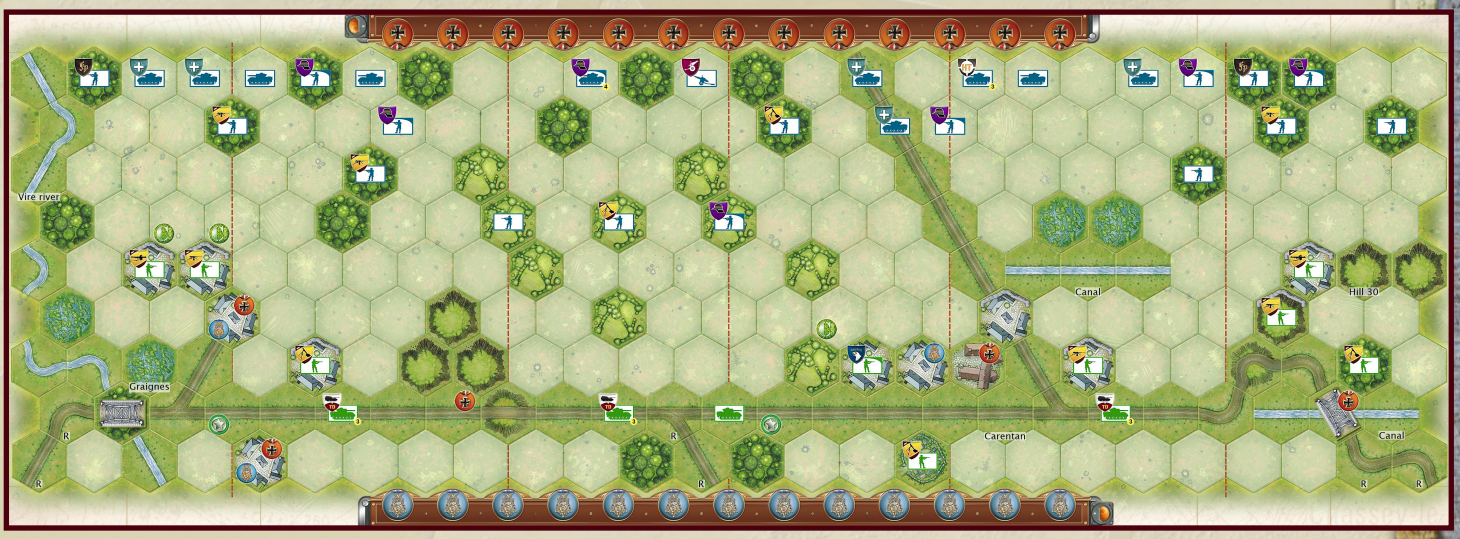
COUNTERATTACK AT CARENTAN

- HOLD THE TOWN AT ALL COSTS



Historical Background

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Briefing

Axis: 10 cards, move first.
Allies: 10 cards.

Conditions of Victory

Axis: 15 medals, with 3 of them being victory objectives.
Allies: 15 medals.
The 4 town hexes, cemetery and church(Carentan) for a total of 6 hexes form a majority medal objective, turn start, worth 2 medals for both sides. The 5 town hexes(Graignes) form a majority medal objective, turn start, worth 2 medals for both sides. The bridge over the canal is a temporary medal objective worth 1 medal for the Axis. Any Axis infantry unit(s) on the straight road hexes on or between the star markers earns 1 medal for each unit. The unit must remain on the road to keep the medal.

Special Rules

The canals and river are not fordable. If either side draws Air Power discard and draw another. Consider the bridges as roads for movement purposes. NEW AXIS UNIT (rosette armor) Stug III Ausf. A (assault gun): Fires on all units in towns, woods or hedgerows at 2-2-1. If star is rolled remove sandbag. If both star and flag rolled on same turn only remove sandbag. ALL other normal armor rules are in effect. All Allied infantry units on the board at the start are special force SWAs (101st paratroopers). The mortar, machine gun and anti-tank gun units may move 2 and still battle irregardless of special weapons. All other special weapons asset rules are in effect. (SWA-Troops 5,6,7) Axis SWA units follow Troops 5,6, and 7 rules.Place special forces badges on the Axis units. (Troops-2) Place engineer badges on the Axis units. (Troops-4) Place tank destroyer badges on the U.S. units. (Troops-24) They are 3 figures. Place half-track badge on the Axis unit.(Troops-18). It is 3 figures. It may resupply.Follow camouflage rules, Actions-16 for marked units. ALLIED REINFORCEMENTS: Starting turn 3 the Allies may start to bring in reinforcements on the marked 'R' hexes. He may give 1 or 2 reinforcements to each section commander. (They do not have to be ordered to be placed) The reinforcement units may not move that turn. They may battle if ordered. They may take ground. Any 'R' hex must not contain a unit at the start of the turn in order to place additional reinforcements. Reinforcement Pool: 3 regular armor units, 2 Special force armor units, 6 infantry units (1 mortar SWA, and any number of Special Forces, engineers or other SWAs), and 1 mobile artillery.

Setup order

1	x1
2	x1
3	x2
4	x1
5	x1
6	x1
7	x2
8	x4
9	x9
10	x10
11	x5
12	x4
13	x24
14	x9
15	x20
16	x6
17	x7
18	x5
19	x3
20	x2
21	x3

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