



Mount Pinçon



The Battle of Mount Pinçon took place in July 1944 during the Allied breakout from Normandy in World War II. Mount Pinçon, the highest point in Normandy, was strategically important for observation and control.

British forces, mainly the 43rd (Wessex) Infantry Division, fought to capture the heavily defended German positions on the hill. Despite strong resistance and difficult terrain, the Allies succeeded in taking the summit after intense fighting from July 30 to August 6, 1944. The victory helped pave the way for the Allied advance toward Falaise and ultimately Paris.

6 VP's



Card Balance:



Allies - 5

Axis - 5

Complexity:

4

Conditions:

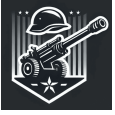
Countryside



Context:

Historical

Location:



France

Year:

1944

Theater:

Mediterranean

Campaign:

Normandy

Codename:

Operation Bluecoat

Summary:

Objectives:

6 VP's, plus the Mount Pincon

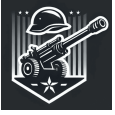
Battlefield:

The terrain is covered with trees scattered across field, with the six hexes of Mount Pincon hugging one border.

Troops:

Allies - 8 Infantry, 4 Armor

Axis - 7 Infantry, 3 Armor



Allied Strategy:

1. Historically, the Allies are on the advance and won this battle. So in this scenario, the Allies have one extra armor, and one more Infantry than the Axis. Use your additional strength to push against the enemy forces and put them under extreme pressure.
2. Watch the corridor on your right flank. The enemy has three armor in that section, and you need to get into the forest next to it to defend. If they make it past that corridor, they will decimate your infantry forces in the rear.



Axis Strategy

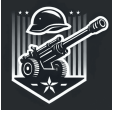
1. Historically, this is a defensive scenario for the Axis, which is why you begin with one territorial medal already secured, which you must defend. But you can do great damage to the enemy on your left flank with your armor.
2. Be wary of moving your defensive Infantry in the center section, unless you have a tremendous set of attack cards. You must keep at least two units on the hilltop. If the enemy gets a Behind Enemy Lines card, they could destroy an infantry unit, and then lodge on the hill to get an additional medal, so be careful!

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