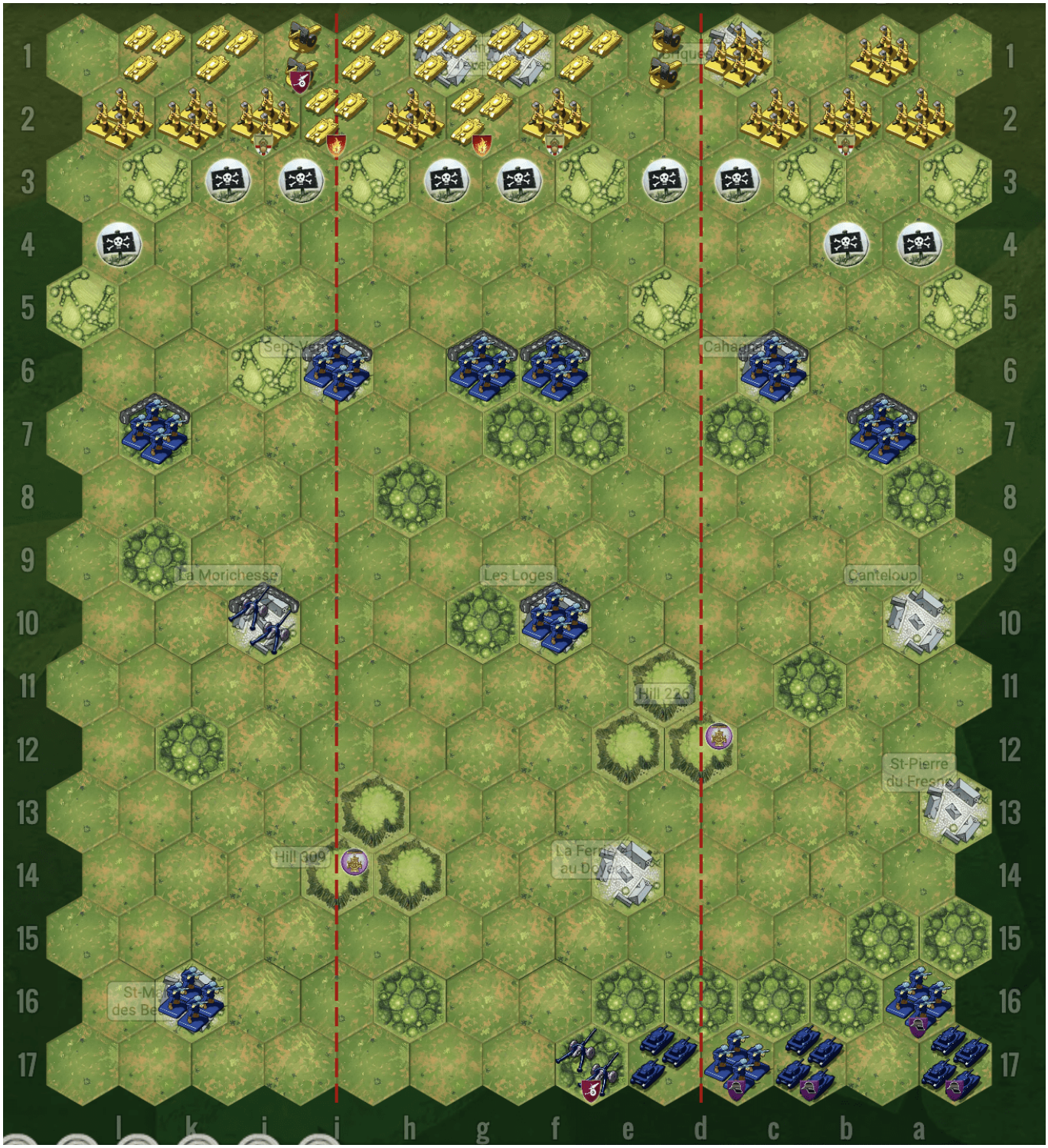
