



Villers-Bocage



The **Battle of Villers-Bocage** took place on **June 13, 1944**, during the Normandy Campaign in World War II. It was a significant tank engagement between British and German forces near the town of Villers-Bocage in France, shortly after the D-Day landings.

British forces, led by the 7th Armoured Division ("*Desert Rats*"), attempted to exploit a gap in German defenses and advance toward Caen. However, they were ambushed by German forces, including Tiger tanks commanded by renowned tank ace **Michael Wittmann**. In a surprise attack, Wittmann's unit inflicted heavy losses on British tanks and vehicles in and around Villers-Bocage.

Despite initial German success, the battle resulted in a stalemate, as the British withdrew to regroup, and the Germans were unable to capitalize on their defensive victory. Villers-Bocage suffered significant destruction during the fighting, and the engagement highlighted the challenges of urban combat and armored warfare in Normandy.



The battle is remembered for Wittmann's bold actions and as a symbol of the fierce resistance Allied forces faced in their push to liberate France.

VP's:

Allies - 3 medals

Axis - 5 medals



Card Balance:

Allies - 3

Axis - 6

Complexity:

3

Conditions:

Countryside



Location:



Normandy

Year:

1944

Theater:

Western Front

Campaign:

Normandy Invasion

Summary:

This scenario is really unique with the battle between the just five German Tiger tanks vs. 24! Allied tanks, 16 infantry figures. And yet the battle is fairly balanced.

Objectives:

Allies - 3 Medals

Axis - 5 Medals, including two permanent medal exit objectives

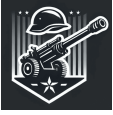
Terrain:

Countryside with a road cutting across the battlefield at an angle

Troops:

Allies - 4 Infantry, 8 Armor

Axis - 5 Tiger Tanks



Allied Strategy

1. The only way you can hope to win is by bunching up your forces. Do not try to take on a Tiger Tank, one at a time.
2. Attack the units without forest protection first, as you will be able to roll triple the attack power.
3. You will need to force them out of the forest. Once they leave the forest hex, they cannot return. So a one-two punch is the way to go. Your first tank forces can attack, and hopefully roll a Flag, which will force the enemy out into the open. Then your second tank forces can roll a 3D attack and hopefully secure a kill.



Axis Strategy

1. Stay in the woods as long as you can, and keep attacking the enemy from there as long as they are in range. Because the enemy can only roll one dice against you in the woods, the odds of them rolling a hit, and then a second dice with a grenade are exceedingly low.

7

BR - Villers

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