



Bastogne Corridor West



Let me tell you something: **Bastogne Corridor West** was a **knockout punch thrown in a snowstorm**, and our boys delivered it with grit frozen to their faces.

In late December '44, the Germans came crashing in from the west, hell-bent on slicing through the lifeline that kept Bastogne alive. They thought they could slam the door shut before the Third Army reached the paratroopers. Well, they were wrong.

Patton's tankers, infantry, gunners, and flyboys stood their ground in the worst winter Europe had seen in years. The enemy hit hard—armor, guns, the works—but our men hit harder. Through drifts, smoke, and steel, they held that corridor like it was the spine of the whole damn war—because it was.

By beating back that counterattack, **we kept Bastogne supplied, kept the line unbroken, and broke the enemy's last real chance to split our forces.** It was



*a turning point in the Bulge, and it proved once again: when the Allies are cornered, they don't fold—they **fight their way out.***

~~ General Howitzer

6 VP's

including some territorial objective medals.



Card Balance:

5 - 5

Complexity:

3

Conditions:

Winter



Location:

Belgium



Year:

1944

Theater:

Western Front

Campaign:

Ardennes

Codename:

it was part of the larger **Battle of the Bulge** (German codename: *Unternehmen Wacht am Rhein*, or Operation Watch on the Rhine)

Summary:

This is a reverse of the Corridor East scenario. But in this scenario both forces are pressed up against their respective borders. The scattered forests in the center of the battlefield are up for grabs to whomever can get to them first.

Objectives:

6 medals including territorial medals for each side by controlling their town objectives.

Terrain:

Winter, wooded, with open plains for fun tank battles

Troops:

Allies - 8 Infantry, 7 Armor, 2 Artillery



Axis - 6 Infantry, 6 Armor, 1 Artillery



□ **Winning as Allies**

1. Big picture strategy for Allies is to quickly mobilize your forces before the enemy armor moves in for attack. Get your Infantry into defensive positions in the towns of Moricy, Remagne, Lavaselle, and Sibret if you can. This will slow the Axis attack while you mobilize your own Armor.
2. You have two Artillery. If the enemy moves forward quickly, you can begin using them immediately. If they delay advancement, you can move your own Artillery forward one or two hexes. Air Power cards are played as Artillery Bombardment, so it will be good to have your Artillery in a forward position, should that card become available.
3. The Axis have the advantage of being closer to the forests. So they will be able to place their Armor in there, and blast you if you try to make a frontal assault out in the open middle section. Your best attack vector is your left flank, where your forces can move forward under the protection of the towns and forest's on that side.
4. Wait them out in the center section until either they come out from the forests, or you have the cards for a massive assault. Of course, if you can capture the forests first, that is the way to go.





□ **Winning as Axis**

1. Big picture strategy is to move your Infantry into the forests, and mobilize your Armor rapidly for some early hits against the enemy before they have had a chance to mobilize.
2. Because there are a lot of open spaces, and a lot of Armor, this can become very much a tank battle. So choose your section and focus of attack carefully. The center section gives your forces the most mobility.
3. Capture the center forest hexes. Then begin moving your artillery and your right flank forces forward to put pressure on the enemy.
4. Keep the pressure on your left flank. If you get close enough to the town of Sibret, in the corner, near the end of the game you can grab that as your last Medal.

18

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Allies Won



Axis Won

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