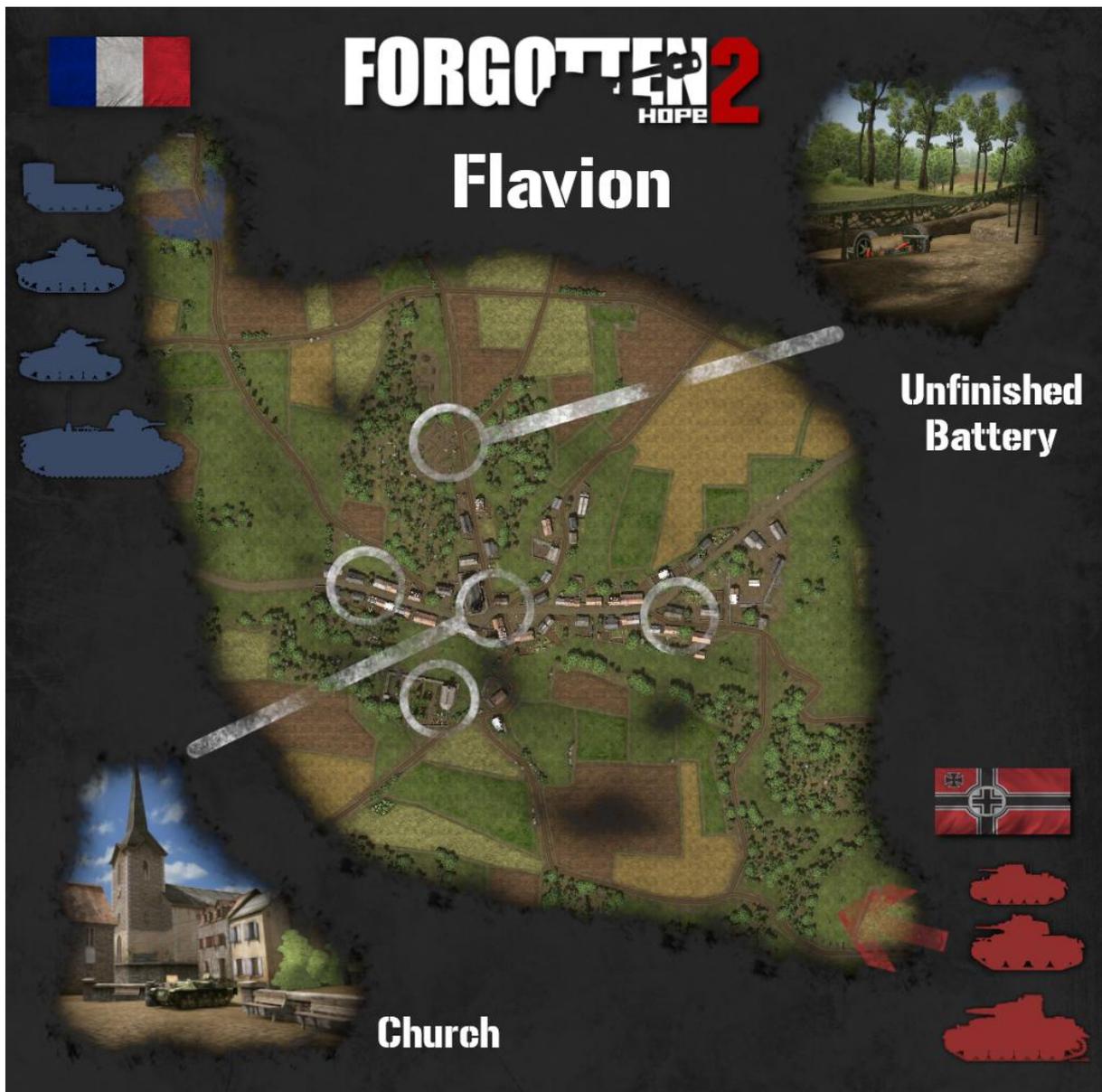


Forgotten Hope 2.6 Map Overview

Hello and welcome back to a Forgotten Hope 2 devblog! In this one you will get a short overview over the new maps included in 2.6. You will be able to play 4 brandnew maps, 3 of which are set on the same day: May 15th 1940, during the invasion of France.

Flavion



Historical overview:

„Blitzkrieg" has become the most common term to describe German tactics in the beginning of World War 2, even though the Germans themselves never used it. One of the most famous examples of the lightning advances and combined arms warfare that characterized this stage of the war were the exploits of Rommel's 7th Panzer-Division, called the "Ghost" division due to its habit of turning up in unexpected places. At one point not even the German high command knew Rommel's whereabouts. On the 15th of May, near the town of Flavion,

the Ghost division faced heavy French tanks from 1re DCR. Even though their own armor was inferior to the enemy Char B1bis, cooperation between the different arms and better communications won the day for the Germans.

