






MONT MOUCHET



Setup order

- 1  x20
- 2  x5
- 3  x4

Historical Background

On June 10th, three tactical groups from the Wermacht, about 2,000 men with armored support, converged on Mont Mouchet. Simultaneously moving in from the west (Saint Flour), north (Langeac and Pinols) and east (Le Puy-en-Velay et Saugues) they were determined to trap all French Resistance troops in the area. Violent fighting occurred during the entire day. The French companies made use of their knowledge of the wooded and hilly terrain to hold off the advances and finally forced the enemy to temporarily fall back to their starting positions.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 4 command cards

Allied Player: Take 5 command cards.
You move first.

Conditions of Victory

4 Medals

Eliminating an Axis tank unit counts as two victory medals for the Allied player.

Special Rules

The Axis Special Forces tank units have 4 figures.

All the Allied units are French Resistance infantry. Therefore, there is no need to place Resistance badges with the units. These units only have 3 figures. A Resistance unit may move onto terrain and still battle. When retreating, the unit may move back 1, 2 or 3 hexes before it regroups.