



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.



Axis Strategy:

1.

Battle Reports

0

BR - Hauts-Vents Taken

○

Allies Won

○

Axis Won

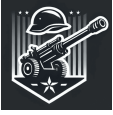
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Author:

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

Link:



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