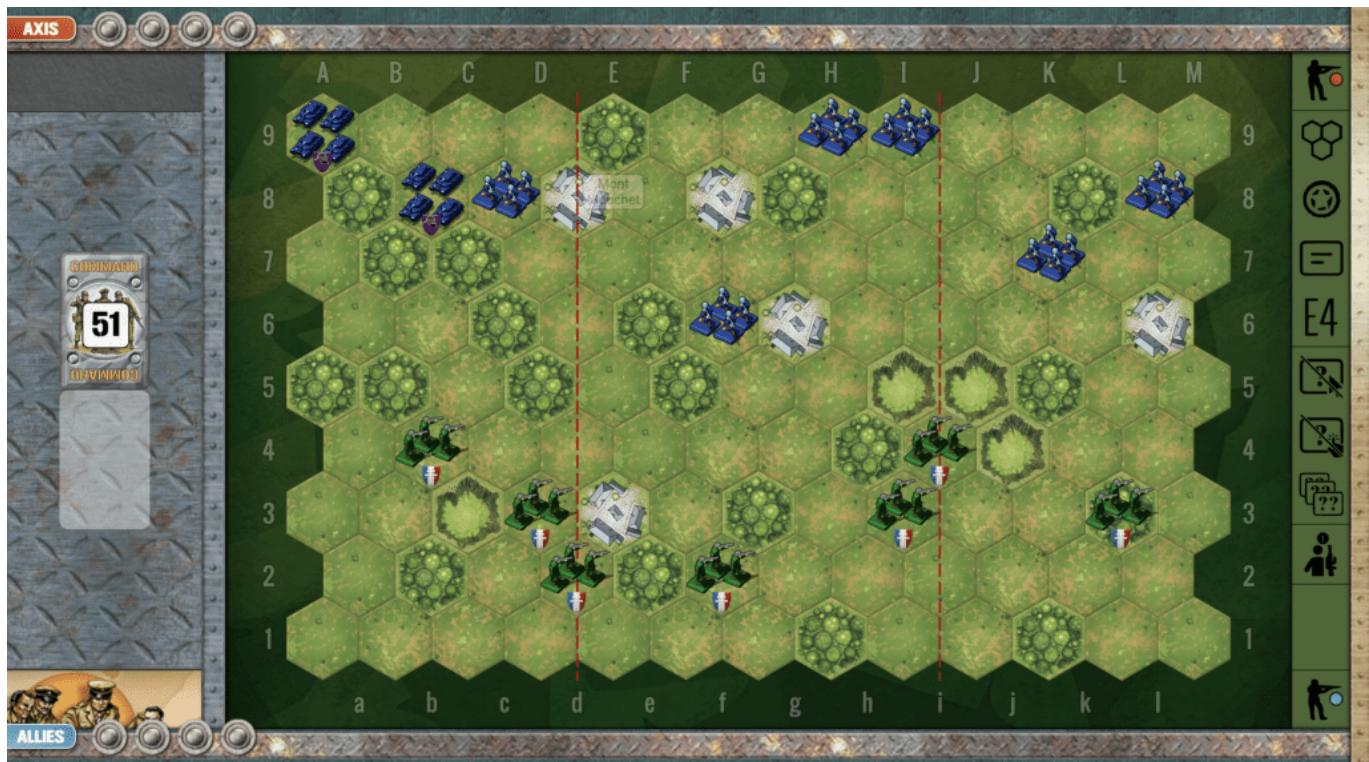




Mont Mouchet



The **Battle of Mount Mouchet** took place in June 1944 in south-central France, where the French Resistance (*Maquis*) mounted a significant stand against German forces. Mount Mouchet served as a major base for the Maquis, who aimed to disrupt German supply lines and occupation efforts in preparation for the Allied invasion of Normandy.

At Mount Mouchet, the Germans came in hard, determined to smash the Maquis stronghold once and for all. Outnumbered and outgunned, those French Resistance fighters didn't flinch—they fought like lions, slowed the enemy, and bled them for every step. Their stand forced the Germans to pour in resources they could've used elsewhere, and that alone was a victory of sorts.

In the end, the Maquis were overrun and the mountain fell—but their grit and sacrifice echoed loud. That fight showed the world that France's spirit was unbroken, and in the critical months after D-Day, it helped weaken the enemy's grip



on the region. The Maquis proved you don't need tanks and planes to make a difference—you just need guts, and plenty of it.

~~ General Howitzer

4 VP's



Card Balance:

Allies - 5

Axis - 4

Complexity:

2

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: 4 Medals

(Each Axis Armor unit counts as two VP's.)

Terrain:

Countryside

Troops:

Allies – 7 French Resistance

Axis – 6 Infantry, 2 Armor



Allied Strategy:

1. The Allies quickest path to victory lies in eliminating the Axis armor units, which each count as two VP's for the Allies. This means quickly gaining control of the forest hexes on the left flank in order to attack the armor from a position of defensive cover.
2. Also grab control of the hill on the right flank to gain the heights advantage against the enemy.





Axis Strategy:

1. As soon as possible, get your armor into the battle, as your infantry is slightly outnumbered. But be careful, and do not get too close as each lost armor counts as two VP's for the enemy.
2. Your forces begin in disarray, so you will need to coordinate your troops into a cohesive fighting force.

Classic Battle Reports
(percentage of Allied victories):

42%

16

BR - Mount Mouchet

○

Allies Won

○

Axis Won

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Days of Wonder

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