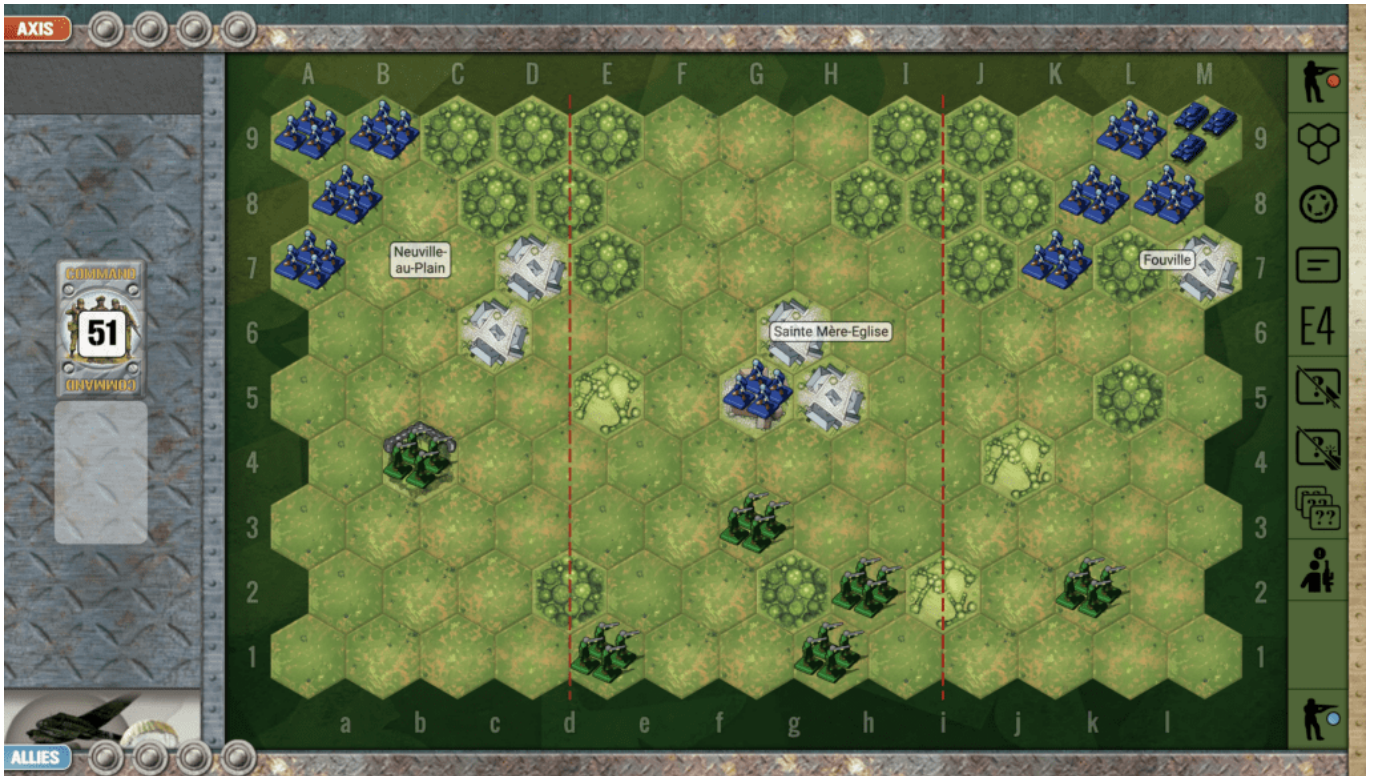




Sainte-Mere-Eglise



4 VP's

Card Balance:

Allies - 5

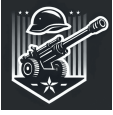
Axis - 4

Complexity:

2

Conditions:

countryside



Location:

France

Year:

1944

Theater:

Western Front

Campaign

Codename

Summary:

Material: Mobility:

The option to drop paratroopers in either of the three sections at the start of the battle makes for a very interesting strategy, and a battle that varies quite a bit from game to game. Is there a better choice between dropping the paratroopers in the center section, or left or right flank? It comes down to the cards in your hand. So before you do the para-drop, check your cards, and determine where your most likely result of overwhelming force will occur. Combine a strong set of cards, with the presence of 3 or 4 additional infantry, could



turn the tide in favor of the Allies.

Tempo - This is a four VP game, so there it is fast, and there is no room for mistakes. It is not so much about strategic positioning; it is about hitting the enemy hard and fast.

Allied Strategy:

1. Check your cards before you drop. Then use the drop to give even more power in your strong section. However, note that there is no guarantee that all four paratrooper units will survive the drop. You may end up with half of the force you expect. And you must be prepared for that contingency, should you drop them in the midst of enemy forces. A good commander prepares for this eventuality.
2. Your center section infantry should be ready to deploy in either direction, depending on enemy actions.
3. If you can maximize your firepower in one section, and quickly destroy the enemy, then you may have enough time and movement to bring your forces to strengthen the attack in the next section.
4. The Allies control five cards to the Axis four, so the principles of flexibility and responsiveness are on your side.

Axis Strategy

Battle Reports

(percentage of Allied victories):

62%

Author:

Days of Wonder

ID:



Link:

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