5x Trained M4 Sherman (75mm) [18]

[1] = from Fortress Europe [2] = from D-Day: German [3] = from D-Day: American

[4] = from D-Day: Waffen-SS

= special rules apply, see 12.0 Unit Special Rules

= unit is not available for the Mortain campaign

13.0 Order of Battle (continued)

13.2 – Allied Forces:

ALLIED FORCES – at start						
Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
XIX Corps						
35 th Inf Div	Motor / 4	3	4	Rifle company or Engineer Combat company [3]	Santa Fe	Platoon of 5x Trained M4 Sherman (75mm) [18]
VII Corps						
9 th Inf Div	Motor / 4	3	4	Veteran Rifle company [3]	Old Reliables	Platoon of 5x Trained M4 Sherman (75mm) [18]
30 th Inf Div	Motor / 4	3	4	Rifle company or Engineer Combat company [3]	Old Hickory	Platoon of 5x Trained M4 Sherman (75mm) [18]
1 st Inf Div	Motor / 4	3	4	Veteran Rifle company [3]		Platoon of 5x Trained M4 Sherman (75mm) [18]
4 th Inf Div	Motor / 4	3	4	Rifle company or Engineer Combat company [3]	Ivy	Platoon of 5x Trained M4 Sherman (75mm) [18]
2 nd Armd Div	Motor / 4	2	5	Veteran M4 Sherman company, Veteran M5 Stuart company, Veteran Armored rifle company or Cavalry Recon troop [3]		Platoon of 4x Veteran M4 Sherman (75mm) [17]
3 rd Armd Div	Motor / 4	2	5	M4 Sherman company, M5 Stuart company, Armored rifle company or Cavalry Recon troop [3]		Platoon of 5x Trained M4 Sherman (75mm) [18]

[1] = from Fortress Europe [2] = from D-Day: German [3] = from D-Day: American

[4] = from D-Day: Waffen-SS

= special rules apply, see 12.0 Unit Special Rules

= unit is not available for the Mortain campaign

13.0 Order of Battle (continued)

13.2 – Allied Forces - Reinforcements:

ALLIED FORCES – reinforcements						
Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
Arrives Aug 2 AM – St Lo						
5 th Armd Div	Motor / 4	3	5	M4 Sherman company, M5 Stuart company, Armored rifle company or Cavalry Recon troop [3]		Platoon of 5x Trained M4 Sherman (75mm) [18]
Arrives Aug 2 AM – La Haye du Puits						
French 2 nd Armd Div	Motor / 4	2	5	Veteran M4 Sherman company, Veteran M5 Stuart company, Veteran Armored rifle company or Cavalry Recon troop [3]	Division Leclerc	Platoon of 4x Veteran M4 Sherman (75mm) [17]
Arrives Aug 6 AM - Sainteny						
80 th Inf Div	Motor / 4	3	4	Rifle company or Engineer Combat company [3]	Blue Ridge	Platoon of 5x Trained M4 Sherman (75mm) [18]

[1] = from Fortress Europe [2] = from D-Day: German [3] = from D-Day: American

[4] = from D-Day: Waffen-SS

= special rules apply, see 12.0 Unit Special Rules

= unit is not available for the Mortain campaign

Cobra / Mortain

Special Rules And Map

14.0 Special Rules

14.1 Allied Special Rules –

Far from the Normandy Coast:

The Allied advance was rapidly moving out of the range of their naval support.

Allied players may not use the Naval Gunfire command card during the campaign.

On to Paris:

Due to the American plan of exploitation, US forces were less likely to halt and regroup after fighting.

In this campaign, an American force is only required to regroup after a combat loss or draw. US forces that win an engagement by a 6-3 or 7-2 score are exempt from the normal Armored Thrust regrouping requirements for these results.

Exploitation:

The American command had meticulously planned and trained for a breakthrough in Operation Cobra. The fully mechanized nature of the American Army gave them an ability to move quickly once they had broken through, and this continued through the remainder of the campaign, until supply shortages finally caught up to them in the fall.

To reflect this, any American force that attacks an undefended area, or that wins an engagement as the attacker by a margin of 8-1, may conduct a breakthrough move after all of that turn's combats have been resolved.

A force achieving the requirements for a breakthrough will immediately advance into and secure up to 2 undefended areas in the direction of the highest VP area not already under Allied control.

If there are no undefended areas in the appropriate direction no breakthrough move takes place.

14.0 Special Rules

14.2 Axis Special Rules –

Axis Confusion:

Although the German command expected an attack in the American sector, they were surprised by the force and scale of the Cobra offensive.

This, combined with the devastation of the carpet bombing and its effect on communications, virtually severing communication lines across the front, led to a significant degree of confusion in the German command.

Without information they were slow to react to the Allied moves, and German forces were mostly left to defend in place for the opening phases of the offensive.

