

Toulon



The **Battle of Toulon** (August 20–26, 1944) was a key engagement during the Allied invasion of southern France in **World War II**, as part of **Operation Dragoon**. The objective was to liberate the strategic port city of Toulon, essential for supplying the advancing Allied forces.

Now here's a fight that showed the grit of France reborn. General de Lattre and his men from the French Army of Africa hit Toulon like a hammer on an anvil. The Germans had dug in—guns, bunkers, street traps—you name it. Every block was a battlefield. But the French didn't flinch. They fought yard by yard, with their artillery pounding and the Navy blasting from offshore.

Six bloody days later, the tricolor flew over the port, and the German garrison laid down its arms. Toulon was free, Marseille followed, and the Allies had their supply lifeline to drive deeper into France. It wasn't just a victory of arms—it was France standing up, shoulder to shoulder with her liberators, and proving she still had fire in her soul.



~~ *General Howitzer*

6 VP's



Card Balance:

Allies - 6

Axis - 4

Complexity:

4

Conditions:

Countryside

Context:

Historical

Location:

France

Year:

1944

Theater:



Mediterranean

Campaign:

Codename:

Operation Dragoon

Summary:

Objectives:

6 VP's, plus the City of Toulon

Battlefield:

Because of the two sets of thick hilly forests cutting across the left and right flanks at an angle, it limits movement of both forces from section to section. Thus proper placement of troops in the early moves of the game can have a dramatic effect on its final outcome.

Troops:

Allies - 10 Infantry, 4 Armor

Axis - 10 Infantry, 1 Artillery



Allied Strategy:



1. The key objective for the Allies is to capture the town of Toulon. If the Allies occupy three of the town hexes at the end of any turn, they win immediately. So, besides the need to simply destroy Axis units, the Allied player should keep up a relentless push toward the center section which contains Toulon. This will force the Axis player to not only defend individual hexes, but also to move troops toward defending the center, thus dislodging some from behind sandbags.

2. The most imminent need for the Allies is to get their infantry away from the back wall and into the fight against the two sandbagged hexes right in front of them. Any retreat flags thrown by the Axis powers will increase odds of a hit from 50% to 67% against the Allies.

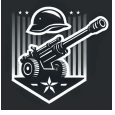


Axis Strategy:

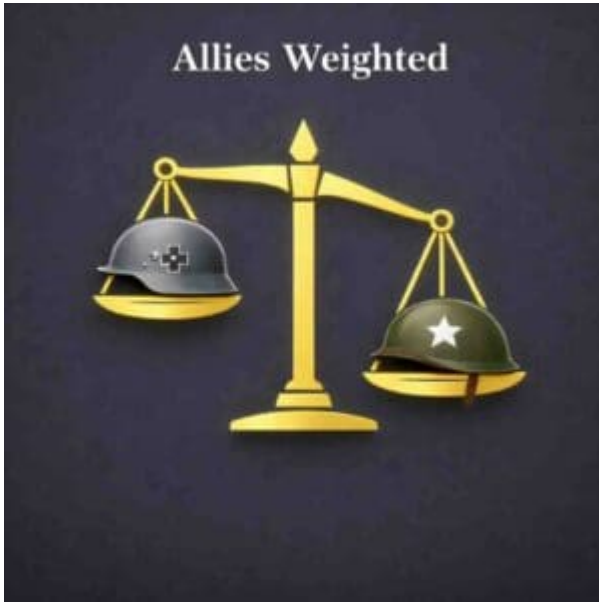
1. Because the Allies have four Armor units, the Axis are outnumbered. So the scenario is primarily defensive. Given the right cards, some offensive operations may be possible. But historically, the Germans had to eventually pull back, so be aware, and be careful.
2. Your forward infantry in the center section may get overwhelmed by the Allies, so you will want to get in your hits while you can. If appropriate, you may consider a strategic retreat to let your infantry fight another day.
3. Because you are outnumbered in terms of forces, your best chance of scoring hits will be to remain in your defensive positions and hit the enemy as they approach.
4. Be sure to protect the four hexes of Toulon, for should the enemy gain control of three hexes, you will lose instantly.

Memoir 44 Classic Battle Reports

(percentage of Allied victories):



66%



30

BR - Toulon



Allies Won



Axis Won

See Results

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