



Hill 112



In early July 1944, during the Normandy campaign, British forces launched **Operation Jupiter** to seize **Hill 112**, a dominant height southwest of Caen. Control of this hill was crucial: whoever held it could observe and direct fire across much of the surrounding countryside, making it a strategically vital position.

On **10 July 1944**, the British **43rd (Wessex) Infantry Division**, supported by armored units including Churchills of the **31st Tank Brigade**, attacked German defenses held mostly by elements of the **Waffen-SS**, including the **9th SS Panzer Division "Hohenstaufen"** and **10th SS Panzer Division "Fruntsberg."** The fighting was brutal, confused, and close-quarters, with British infantry repeatedly advancing into heavy machine-gun, mortar, and tank fire.

General Howitzer:

*Hill 112 wasn't conquered—but it **served its purpose**.*

It tied down Germany's best, burned away their strength, and cracked open the German shield around Caen. A brutal ridge that changed the course of the Normandy campaign by simply refusing to be ignored.



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:

Allies - 9 Infantry, 6 Armor, 1 Artillery

Axis - 7 Infantry, 3 Armor, 1 Artillery





□ **Winning as Allies**

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.



□ **Winning as Axis**

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.

16

BR - Hill 112



Allies Won



○

Axis Won

[See Results](#) [Vote](#)

Author:

Days of Wonder

URL