



Montelimar



6 VP's

Card Balance:

5 - 5

Complexity:

3

Conditions

Location



Year

Theater:

Campaign

Codename

Summary:

The Montelimar scenario has 5 hilly hexes dominating the center of the field of battle, plus several nearby hills. The side which controls this has some hope of reaching their objectives, whether it is the victory point towns, or the victory point riverway.

Allied Strategy:

The Allies begin the scenario in control of the central hilly hexes, which gives them an immediate edge. This is only blunted by the fact that the Axis are able to move first. If they get the right cards, such as an Assault in the Center or an Infantry Assault command card, they can make an immediate bid to challenge that central control. Note that the hills on the right flank are impassable. This makes the right section almost its own battlefield. If the Axis get an attack advantage down that lane, they will be able to reach the Objective Medal in the town of Grane. -

Axis Strategy:

Battle Reports

(percentage of Allied Victories):

54%



Author:

Days of Wonder

Link:

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