



# Hauts-Vents is Taken

*Listen up. We broke Panzer Lehr's punch, then **Task Force Z**, beefed up with three companies from **Task Force X**, did exactly what winners do—**drove straight for the high ground at Hauts-Vents**. Our armor blasted through the wreckage, clawed onto the forward slope of **Hill 91**, and held under heavy pressure. The enemy tried to rip it back—tanks in column, bravado first, brains second. We'd already hauled the guns up; **artillery smashed the counterattack**, and their armor scattered to the hedgerows.*

*Result: **Hill 91 captured**—the day's decisive prize. Flanks inched forward, but the center took the crown. Lesson: seize the height, bring the guns, break the counterpunch—then keep rolling.*

~~ General Howitzer

## Medals

**6 VP's**



## Card Balance:

Allies – 6

Axis – 4

## Complexity:

3

**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:** 6 Medals

The three hexes of Hauts-Vents are each a temporary medal objective for the Allied player.

Hill 91 is composed of six hexes. If the Allied player controls at least two of those hexes at the start of their turn, they earn TWO temporary medals. If there are less than two Allied forces on the hill, then both medals are returned.

**Terrain:**

Countryside with hedgerows and hills.

**Troops:**

Allies – 7 Infantry, 5 Armor, 2 Artillery



Axis – 6 Infantry, 3 Armor, 1 Artillery



### Allied Strategy:

1. The three hexes of Hauts-Vents are Temporary Medal Objectives for the Allies. And Hill 91 counts as two medals if the Allies control at least two of the six hexes. These objectives should shape your attack vector.



### Axis Strategy:

1. The enemy will try to take Hauts-Vents, as occurred historically, so move into defensive positions and finish them off as they try to move in.

### Battle Reports

0

BR - Hauts-Vents Taken



Allies Won



Axis Won

See Results

Vote



**Author:**

Days of Wonder, part of the 2025 Refresh of the Base Game

**Link:**

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