



# 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.

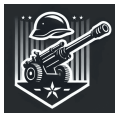
Hill 91 is composed of six hexes. If the Allied player controls at least two of those hexes at the start of their turn, they earn TWO temporary medals. If there are less than two Allied forces on the hill, then both medals are returned.

**Terrain:**

Countryside with hedgerows and hills.

**Troops:**

Allies – 7 Infantry, 5 Armor, 2 Artillery



Axis – 6 Infantry, 3 Armor, 1 Artillery



## □ **Winning as Allies**

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.



## □ **Winning as Axis**

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

**Author:**

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

**Link:**

General Howitzer / Battle Reports



## Hauts-Vents is Taken

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. [Register](#)

Please login, so your battle history can be updated. [Login](#)

Allied win rate **50.00%**

Average medals per side

Allies — Axis —

Submitted AARs

**2** Games reported

Allied victories **1 · 50.0%**

Axis victories **1 · 50.0%**

General Howitzer / Community Strategy

## Commander Strategy Notes

Battle-tested advice from registered commanders.

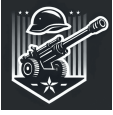
Allies 0 Axis 0 General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

[Log in](#) or [register](#) to share a strategy.



## Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

### Hauts-Vents Campaign

1. [Battlegroup Heintz at Hauts-Vents→ — Open Scenario](#)
2. [Belle-Lande→ — Open Scenario](#)
3. [Panzer Lehr at Hauts-Vents→ — Open Scenario](#)
4. [Counter-Attack of Panzer Lehr→ — Open Scenario](#)
5. [Hauts-Vents is Taken](#) Current scenario