



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.

Listen up, men—this was no parade down the Champs-Élysées. The British 7th Armoured Division—the famed “Desert Rats”—thought they’d found a hole in the German line near Caen and charged in, hungry for glory. But out of the hedgerows came Michael Wittmann and his awesome Tigers, ambushing them in the narrow streets of Villers-Bocage. In minutes, British columns were burning wrecks—armor smashed, morale shaken.

But here’s the thing: Wittmann’s brilliance bought the Germans nothing lasting. The Rats pulled back, regrouped, and the Tigers couldn’t press the advantage. The town lay in ruins, but the campaign rolled on. Villers-Bocage stands as a brutal



reminder—urban fighting is hell, and courage alone doesn't win the day. You need discipline, coordination, and the will to keep moving forward, no matter what roars out of the fog.

~~ General Howitzer

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.
4. As long as the Axis forces stay in their woods for protection, you can backoff and move out of attack range, while you get the rest of your forces on your right flank organized and into action.



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.
2. One of your Tigers is already out in the open, so plan on moving and attacking with that one first, but stay close to your other Tigers for support. Do not venture into a forward position where the enemy can surround you from behind.



16

BR - Villers



Allies Won



Axis Won

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