

Jabo Junction



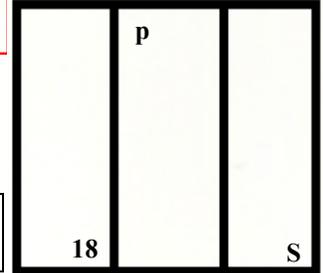
St. Gilles, France — July 26th, 1944

After a brutal pounding by medium bombers, the vaunted German Panzer Lehr Division was shaken to its core. Following up the bombing to put Operation Cobra into full effect, the 2nd US Armored Division, “Hell on Wheels” was pushing hard to secure the vital crossroads at St. Gilles and sever the escape route for Germans fleeing Countances and St. Lo. Facing this onslaught were elements of Panzer Lehr survivors gathered around a single Stug III. Other German units were also making their way to the St. Gilles road junction. A surviving battery of the 130th Artillery Regiment were desperate to reach the crossroads and escape south. And coming from the east, another Panzer Lehr Kampfgruppe with four MKIV’s was rushing to secure the crossroads. And as they rushed to battle, the eyes of all Germans scanned the skies...for the ever present JABOS!

VICTORY CONDITIONS: The player amassing the most Victory Points at Game End wins. Squads= 2, Half-Squads/Crews = 1, Tanks = 4, Guns = 2, Captured Guns = 3, Trucks/Jeeps/ Prime Movers = 0, Half-Tracks = 2. Fighter Bomber = 5, Each Turn Germans hold Crossroads (Hex P6 on Board p) = 2 points, For each Gun that exits Hex GG5 on Board P, German player receives 3 points. If US captures Hex P6 on Board p by or before Turn 4, they receive 10 points.



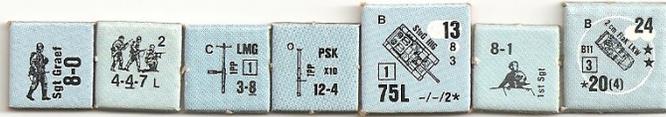
Board Configuration



TURN RECORD CHART

GERMAN (Sets up & Moves first)	1	2	3	4	5	6	7
US							

Elements Panzer Lehr Division (ELR 2) (SAN 3) - Set up on Board p south of Row F and SSR# 2



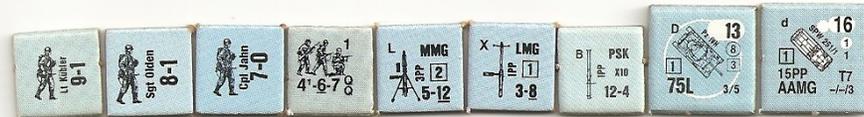
4 2

130 Artillery Regiment (ELR 2) Enter 1 Turn on Hex Q1 Board 18



3 3 3 6

Panzer Lehr Kampfgruppe (ELR 3) Enter Turn 1 on Hex Q10 Board S



6 2 4 2



Advance Elements of 2nd Armored Division (ELR 4) (SAN 2) Enter Turn 1 on Road through Hex A6 on Board p



6 3 6 3 8 2

Per SSR# 4

Special Rules/Notes:

1. EC are moderate with no wind.
2. German Stug III sets up HIP.
3. The German 130th Artillery Regiment Battery may move only on road hexes and must exit the game through Hex GG5 on Board p.
4. Allied Fighter Bombers show up the turn following the sighting of, or firing of any German armor.

Aftermath:

As the 2nd Armored approached the junction, they were fired on by concealed German armor. In response, an airstrike was called in, which resulted in the destruction of two MK IV's. The remaining German forces were quickly dispatched by the armored column. The 130th Artillery regiment lost all its guns during the retreat.



Scenario GJ006