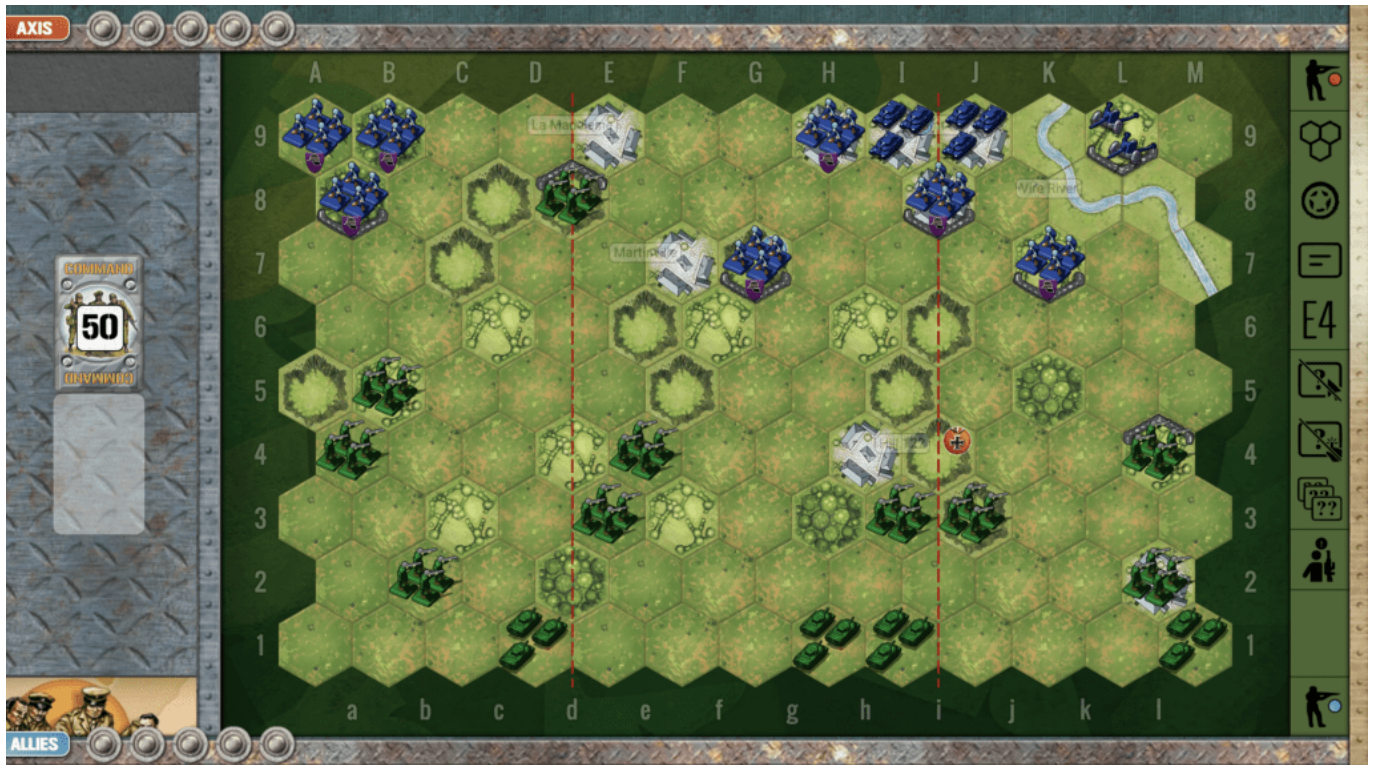




# Martinville Ridge



“Listen here, men! The Battle of Martinville Ridge was a mean slugfest in July ‘44, right in the thick of the Normandy bocage. That damn hedgerow country turned every field into a fortress, and every ridge was a death trap. Our boys from the 35th Infantry Division went up that ridge with grit and guts, trying to crack those Nazi defenses wide open.

The Germans had the high ground and those thick hedgerows, making every inch of dirt a hellhole to fight for. We took the ridge at first—bayonets and grenades leading the way—but those Germans counterattacked like devils, forcing us to pull back and regroup. But I’ll tell you what: **every drop of sweat and blood we left on that ridge kept the enemy tied up and bleeding too.**

We didn’t take Martinville Ridge outright, but we sure as hell rattled the Germans’ cages and cleared the way for our breakout later in Cobra. That’s the price of victory, boys—no easy ground, no easy days. **Keep pushing, keep killing, and**



**never give 'em an inch!"**

**~~ General Howitzer**

**5 VP's**



**Card Balance:**

Allies - 5

Axis - 5

**Complexity:**

**3**

**Conditions:**

Countryside



**Context:**

Historical



**Location:**

France

**Year:**

1944

**Theater:**

Western Front

**Campaign:**

Normandy Campaign

**Summary:**

**Objectives:**

5 VP's, plus territorial objectives for each side.

Allies can target St. Lo and the ridge by Martinville. Axis targets Hill 122.

**Terrain:**

The battlefield is scattered with hills, towns, hedgerows, and forests.

**Troops:**

Allies - 10 Infantry, 4 Armor

Axis - 7 Infantry, 2 Armor, 1 Artillery



## ☐ **Winning as Allies**

1. Your forces are scattered and in disarray. You need to coordinate them into a cohesive attack force.
2. Be aware that the enemy will quickly mass their forces for an attack against your forward infantry unit at d8. If you can move your left flank Armor up to support it, you may be able to hold the position for a while and inflict some damage on the Axis.
3. Beware the enemy Artillery in the corner of your right flank. Although he is locked in there, he can still roll powerful attacks on that flank. Stay away and nullify any firepower from there.
4. Your strategy should include plans for a continual push up the center in order to bring pressure to bear upon the two Medal Objectives on the hill and in the city of St. Lo.
5. Possible Attack Vector: One attack plan you can pursue is on the left flank. You only need five medals to win, and there are three enemy units up in the corner. If you get a good set of attack cards, such as Infantry Assault you can quickly surround them and take them out.



## ☐ **Winning as Axis**

1. Your forces are outnumbered, so you will need to get your armor out of the town into attack positions. You also need to move your infantry from the corner on your



right flank and into a more centralized position. An early win for you can be the forward Allied Infantry unit at d8.

2. You have two Territorial Medals to protect. Be aware of the mobility range of their Armor should they push up the center. If you move your units off of those hexes, be certain the enemy cannot sneak in at the end and grab a final medal.

3. The Allies have a Medal Objective waiting for you at 'i4' (Hill 122); just go get it! Your Armor, Artillery, and the two Infantry on the left section may be able to provide you with the means to reach it, with the right set of cards.

**57**

BR - Martinville Ridge

Allies Won

Axis Won

[See Results](#)

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**Author:**

Days of Wonder

**Link:**