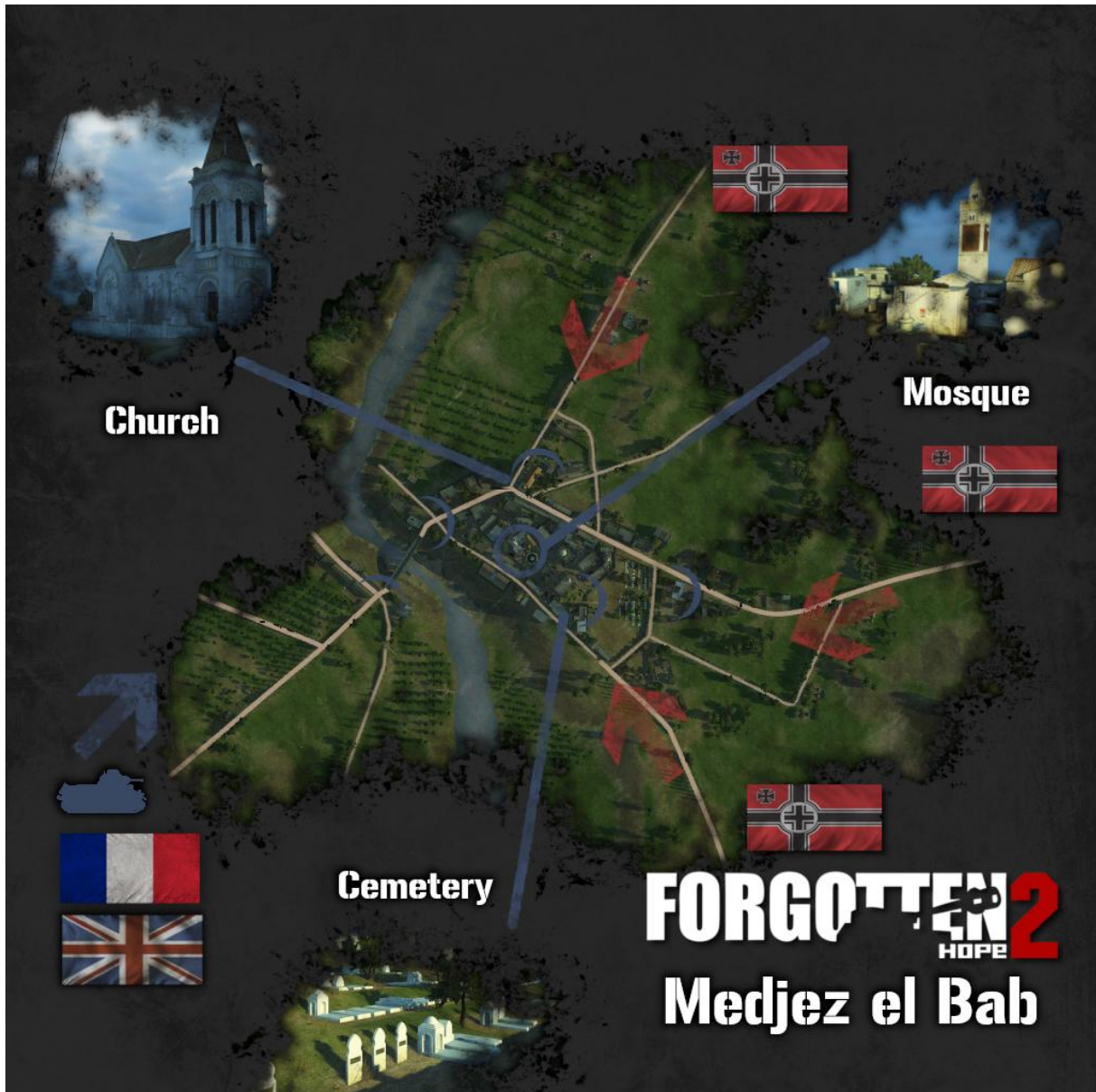


Forgotten Hope 2.64 – Compagnons –

Map Overview

Hello and welcome back to a Forgotten Hope 2 dev blog! This will be a short introduction to the 2 new maps in the Compagnons update, both of them French themed.

Medjez el Bab



Historical Overview:

“After the Torch landings a race for key points in Tunisia followed as both allied and axis forces tried to establish themselves in the French protectorate. Caught up in the middle of this were the French forces in Tunisia, their loyalties torn between Vichy and De Gaulle.”

The French General Barré had attempted to delay the Germans through parley while backing from Tunis to the strategic crossroads town of Medjez-el-Bab and also arming his command with weapons and supplies that had been stashed away following the fall of France in 1940. An ultimatum followed on November 19th; the French were to strike their colours before 7 AM or face a German attack.

The French refused to fold, instead Barré made a call to French HQ in Algiers announcing both his return to the allied camp and the imminent destruction of his command. Only some British paratroopers managed to reach his positions at the time of the ultimatum.”

Design:

This infantry map features an eclectic mix of allied forces, including French colonials and British paratroopers, holding the line against a concentric attack by German paratroopers. The axis team has to first cross the open area in front of the town and then eject the defenders in vicious house to house fighting.

The central piece of the allied defence is a mosque, giving them a commanding view over the battlefield. If the Germans manage to completely clear the town, they can end the round prematurely by pushing across the shallow river and taking the allied main base. The only armor on the map is an old French tank from the 1940 campaign, which will have to navigate the narrow streets to get into good positions.

La Hardt Forest



Historical Overview:

“In September 1944 the campaign for the liberation of Alsace began. The 1st French and the VIIth US Army encountered stiff resistance in the Vosges Mountains against an enemy determined to defend a land that was attached to the Reich in 1940. In November, the French finally broke through the Belfort Gap, rolling down the plain from the south towards Colmar and liberating Mulhouse on the 21st. With the Germans managing to reorganize an effective line of defense north of the city, flanking operations were launched in the La Hardt forest in order to take the Chalampé bridge on the Rhine. This would threaten the supply lines of the 19th German Army encircled in the Colmar pocket. From November 28 to December 3, bloody fighting raged in the woods to repel the French forces behind the Huningue canal, until the Jagdpanthers of the Schwere Panzerjäger-Abteilung 654 gathered for the final assault...”

Design:

Rain, mud and trees characterize this map, with the Germans pushing through the forest in order to seize several canal and river crossings. The French use a mix of US lend and lease equipment and their own old gear from 1940. The German team is supported by several heavy Jagdpanther tank destroyers, impervious to the front but lacking a turret, making them vulnerable in the low visibility conditions of the woods. On top of that, German industrial shortfalls make themselves known with their infantry support, many of whom are using weapons from captured French, Italian and British stock.

The map is divided into two sectors, one for each water obstacle. In order to force the enemy to bleed, the axis team needs to clear all but one flag, pushing past French trenches, bunkers, Sherman tanks and M10 tank destroyers in this classic meat grinder style layout.