



Hill 112



The **Battle of Hill 112** was a significant and intense battle fought during the **Normandy Campaign** in World War II, part of the broader **Allied effort to liberate France** after the D-Day landings in June 1944. The battle occurred between **July 10 and 13, 1944**, around a key hilltop position, **Hill 112**, located just southeast of **Caen**, a vital city in northern France. This battle was primarily between **British forces**, specifically the **7th Armoured Division** (also known as the “Desert Rats”) and the **German 10th SS Panzer Division**, which was part of **Heinz Guderian’s panzer forces**.

6 VP's



Card Balance:



5 - 5

Complexity:

3

Conditions:

Countryside



Location:

France

Year:

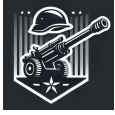
1944

Theater:

Western Front

Campaign

Codename:



Operation Jupiter

Summary:

Objectives:

This is a six VP game, so it calls for good positioning, strategic planning, and consistent attack with a goal towards long-term degradation of the enemy.

Battlefield:

The battlefield has a ridge of hills on one flank, moving into the center. There is also a set of hedgerows and a town hex right in the middle of the field. The Axis controls much of the board at the beginning of the round, while the Allies are pressed up against the back wall.

Troops:



Allied Strategy:

1. The Allies have a significant armor advantage with six armor units vs. three for the Axis. Since you do have an armor advantage, make use of it, by getting your units out into the open field for battle where the long distance firepower of your tanks may prevail.
2. Watch out for the Axis artillery in the upper right flank. Although it is locked behind the Guigne River, its range controls much of the flank and part of the center flank.
3. Note that Hill 112 is an Allied medal objective. It is within range of a one-hex artillery attack. So if you grab the objective too early, the enemy will have time to chase you away. But if you time it right, it can be a late-game objective, to perhaps clinch the win.



Axis Strategy:

1. The Axis begin with control of much of the battlefield. If you can get your armor out into the middle of the field, you may perhaps be able to attack some of the Allied units while they are still up against the wall, and thus take advantage of their no-retreat situation.
2. You have an artillery unit trapped in the lower left flank behind the Guigne River. Use it whenever the enemy gets near the medal objective at h6.

4

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