



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



☐ **Winning as Allies**

1. Since you only need five medals to win, the town of Le Rocher is of great tactical value for you. It is close, and it is worth two victory medals. When you take out the two Infantry guarding it, and move into the town, you will have four of the five medals needed to win.



☐ **Winning as Axis**

1. While Hill 91 needs to be protected, you should consider moving your Infantry from the hill in the direction of Le Rocher in order to lend some support against the forces of 120th Infantry.

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Allies Won



Axis Won

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