



Normandy - Bretel Wood



6 VP's

Card Balance:

5 - 5

Complexity:

3

Conditions

Location:

Normandy



Year

Theater:

Western Front

Campaign

Codename

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.

Allied Strategy:

Axis Strategy:

Author

URL

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