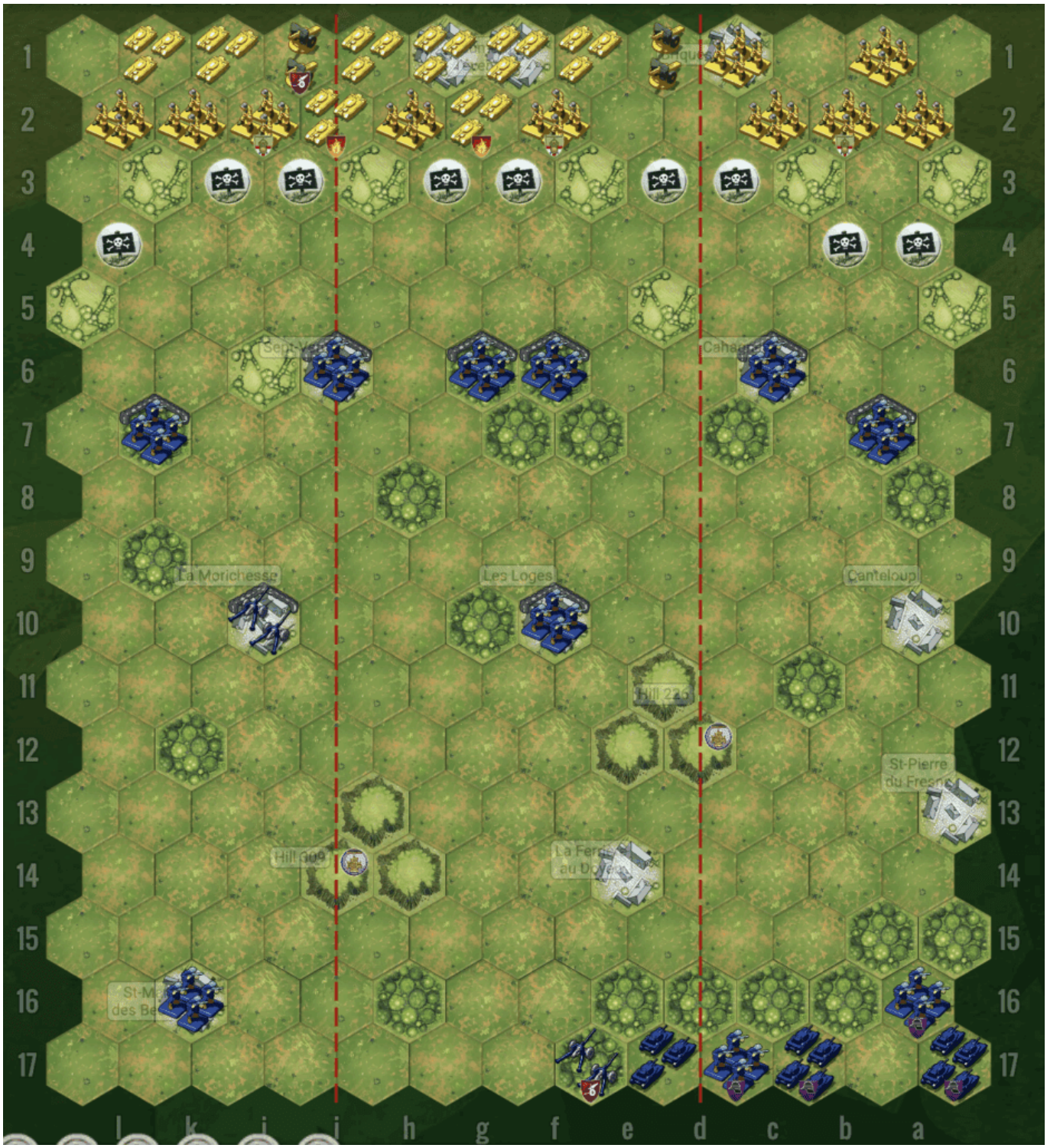
Coldstream Hill



