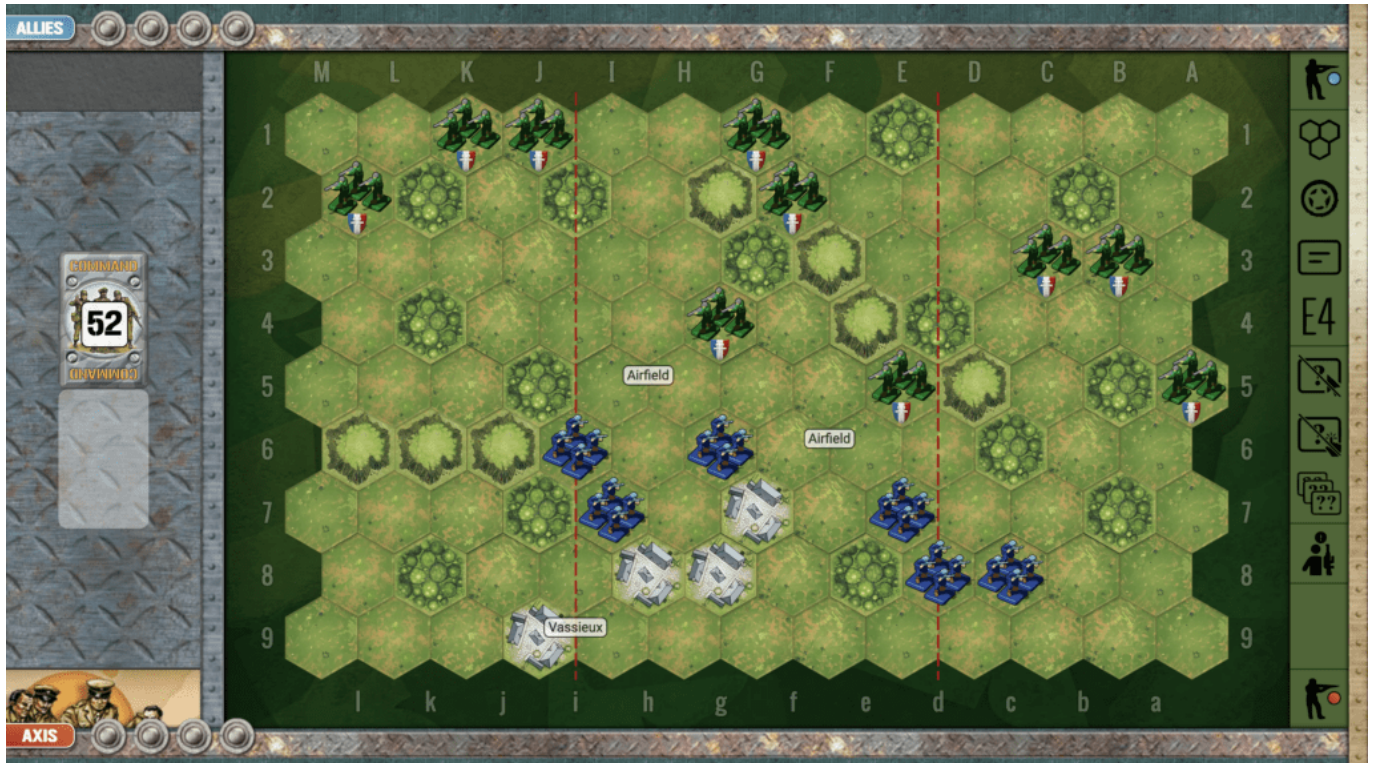




# Vassieux



The Battle of Vassieux-en-Vercors was a significant engagement during World War II, part of the German offensive against the French Resistance in July 1944. Located in the Vercors Plateau, the battle was a key moment in the resistance movement in southeastern France. The Vercors Maquis, a group of French Resistance fighters, had established a stronghold in the area, seeking to create a liberated zone in preparation for the Allied invasion. On July 21, 1944, German troops parachuted into the area, overwhelming the poorly equipped Resistance fighters. The battle underscored both the courage and vulnerability of the Resistance,

**4 VP's**



**Card Balance:**



**4 - 4**

**Complexity:**

**3**

**Conditions:**

Countryside



**Location:**

France

**Year:**

1944

**Theater:**

Western Front

**Campaign**

**Codename**



## Summary:

The Vassieux scenario starts with a chaotic situation between both sides, and makes for an intriguing infantry-only scenario.

## Objectives:

It is a short four VP scenario, which must be completed before the deck runs out or the Axis side wins

## Battlefield:

The center of the battlefield represents the airfield where the battle took place. It is surrounded by hills, forests, and town hexes.

## Troops:

Allies - 10 Infantry

Axis - 6 Infantry



## Allied Strategy:

1. The Allies lack infantry cohesion, so one of the early goals is to pull the troops together, and form a united attack.
2. You will need to bring in your units on the flanks towards the center where most of the battle will take place.
3. Your two units in the center section begin the game in a very exposed position. One of them is going to get hit hard and possibly eliminated right away, unless you pull them back until your forces are consolidated.
4. These are French Resistance fighters, so they can move into woods and still attack. So the place to put them is BEHIND the woods, so when the enemy approaches, they can enter



the woods and attack the enemy from a position of cover. The enemy will never know what hit them!



### **Axis Strategy:**

1. The Axis forces are quite outnumbered in this scenario. They will need to work together as a cohesive unit to have any hope of either destroying or at least holding off the French Resistance forces. If they can hold out for an entire deck, they will win.
2. If you can get some rapid movement infantry cards, you may be able to take out one unit or more before the rest of the Resistance fighters come in to support.
3. If you are unable to get the attack cards needed for your forces, you may need to perform a tactical retreat into the town of Vassieux to provide some extra protection while you build up your hand.

### **DoW Battle Reports**

(percentage of Allied victories):

34%

**6**

[BR - Vassieux](#)

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**Author:**

Days of Wonder



**Link:**

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