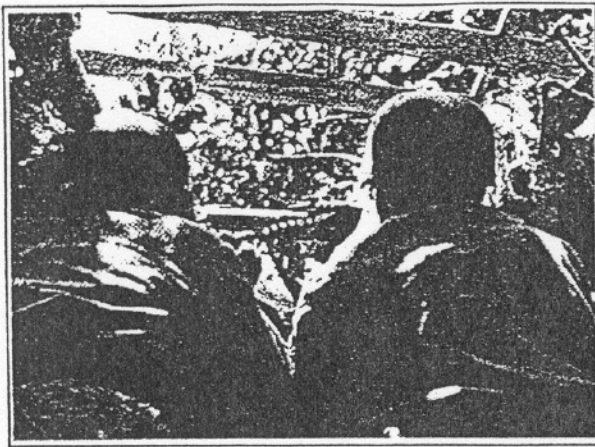


KRAUT CORNER



VICTORY CONDITIONS: The U.S. player wins if he controls buildings fH2 and fM3 at the end of the game.

BALANCE:

- ⊕ Exchange the MMG in the German OB for a HMG.
- ☆ Add a Hero to any one U.S. platoon.

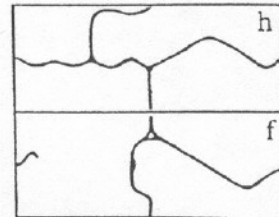
TURN RECORD CHART

⊕ GERMAN Sets Up First	☆	☆	☆							
☆ AMERICAN Moves First	1	2	3	4	5	6	7	8	END	

BOARD

CONFIGURATION:








N



Elements of Battalion III, Fallschirmjäger Regiment 9 (ELR: 4)

set up south of the hO3-A3 road on/ west of hexrow D. All units may use HIP. (SAN: 5)









 5-4-8	 5-0	 8-0	 5-12	 3-8	 12-4	 11
5			2			










Company E, 2nd Battalion, 38th Infantry Regiment (ELR: 3), supported by elements of 741st Tank Battalion, enter as indicated: (SAN: 3)

2nd Platoon enters turn 1 within 3 hexes from hJ5:

 6-6-6	 3-4-6	 8-0	 4-10	 60-13-45	 8-4
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




3

3rd Platoon enters turn 2 along the north edge:

 6-6-6	 3-4-6	 8-0	 4-10	 60-13-45	 8-4	 13 75
--	---	--	---	---	--	---

3

1st Platoon enters turn 3 along the east edge:

 6-6-6	 8-0	 4-10	 8-4	 8-1	 12 75
--	---	---	--	--	---

3

SPECIAL RULES:

- EC are Moist with no wind at start. Mist (E3.32) is in effect. However, the Mist Hindrance DRM is +1 at ≤ 6 hexes and is increased by +1 for each multiple of six hexes beyond the initial 6 hex range.
- Kindling is NA.
- All hedges are bocage; The Sunken Road is a Sunken Lane (B4.43).
- U.S. tanks have functioning Gyrostabilizers (D11.1).
- The Germans receive one module of 81 mm Bn MTR OBA with one Pre-Registered hex (Barrage is NA) north of the hA3- O3 road. However, only HE and SMOKE concentrations are possible.

AFTERMATH: The 2nd Platoon tried to work its way up to the first hedgerow in the fields, but was unable to advance because of automatic weapons and mortar fire. The German mortars were registered on the hedgerow lines and blanketed all routes of advance. The 3rd Platoon was sent in to give support; a few men succeeded in working their way near enough to the enemy position to throw hand grenades, but got no farther. The defenses of Kraut Corner finally gave way when the 1st Platoon got around the east side of the strongpoint. Scouts streaked along the flanking hedges, supported by BAR's, MG's light mortars, and the two machine guns on a tank. When eight or ten riflemen penetrated the German defense, resistance crumbled, and 15 prisoners were taken. Three Fallschirmjäger who still held out were eliminated by a tank dozer which buried them under five feet of dirt. It took Company E more than an hour to clear Kraut Corner and to resume its advance on Cloville.