



Battlegroup Heintz at Hauts-Vents

*Listen up. Hauts-Vents was a knuckle of roads west of St-Lô—the kind of crossroads that decides a campaign. The Germans threw together **Kampfgruppe Heintz** from the 275th Infantry to sit on it. We pushed XIX Corps—30th and 9th Infantry up front with 3rd Armored's CCB—to rip that hinge off the door.*

*They fed in **Panzer Lehr** on the 10th and counterattacked hard on the 11th. Didn't matter. We took **Hill 91**, smashed their thrusts, and **CCB seized the Hauts-Vents crossroads**. Result? Their screen cracked, their line started to sag, and St-Lô's fall became a question of hours, not weeks.*

Lesson: take the crossroads, break the spine, keep moving. Momentum wins France.

~~ General Howitzer

5 VP's

4 VP's



Card Balance:

Allies - 4

Axis - 5

Complexity:

3

**Conditions:**

Countryside

Location:

France

Year:
1944

Theater:

Western Front

Summary:

The asymmetrical starting pattern of this game makes for an interesting and challenging battle for both sides.

Objectives: 5 Medals

The town of La Rocher has two hexes worth one medal each.)

Terrain:

Countryside

Troops:

Allies - 9 Infantry, 2 Armor, 1 Artillery

Axis - 7 Infantry, 1 Armor, 1 Artillery



Allied Strategy:

1.



Axis Strategy:

1.



Battle Reports

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BR - Battlegroup Heintz

○

Allies Won

○

Axis Won

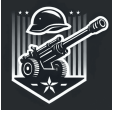
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