To reflect this, German forces will only defend in place on the first campaign turn, and then they suffer an additional -1 to activation during the remainder of the first two days of the offensive.

Outgunned:

The German forces in Normandy struggled mightily against the overwhelming forces and firepower the Allies brought to bear in Normandy. This was particularly true by the end of July, as German forces were struggling to hold on and Allied forces had grown more and more powerful.

To reflect this, German forces are subject to the Outgunned special rule. When defending, an Axis player must win by 7-2 or better to retain control of the area. A German defending force that achieves a victory of 6-3 or a draw must retreat, and their opponents gain control of the area.

This is to reflect the ability for the German forces to win local tactical victories but still lose territory, due to the overwhelming material edge the Allies had in Normandy.

15.0 Strategies

Map Movement and Area Control –

A stretched German force has a long line to hold against massive American forces and must rely on good defensive terrain to slow the US onslaught. The Americans start with carpet bombing and must quickly breakthrough and push aggressively for the critical objective areas.

Tactical / Tabletop –

Remember that you know the mission prior to planning your army list for a given engagement. Think through your plan for the action, remember the restrictions on deployment, etc. when setting up your force. This is a key element for achieving victory on the tabletop.

German - The German forces are of mixed quality, but all of them have lots of different options to bring to the tabletop, allowing lots of customization by mission and opponent if the Axis has good intelligence. A balanced force with good firepower will usually offer the best chance of prevailing tactically.

American – on the other hand, playing the US gives a player access to a wide variety of effective forces, with excellent options for artillery and aerial support. Your tanks will not match up one on one with most German armor, so you will need to maneuver and force them to make difficult tactical decisions. And in the spirit of Patton, never stop pushing.

16.0 Historical Force Restrictions

Introduction –

All forces shown are fielded using the Flames of War Army books, or the equivalent for other rules systems.

Other Selection Restrictions –

Other exceptions are noted in each nation's entry in this section.

Allied and Formation Support Restrictions (Both Sides) –

Where the Flames of War Army books allow the selection of Formation Support and Allied Support, this is restricted in the campaign.

You may not field Formation or Allied support, either from allowed compulsory units, or an entire formation, unless a campaign unit allowed those formation(s) is within one area of the tabletop battle being played.

16.0 Historical Force Restrictions (continued)

16.1 German Force Selection –

German forces should be selected from D-Day: German, D-Day: Waffen SS, D-Day: 21st Panzer or Fortress Europe, as noted in the campaign unit entry in the OOB.

Some campaign units require the selection of one or more command cards. These will be noted in the OOB. Note that other campaign units may not utilize that command card, it is limited to the campaign units that require it. Other command cards that are not required for any campaign unit may be selected without restriction.

16.2 New German Units –

Some of the units called out in the OOB are not covered in the existing forces released to date.

Unit cards for these new units are detailed overleaf.

16.3 Allied Force Selection –

Allied forces should be selected from D-Day: American or Fortress Europe, as noted in the campaign unit entry in the OOB.


Some campaign units require the selection of one or more command cards. These will be noted in the OOB. Note that other campaign units may not utilize that command card, it is limited to the campaign units that require it. Other command cards that are not required for any campaign unit may be selected without restriction.

16.0 Historical Force Restrictions (continued)

Additional Unit Cards / German:

Beutepanzer R-35 or H-39 Platoon

Tank Unit * Stormtroopers



Motivation
Confident 4+

Hit on 3+

Armor

Front	3
Side	3
Top	1

Skill
Trained 4+

Tactical 10"

Terrain Dash 12"

Xcountry Dash 18"

Road Dash 20"

Cross 4+

Range	Halted	Moving	AT	FP	Notes	
3.7cm gun R-35	16"	2	1	4	4+	overworked
3.7cm gun H-39	16"	2	1	5	4+	overworked
MG	16"	3	3	2	6	

Beutepanzer R-35 or H-39 Platoon

Special Rules

Overworked – +1 to hit when moving

Beutepanzer platoon:

3x Captured R-35 3 pts

3x Captured H-39 3 pts

Armored Thrust – Cobra / Mortain

Borgward Platoon

Special Rules

Brutal – infantry, gun & unarmored tank teams re-roll successful saves.

Control Tank – instead of assaulting, a StuG that has not moved or shot may make a Borgward in LOS within 20" charge into contact. Enemy conduct defensive fire, then Borgward attacks with demolitions.

Demolitions Attachment – remove if StuG platoon is destroyed. Cannot charge into contact unless using control tank and must break off. Cannot hold objectives, ignored for formation last stand, danger close and VPs.

Explosives – auto range in and hits teams under template. Removes minefields. Remove after attack. If destroyed by defensive fire, explodes on a 1 or 2.

Demolitions Attachment to StuG platoon:

4x Borgward 4 pts

3x Borgward 3 pts

2x Borgward 2 pts

You must field a StuG platoon from Fortress Europe before you can field Borgward Demolition Carriers.

