



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



□ **Winning as Allies**

1. Historically, the Allies had a hard time attacking Belle-Lande, so your forces on the right flank will be facing a challenge if they attempt to cross the open land into the two defended hexes on the right. It may be better to pursue the ridge on the right and the hedgerows on the left for the Infantry forces. Then your Armor can attack from a distance to soften the town defenses before you launch your Infantry against it.
2. Every hex of Belle-Lande is a Temporary Medal Objective. Taking out just two hexes of Infantry and moving in, will gain you four of the five Medals needed to win.



□ **Winning as Axis**

1. This is primarily a defensive role for the Axis. Stay behind your sandbags and fire away.

Battle Reports

Author:

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

Link:



General Howitzer / Battle Reports

Belle-Lande

Community results · All commanders

Complete an After Action Report on this battle

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Allied win rate **100.00%**

Average medals per side

Allies—Axis—

Submitted AARs

1 Games reported

Allied victories **1** · **100.0%**

Axis victories **0** · **0.0%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

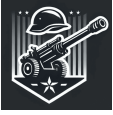
Allies 0 Axis 0 General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

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Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Hauts-Vents Campaign

1. [Battlegroup Heintz at Hauts-Vents→ — Open Scenario](#)
2. [Belle-Lande](#) Current scenario
3. [Panzer Lehr at Hauts-Vents→ — Open Scenario](#)
4. [Counter-Attack of Panzer Lehr→ — Open Scenario](#)
5. [Hauts-Vents is Taken→ — Open Scenario](#)