



Mini-campaign « Meximieux »

In late August 1944, German 19.Armee was withdrawing from the south of France and was just north of Lyon, pursued by the 1st French Army under the command of General de Lattre de Tassigny. The vanguard of the 45th US Infantry Division was outflanking the Germans by the east and arrived on the Ain river threatening the German withdrawal. 11.Panzer Division was ordered to clear the road near la Valbonne and the village of Meximieux, occupied by French Resistance and US troops. During two days of fierce battle, the German troops captured la Valbonne but failed to take Meximieux. Nevertheless the battle in this area allowed the German 19.Armee to withdraw towards the Vosges, mission performed for the 11.Panzer Division in spite of heavy losses.

This mini-campaign with 3 scenarios recalls the battle in this area which confronted the German tanks to US troops and French Resistance together.

Jdrommel.

Expansions needed with the base game:

- Terrain Pack,
- Winter wars.

This campaign is played in the chronological order of the scenarios.

This is a simple campaign of only three scenarios with no advanced rules and no reinforcements.:

- Battle of la Valbonne – 31/08/1944 (n°12062)
- Port-Galland bridge – 01/09/1944 (n°12081)
- Battle of Meximieux – 01/09/1944 (n°12009)

Counting up the Victory points:

- 1 VP by full ENY unit destroyed,
- 1 VP by scenario won,
- 1 additional VP by medal token gained.

Victory Points Counter Sheet

<i>SCENARIO</i>	<i>ALLIES</i>	<i>AXE</i>
Battle of la Valbonne		
Port-Galland bridge		
Battle of Meximieux		
Total VP	VP	VP

