

Normandy – Vaumicel Manor · General Howitzer scenario library

SCENARIO OF THE WEEK · NOVEMBER 20, 2026

Normandy – Vaumicel Manor

- Western Front · Normandy
- D-Day countryside · Hedgerows & towns
- 6 medals to win

June 5–6, 1944: Allied airborne troops push through the Norman countryside toward Vaumicel Manor while scattered Axis defenders contest the approaches and nearby towns.

Battlefield: Open ground is broken by forests, hedgerows and town objectives. The Allies bring nine infantry and two armor units against eight Axis infantry, one armor and one artillery unit.

BRIEFING & TACTICAL CHALLENGE

- **Allies:** Build the main advance on the stronger right flank, move exposed center units off

the baseline, and avoid feeding the Axis artillery easy targets on the left.
- **Axis:** Hold defensive terrain, use the artillery to control the Allied left, and shift armor, engineers and special forces toward the best counterattack opportunity.
- **Objectives:** Town and fortified-position objective medals reward a coordinated advance. The first side to earn six medals wins.

Command challenge: Can the Allies turn their right-flank strength into a breakthrough before the hedgerows and Axis artillery stall the advance—or can the defenders create a decisive counterattack?

Explore the scenario →

Scenario details and tactical guidance are drawn from the General Howitzer Normandy – Vaumicel Manor guide.