

## **HC Cheat Sheet by Poker**

### **OBJECTIVES**

Map winning conditions: Own 9 factories (and the towns that house them) or 95% of the map. Every decision should have this in mind.

### **DIVISION PLACEMENTS**

“Divisional Parity” means the Allied division is directly facing the Axis division, theoretically encouraging evenly supplied battles and security.

A division should generally be buffering AF's or supporting the ownership of “strategic towns” (a strategic town is one with a high number of links (seen on my map with many depots).

Always check fallbacks (type /ne when in a brigade or use the cheat sheet). To change a fallback shuffle the brigade. A brigade will fallback in this order: (1) previous occupied town (2) linked town occupied by div HQ (3) lined town occupied by sister brigade (4) linked town where it can validly move. If the fallback is “none” and is lost, it will be sent off the map for 12 hours. This often swings momentum.

Always try to keep divisions placed strong and secure on the map. An ideal placement is to have the Armoured brigade with HQ so it can pivot to either brigade and overload the opposing forces. Never move a division more than 2 links away from a brigade (the second link being where the brigade is situated) as this will make the brigade routable (sent to training if lost).

“Cuts” (a town or area cut off from supply, shown on the map by a white flag when made) are great for taking large swathes of ground however be mindful of moving supply forward, creating a snake-like placement. Only move a division forward when the pocket is wide enough (ideally 2 or 3 towns North to South). This can be achieved by taking towns on the same line to the current AO (rather than the next further East). If you do push through a small hole, do not be surprised when you are cut-off yourself when population swings.

It can be beneficial for garrisons to hold the frontline with divisions and brigades ready to pivot into opportunities. Supply can be moved every 60 minutes if on the front line. 15 minutes if backline.

Bertrix is one the most important towns on the map as this gives access to strategic towns such as Marche, Manhay, Liege and Bastogne.

### **ATTACKING STRATEGY**

Always move purposely toward AF's or strategic towns. Be mindful of how the Axis will defend your attack and think of alternatives if you know (for example) we will be outnumbered in the air.

Should you experience an advance on either flank, encourage others to slow down this advance and stabilise the front by keeping a consistent line north to south.

### **DEFENDING STRATEGY**

Pull back supply to secure the lines whenever you have doubt. This is especially true when you are buffering AF's or strategic towns – secure likely Axis routes with sold supply and placements.