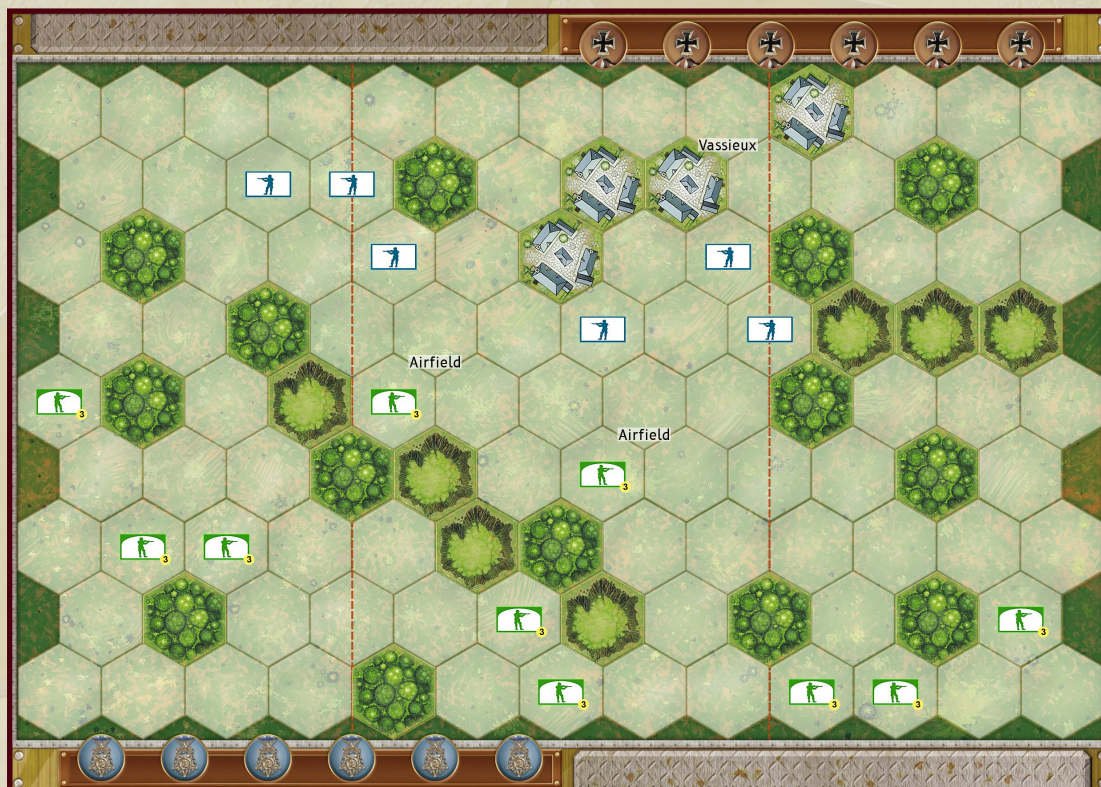







# VASSIEUX

## - VERCORS



### Setup order

- 1  x14
- 2  x7
- 3  x4

## Historical Background

Hotbed of the French Resistance, the "Maquis" of Vercors became one of the largest of its kind in the early months of 1944, with countless young French recruits joining up. Resistance camps were established around many villages such as Vassieux, because of its geographical configuration and strategic importance.

By July 14, 1944, the Resistance had completed the airfield - code-named "Taille-Crayon" (Pencil Sharpener) - and just received a drop from US flying fortresses when German planes appeared and bombed the village.

On July 21 at 9:00 AM, French Resistance, working to repair the airfield, were taken by surprise when 20 German planes and gliders came flying out of the morning mist. The gliders landed and German troops poured out, making for the houses in the village. The Resistance around Vassieux rushed to help their comrades and dislodge the Germans from the buildings, but all attacks through the day failed.

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  
You move first.

Allied Player: Take 4 command cards.

## Conditions of Victory

4 Medals

When 'Their Finest Hour' command card is played, do not reshuffle the command deck. Should the command card deck run out of cards and the Allied player has not won, the battle ends as an Axis player victory.

## Special Rules

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.