Memoir 44 scenario Coldstream Hill


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La Morichessg
Les Loges
Canteloup
Hill 226
St-Pierre
du Fresne
Hill 309

scenario_ColdStream_start



Hill 309 in Normandy wasn't just another patch of dirt—it became Coldstream Hill because the 4th Battalion, Coldstream Guards, stormed it on July 30, 1944, and planted their flag in blood and steel. This was part of Operation Bluecoat—launched while the Germans were shuffling their tanks west to plug the hole blasted open by the Americans in Operation Cobra.

Make no mistake—this wasn't some grand "battle" on its own, but a vicious, close-quarters fight inside the bigger Normandy campaign. Grabbing that hill gave the British a grip on key ground in the bocage, helped stabilize the line, and reminded the Germans that every inch of France would be paid for with their retreat. Coldstream Hill stood as proof that the Guards didn't just hold tradition—they made history under fire.

~~ General Howitzer

VP's

12



Card Balance:

Allies – 6

Axis – 5

Complexity:

3

Conditions:

Countryside



Context:

Historical

Location:

France

Year:

1944

Codename:

Operation Bluecoat

Summary:

Victory Points:

12 Medals, including Hills 226 & 309 as Temporary Medal Objectives.

Terrain:

Open terrain with a few hills and towns

Troops:

Allies – 10 Infantry, 8 Armor, 2 Artillery including 1 Mobile

Axis – 10 Infantry, 3 Armor, 2 Artillery including 1 Mobile

Special Rules:

1. Allies have 2 Engineer units and 1 Mobile Artillery.

2. Allies have 1 Crocodile flamethrower tank, which rolls one extra dice in close assault.

3. Air rules are optional.

4. Axis lays out the mines.



Allies:

1. Big picture strategy: You need to get your troops untangle, uncluttered, and mobilized before the Axis show up. They have a few advance troops you will have to deal with as you mobilize your troops.

2. Get your engineers into action so that they can clear those mines which are blocking your troops from getting out.

3. You have a Mobile Artillery on your right section. Get the mines removed and start moving it forward to advance the attack.

4. You also have a standard Artillery at D2. You will need to get the mines on the third row cleared out so that you can also move it forward.



Axis:

1. Big picture strategy: You need to do two things at once; get your forces down the battlefield as quickly as you can, and also use your advance forces to attack, harass, and slow down the enemy's advancement.

2. Your Artillery are absolutely decisive in this scenario. It is a large battlefield, so get them well-placed and then blow the enemy to smithereens!

3. Attack vector – Get your Armor, which is way at the back of your right flank, as quickly as possible to the front, while the enemy Allied forces are still bunched up against the back border.

Author: Ddrommel

URL

General Howitzer / Battle Reports

Coldstream Hill

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**72.73%**
Average medals per side
Allies**12.0**Axis**7.5**

Submitted AARs
11Games reported
Allied victories**8 · 72.7%**
Axis victories**3 · 27.3%**

GeneralHowitzer recently won this battle.

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.

Campaigns featuring this scenario

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

Campaign Book, Vol.2

1. Battle of Warsaw→ — Open Scenario
2. Slopes of Mount Austen→ — Open Scenario

3. Operation Frankforce→ — Open Scenario
4. Drop in the Night: 82nd→ — Open Scenario
5. The Coup de Main→ — Open Scenario
6. Cut of the Cotentin→ — Open Scenario
7. The Scottish Corridor→ — Open Scenario
8. The Charging Bull→ — Open Scenario
9. The Hedgerow Breach→ — Open Scenario
10. The Avranches Breakthrough→ — Open Scenario
11. Tigers Versus Kangaroos→ — Open Scenario
12. Take Falaise→ — Open Scenario
13. Tuchola Forest→ — Open Scenario
14. Bzura River→ — Open Scenario
15. Hel→ — Open Scenario
16. Tomaszow Lubelski→ — Open Scenario
17. Battle of Kock→ — Open Scenario
18. Luga Bridges→ — Open Scenario
19. Slim River→ — Open Scenario
20. Kota Bharu→ — Open Scenario
21. Ban Sadao→ — Open Scenario
22. Breaking the Jitra Line→ — Open Scenario
23. Gurun→ — Open Scenario
24. Kampar→ — Open Scenario

25. Bakri→ — Open Scenario
26. Tenaru→ — Open Scenario
27. Clearing Matanikau River→ — Open Scenario
28. Roi-Namur Landings→ — Open Scenario
29. Kwajalein→ — Open Scenario
30. Engebi Landings→ — Open Scenario
31. Guam Landings→ — Open Scenario
32. Orote Peninsula→ — Open Scenario
33. Landings at Peleliu→ — Open Scenario
34. Iwo Jima Landings→ — Open Scenario
35. Counter-Offensive on Okinawa→ — Open Scenario
36. The Rescue of Mussolini→ — Open Scenario
37. Umurbrogol Pocket→ — Open Scenario
38. Capture of Parry→ — Open Scenario
39. Medeera Pocket→ — Open Scenario
40. Singapore→ — Open Scenario
41. [Stalingrad] Red Barricades Factory Complex→ — Open Scenario
42. Matanikau River→ — Open Scenario
43. Japanese Counterattack→ — Open Scenario
44. [Iwo Jima] The Meat Grinder→ — Open Scenario
45. Counter-attack on Mortain→ — Open Scenario
46. Bloody Ridge→ — Open Scenario

47. Roi→ — Open Scenario
48. Namur→ — Open Scenario
49. Gemencheh Bridge→ — Open Scenario
50. Kepa Oksywska→ — Open Scenario
51. Szack→ — Open Scenario
52. Drop in the Night: 101st→ — Open Scenario
53. Coldstream Hill Current scenario

To Falaise

1. Tigers Versus Kangaroos→ — Open Scenario
2. Take Falaise→ — Open Scenario
3. Coldstream Hill Current scenario