



# Belle-Lande

*Listen up. Our attack on Hauts-Vents bogged down. Hobbs did the right thing—shifted weight to the 119th and drove on Belle-Lande to turn the enemy's flank. Task Force X pressed; Task Force Y moved to back up the 2nd and 3rd Battalions. Then the surprise: Belle-Lande, reported empty, lit us up—tanks dug in, infantry stiff as a board. That unexpected fire choked the relief and killed momentum.*

*We clawed to the village edge, took the measure, and found steel in the hedgerows. With darkness closing, we pulled the forward elements, called in the guns, and set to blast a path for dawn. End of the day: no objectives taken.*

*Lesson: never trust last night's report—recon twice, flank hard, and keep artillery married to the advance. Momentum is earned; when it stalls, you reset and hit harder.*

~~ General Howitzer

## Medals

5 VP's



## Card Balance:

Allies - 5

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

Plus, the town of Belle-Lande is a complete set of temporary medals for the Allies.)

**Terrain:**

Countryside with hedgerows, hills, and 8 hexes for the town of Belle-Lande

**Troops:**

Allies - 7 Infantry, 6 Armor, 1 Artillery

Axis - 6 Infantry, 5 Armor



### Allied Strategy:

1.



### Axis Strategy:

1.

### Battle Reports

0

[BR - Belle-Lande](#)

○

Allies Won

○

Axis Won

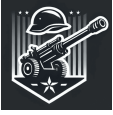
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### Author:

Days of Wonder, part of the 2025 Refresh of the Base Game

### Link:



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