Looked real tough going up against SS with Americans in bocage country and entering from off board. However, some of the Americans could move up concealed. I led off CX-ing and trying for some smoke which did not happen. I left enough tempting targets so that Dave Stephens did not skulk away number allowing me to break one of the SS 6-5-8's with my Stuart slightly weakening the front line at the cost of two broken squads elsewhere. My AC's had both dropped smoke in my turn one allowing my infantry to move up the road as A/C's remained in motion. Turn three and looking at the distance, it was time to use the AC's which would not count for exit VP's. Both moved out, missing their smoke pot roll, but one managing to run through a squad with a Schreck and running over the 9-1 concealed leader and broken 658 killing the 9-1 and moving into the backfield. The other AC moved to a better firing position. Still, my advances stalled again with a number of broken units. The game continued its normal course with slow advances with both sides having squads breaks. The Germans began the big bug out to the rear wary, however, of the ACs in the backfield but obviously out of sight of his HIP AT Gun. Turning point was after the SS withdrawal three 658's were in a stone building with a bead on a 666. I prep fired the 666 rolling a three breaking all three 658's on the American left flank where there was no leader. Despite a heroic SS last stand everything went my way and it was over on my turn six with one turn to spare.