



The Cadets of Saumur (Overlord Map)



Cadets-Saumur_title



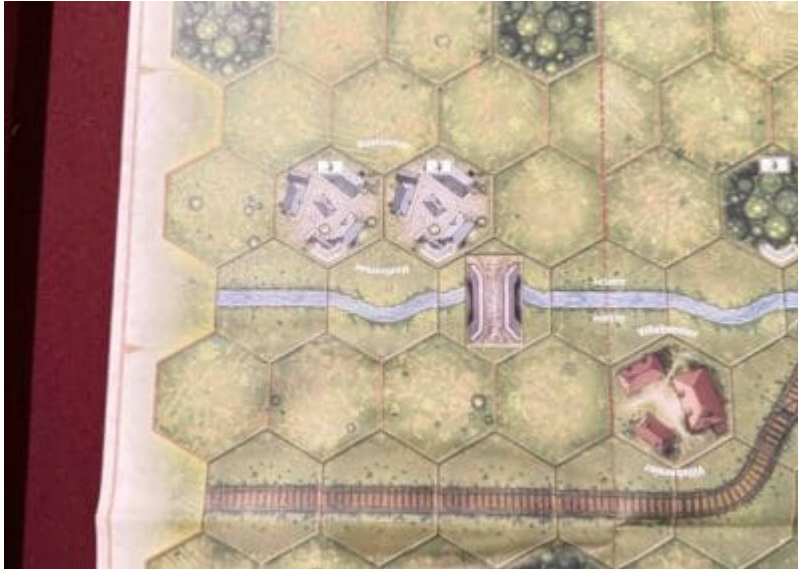
Cadets-Saumur_right2



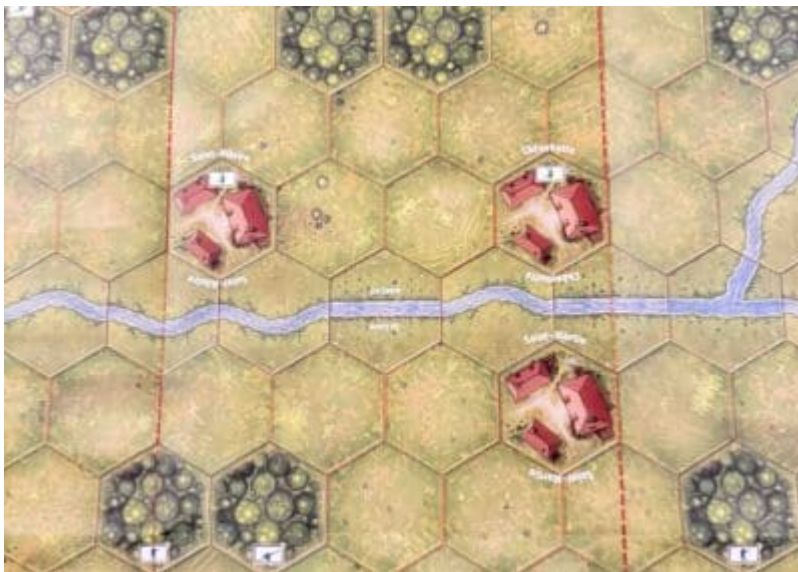
Cadets-Saumur_right1



Cadets-Saumur_Left2



Cadets-Saumur_Left1



Cadets-Saumur_center2



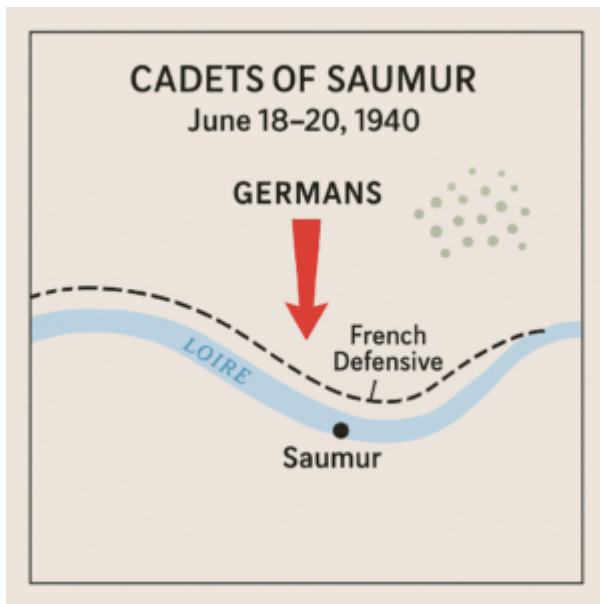
Cadets-Saumur_center1

“Let me give it to you straight, boys—back in ‘39, before the big show kicked off in Europe, there was a damn fine brawl brewing out east along the Khalkhin-Gol River. The Soviets, under that iron bastard Zhukov, took on the Japanese who were itching for a scrap in the borderlands.

Those Russians didn’t just trade blows—they went for the kill. They wrapped the Japanese 23rd Division up tight in a steel trap—**tanks on the flanks, artillery in the rear, and air power pounding them into the dirt.** No escape, no second chances—just one big, smoking ruin when the Red Army was done.

The result? The Japanese learned a lesson in modern warfare and didn’t forget it, and Zhukov walked out of there with a reputation as the man who could gut an enemy army whole. **That’s how you fight a battle, boys—encircle, crush, and leave nothing but wreckage behind!”**

~~ General Howitzer



Timeline of the Battle:

- **June 17, 1940 -**
German forces approach the Loire River as French defenses collapse elsewhere. Cadets at Saumur are ordered to hold the bridges.
- **June 18, 1940 -**
The cadets and their instructors begin preparing defenses, mining bridges, and setting up strongpoints.
- **June 19, 1940 -**
German troops launch assaults to seize the Saumur bridges. The cadets, though heavily outnumbered, fiercely resist throughout the day and destroy bridges to slow the advance.
- **June 20, 1940 -**
After holding for two days and inflicting delays on the Germans, the cadets receive orders to withdraw. German forces occupy Saumur later that day.



12 VP's

Card Balance:

Allies (France) - 8

Axis - 10

Complexity:

4

Conditions:

Countryside



Context:

Historical

Location:

France

Year:

1940



Theater:

Western

Campaign:

Codename:

Summary:

Objectives:

12 VP's with two Permanent Medal Objectives for the Axis.

Battlefield:

Countryside with many rivers, railroad, and towns

Troops:

Allies - 17 Infantry, 2 Armor, 3 Artillery

Axis - 20 Infantry, 3 Armor, 3 Artillery

Allied Strategy:

1.

Axis Strategy

1.



Battle Reports

0

BR - Cadets



Allies Won



Axis Won

See Results

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Days of Wonder

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