Armored Thrust – Cobra / Mortain

Borgward Platoon

Tank Unit * Control Tank Demolitions Attachment



Motivation
Reluctant 5+

Hit on 3+

Armor

Front	1
Side	0
Top	1

Skill
Veteran 3+

Tactical 12"

Terrain Dash 12"

Xcountry Dash 16"

Road Dash 20"

Cross 4+

Range	Halted	Moving	AT	FP	Notes
Demolitions 500kg	-	-	ARTILLERY	4	auto brutal, explosives

16.0 Historical Force Restrictions (continued)

Additional Unit Cards / German:

Motorcycle Recon Platoon

Motorcycle Recon platoon:
7x MG42 team, motorcycles 10 pts
5x MG42 team, motorcycles 7 pts
Equip MG42 teams with panzerfaust AT +2 pts

Armored Thrust – Cobra / Mortain

Motorcycle Recon Platoon

Special Rules

Slow firing – +1 to hit when moving


Limited 1 – up to 1 team may fire in each phase

Motorcycles – teams may start mounted or dismounted. Mounted teams use the motorcycle movement rates and firing stats and may not assault and must break off or dismount if assaulted. Once teams dismount, they remain dismounted for the remainder of the mission.

Motivation 4+
Confident 3+

Skill 3+
Veteran

Infantry Unit * Stormtroopers



Hit on 4+

Save Infantry 3+

Tactical 8"

Terrain Dash 8" **Xcountry Dash** 12" **Road Dash** 12" **Cross auto**

Range 16" **Halting** 3 **Moving** 2 **AT** 2 **FP** 6

Notes
MG42 team 4" 1 1 12 5+ limited 1, slow firing
Panzerfaust

Mounted Motorcycle Recon Platoon

Transport Attachment to
Motorcycle recon platoon

Armored Thrust – Cobra / Mortain

Mounted Motorcycle Recon Platoon


Special Rules

Motorcycles – teams may start mounted or dismounted. Mounted teams use the motorcycle movement rates and firing stats and may not assault and must break off or dismount if assaulted. Once teams dismount, they remain dismounted for the remainder of the mission.

Motivation 4+
Confident 3+

Skill 3+
Veteran

Transport Attachment * Stormtroopers



Hit on 4+

Save M/C 4+

Tactical 10"

Terrain Dash 12" **Xcountry Dash** 18" **Road Dash** 36" **Cross 4+**

Range 16" **Halting** 3 **Moving** 3 **AT** 2 **FP** 6

Notes
Mounted MG

16.0 Historical Force Restrictions (continued)

Additional Unit Cards / German:

GAJO

Command Card: Motorcycle Recon Company

The 116th Panzer was still fielding many of its recon units on motorcycles in 1944, an anachronism compared to most standard Panzer Divisions

0 POINTS

GAJO

Motorcycle Recon Company

German, Build, Formation, Limited

GAJO

Command Card: Motorcycle Recon Company

Your force includes one Motorcycle Recon Company, which is a formation containing:

- 1 Motorcycle Recon Company HQ
- 2-3 Motorcycle Recon Platoons
- 0-1 Recon 8cm Mortar Section
- 0-17.5cm Tank Hunter Platoon

Armored Thrust – Cobra / Mortain

GAJO

Motorcycle Recon Company HQ

Hit on 4+

Save Infantry 3+

GAJO

Command Card: Motorcycle Recon Company

The 116th Panzer was still fielding many of its recon units on motorcycles in 1944, an anachronism compared to most standard Panzer Divisions

0 POINTS

GAJO

Motorcycle Recon Company

German, Build, Formation, Limited

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Armored Thrust – Cobra / Mortain

GAJO

Motorcycle Recon Company HQ

Hit on 4+

Save Infantry 3+

GAJO

Motorcycle Recon Company HQ

Special Rules

Limited 1 – up to 1 team may fire in each phase

Motorcycles – teams may start mounted or dismounted. Mounted teams use the motorcycle movement rates and firing stats and may not assault and must break off or dismount if assaulted. Once teams dismount, they remain dismounted for the remainder of the mission.


Motorcycle Recon HQ:
 2x MP40 SMG team, 3 pts
 motorcycles
 Equip MG42 teams with panzerfaust AT +2 pts

Armored Thrust – Cobra / Mortain

GAJO

Motorcycle Recon Company HQ

Infantry Unit * Stormtroopers



Motivation Confident 4+ Last Stand 3+

Skill Veteran 3+

Tactical	8"	Terrain Dash	8"	Xcountry Dash	12"	Road Dash	12"	Cross auto
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Range	Halted	Moving	AT	FP	Notes
MP40 SMG team	4"	3	3	1	6 Pinned ROF 1
Panzerfaust	4"	1	1	12	5+ limited 1, slow firing

1/22/2021

Armored Thrust Cobra, GAJO Games

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Campaign Map – Cobra

