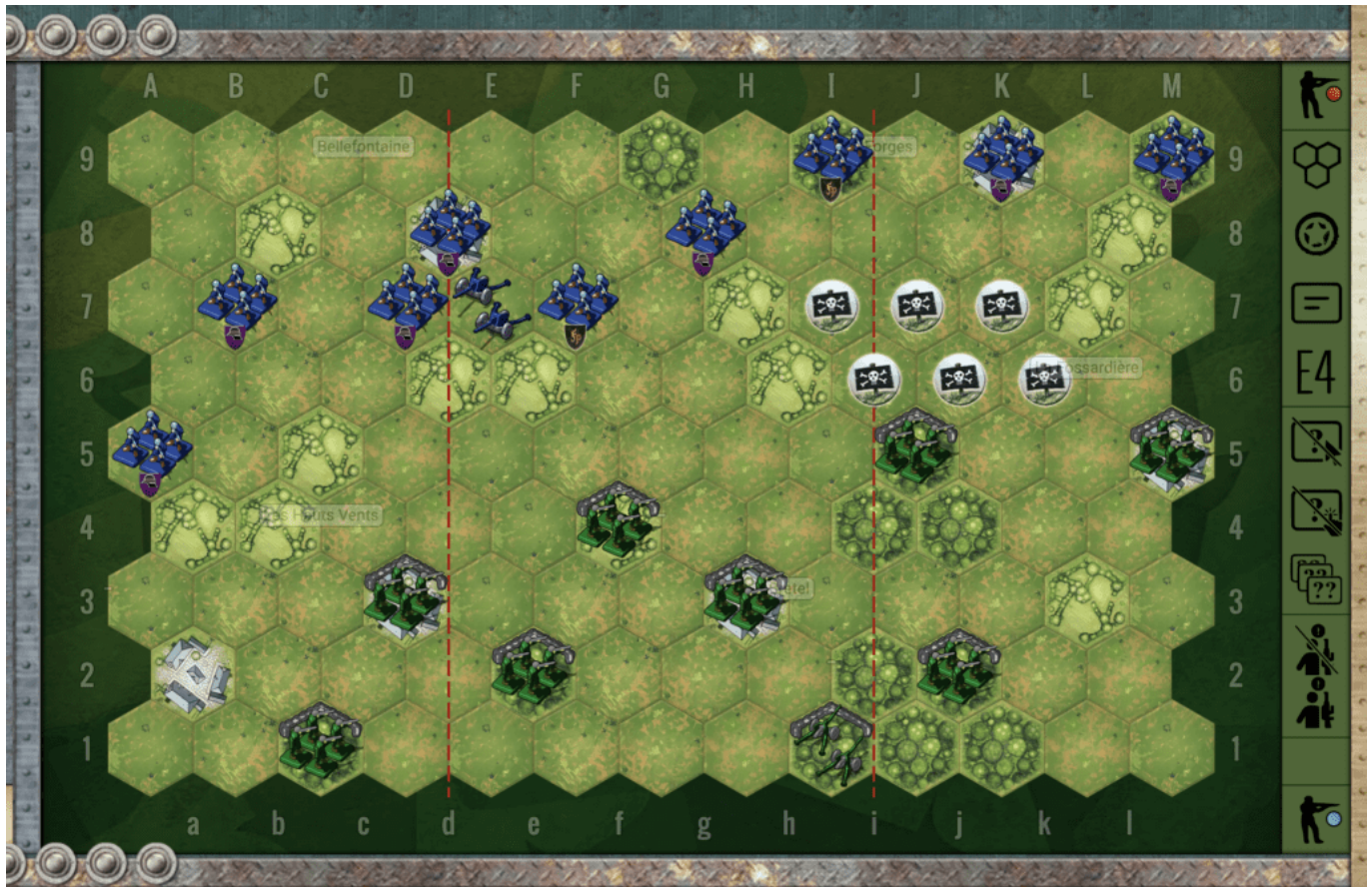




## Normandy - Bretel Wood



“Bretel Wood—now that was a **tough nut to crack** in the summer of ‘44. The German paratroopers—Fallschirmjäger—were holed up there like a bunch of badgers, ready to fight to the last man. They were some of the best the Germans had, and they weren’t giving up without a fight.

Our boys went in there—**thick woods, close-quarters combat, lead flying in every direction**—and they didn’t let up for a second. We pushed ‘em out, inch by inch, because when you’re in the woods, you fight with guts and grit, not just tanks and guns.

In the end, we threw those paratroopers out and kept rolling forward. That’s how you keep the momentum, boys—**you break the enemy’s back and never give**



**'em time to breathe.** Bretel Wood wasn't just another patch of dirt—it was a stepping stone to driving the Germans clean out of France!”

~~ General Howitzer

**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



## **□ Winning as Allies**

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

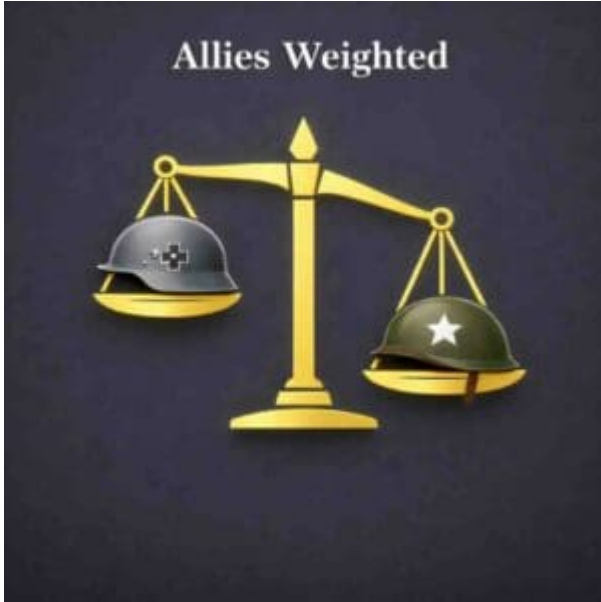


the Artillery, so you are going to have to handle the Artillery in order to win.



## □ **Winning as Axis**

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 a two to one advantage on your right flank. Move your infantry forward, hiding behind the hedgerows until your forces and cards are in place for an assault. If you can move some forces from the center section into your right flank, you will gain an overwhelming attack force.
3. You have two Engineer units which should be used to clear the mines and attack the enemy on your left flank.
4. 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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BR - Bretel Wood



Allies Won



Axis Won

See Results

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