Design:

On Flavion you will fight over a small Belgian town in a meeting engagement. The five flags are concentrated in the built-up area of the map and start out grey, allowing for a dynamic battle. The flags closest to each mainbase does not provide spawns for the enemy team.

While the setup appears quite symmetrical, the forces are actually anything but: The Germans rely on bigger numbers of light, but fast tanks and have to try and outmaneuver the slower, more well armored French models, especially the two behemoth Char B1 bis. At the same time, entering the cramped town opens these steel beasts up for close assault by enterprising infantry. The French are very well equipped on this map, using their latest rifles and even some prototype submachine guns.

La Horgne



Historical Overview

The success of the Sedan breakthrough on May 13th 1940 surprised the French HQ which didn't expect a major armored offensive through the Ardennes. During the following days, various reinforcements were sent to stop the German forces from plowing into France.

Early in the morning on May 15th, soldiers and panzers from the 1st Panzer Division closed in on the small village of La Horgne, 30 kilometers east of Sedan, expecting little resistance. Little did they know that the 3rd Spahi Brigade, composed of Moroccan and Algerian light cavalrymen were waiting for them. Already exhausted from previous battles, the Spahis are still determined to hold the town at all costs.

Design:

The French cavalrymen are barricaded in a small village in this map, including using outdated WW1 tanks and furniture as makeshift obstacles. In some cases they have even knocked through the walls of buildings in order to create embrasures for their anti tank guns. Two farms outside La Horgne serve as flank protection and outposts.

The Germans might have the advantage in tanks and even a Storch aerial spotter, but unless they can fight their way into the village and take the church, they will not be able to cause the French to bleed easily. If the church falls or gets surrounded, some H39 tanks are held in reserve to potentially restore the allied position in a counter attack.

Operation Mars



Historical overview

A remnant of the failed German bid to capture Moscow, the Rzhev salient was pointed at the Russian capital like a dagger. Throughout 1942 and early 1943, the Red Army attempted to remove this threat in a series of costly offensives, earning this battlefield the nickname "Rzhev meatgrinder". Now, on the 25th of November, they launch another attack in cold and snowy conditions. Despite horrendous casualties it would later be overshadowed by the concurrent Operation Uranus, which led to the victory at Stalingrad.

Design

Tanks vs Fortifications – This is the main theme of this release's only eastern front map. The German are heavily dug-in in freezing conditions and until the end lack even the most basic of tank support. The Russians have to clear three sectors: The first consists of a heavily shelled and long abandoned couple of villages, zig-zagged by German trenches, antitank gun nests and bunker systems. After the axis forces are ejected from there, they will try to

slow the Soviet assault in a snowy forest, trying to preserve their first aid station hidden there. Their last stand will be made in heavily fortified village, overlooked by a hill. It is here that they will finally receive some Stugs to counter the Soviet T-34s and T-60s.

Not all is well on the Russian side though: After their opening barrage, wide-spread communication issues make it impossible to direct the heavy guns and they will instead have to rely on their mortars for indirect fire support. They only have 3 heavy KV tanks left in running condition, one for each sector, so once they run out, their lighter models will have to do.

Stonne



Historical overview

After the breakthrough at Sedan, German troops began to consolidate their bridgehead against a possible French counterattack. On May 15th, early in the morning, the Infanterie Regiment Großdeutschland and the 10th Panzer Division were tasked to take the heights at the small village of Stonne, in order to protect the southern flank of the main German thrust

westwards. However, they did not expect to encounter the French 3rd Armored Division and 3rd Mechanized Infantry Division that arrived late the previous evening, too late to counterattack.

In the following days, the small village switched sides 17 times, earning the nickname "Verdun of 1940".

Design

This large and complex map is arguably the pinnacle of our French content. It is here that you can use all of the new toys introduced – infantry weapons, artillery, tanks and planes! Germans and French meet in a massive battle around an iconic location. The Germans start at a slight disadvantage at the foot of a cliff, but once their Panzers force their way up at Pain de Sucre, the map opens up into classic conquest gameplay.

At first the French will have to use some time-tested hit-and-run tactics to effectively use their light tanks and scout cars, but as the battle progresses, more and more French armor arrives, including the heavy Char B1 bis. The Germans will have to fight hard to cling to their gains in the face of superior allied armor. Will you be able to recreate „Bilotte’s wild ride“ in your Char B1 bis?