



# **Sword Beach (Breakthrough)**





*historical description*

**VP's**

**12**



**Card Balance:**

Allies - 6

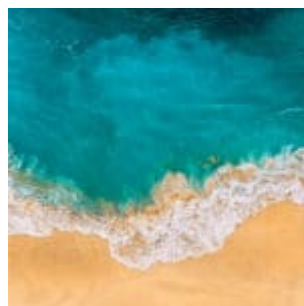
Axis - 4

**Complexity:**

4

**Conditions:**

Beach



**Context:**

Historical



**Location:**

Normandy

**Year:**

**1944**

**Codename:**

**Summary:**

**12 Victory Points:**

12 Medals, including Permanent Medal Objectives for Allied control of Casino Riva Bella, Strong-point Cod, and Strong-point Trout. Also a 2-Medal Temporary Objective for which ever side controls the Orne River and Canal. Finally, massive 3-Medal Temporary Objective for whomever controls the two Hexes representing Caen. Initially the Axis player gets these three medals at game start.

**Terrain:**

Countryside and Beach

**Troops:**

Allies - 8 Infantry including 3 Elites, 5 Armor, 2 Artillery

Axis - 10 Infantry, 3 Armor, 2 Artillery



**Allies:**



Big Picture Strategy: Like all beach scenarios, the number one primary goal for your forces is to Get Off the Beach!. Do not pause to capture the three frontline enemy medals. You can encircle them and then attack from all sides.



### Axis:

Big Picture Strategy: Get your forces forward. Bring the battle to them.

2

BR - Sword Breakthrough



Allies Won



Axis Won

See Results

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