



Normandy - Bretel Wood



The Battle of Bretel Wood, fought during World War II, occurred as part of the broader Allied advance following the D-Day landings in Normandy in June 1944. German paratroopers (Fallschirmjäger), known for their elite training and fierce resistance, were tasked with holding key defensive positions in the Bretel Wood area. American forces, advancing as part of the push to liberate France, engaged in intense combat to dislodge the Germans.

The battle featured close-quarters fighting in challenging terrain, with the dense woods providing cover and complicating both sides' operations. Despite the Germans' determined defense, the superior numbers, firepower, and persistence of the American forces eventually overwhelmed the defenders. The victory at Bretel Wood allowed the Allies to maintain momentum in their Normandy campaign and further weakened German defensive



capabilities in the region.

6 VP's



Card Balance:

5 - 5

Complexity:

3

Conditions:

Countryside



Location:

Normandy

Year:

1944

Theater:

Western Front

Context:

Historical



Summary:

This scenario begins in a state of relative chaos with Axis and Allied troops scattered across the battlefield without a clear pattern. The number of hedgerows and minefields also considerably slow down troop movements across the terrain. Brettle Wood is a game of inches. The hedgerows only allow for limited attack at a time so each commander will have to be content (usually) with small gains per turn.

Objectives:

6 Victory Points

Terrain:

Hedgerows are scattered across the battlefield, with mines slowing advance on one flank.

Troops:

Allies - 8 Infantry, 1 Artillery

Axis - 9 Infantry, 1 Artillery



Allied Strategy:

1. Big Picture plan for Allies, is primarily a defensive role, unless you have the cards for a significant advance in one section.
2. Because this is a hedgerow hell scenario, make good use of your artillery which can supercede all terrain restrictions. If you can get it moved forward early in the game, it will significantly improve your attack abilities. However, this is a Nighttime Strategy game, so you will be unable to use that Artillery for several turns.
3. This is a long scenario of six medals, but the enemy only have nine Infantry plus the



Artillery, so you are going to have to handle the Artillery in order to win.



Axis Strategy:

1. Big picture plan for Axis is to move forward in a coordinated way and press your advantage in whichever section the cards warrant. All your Infantry are Elites (besides the two Engineers), so you will be able to move two and battle. This will help you to cross the open terrain quickly into a defensive position for attacks.
2. You have two Engineer units which should be used to clear the mines and attack the enemy on your left flank.
3. This is a long scenario for six medals and the enemy only has eight Infantry, so it is pretty much a fight to the death. You are more than likely going to have to deal with the Artillery in order to win this scenario.

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