Counter-attack on Mortain

“Alright, boys—here’s the lowdown on that Axis stunt they called Operation Lüttich. Early August ‘44, the Germans thought they’d knock us back on our heels by punching through at Mortain, aiming to cut us off at Avranches and stop our drive into Brittany. Hell of a plan—if we were asleep!

They hit us hard at first, but we didn’t blink. Our boys dug in, held those lines with guts and grit. And don’t forget—our flyboys were on ‘em like hounds on a fox, raining steel and fire from the skies until those Nazis were howling for mercy.

*The result? Germany’s counterattack went up in smoke—**smashed, scattered, and thrown back** with a hell of a lot of their tanks and men left behind in the dust. That’s the way to fight, boys—**no retreat, no surrender, and always give ‘em hell!**”*

~~ General Howitzer

4 VP’s

Card Balance:

Allies – 6

Axis – 5

Complexity:

3

Conditions:

Countryside

Location:

France

Year:

1944

Theater:

Western Front

Campaign:

Codename:

Operation Luttich

Summary:

As it was historically, the Allies are very well protected, and controlling most of the field of play.

Objectives:

4 VP’s, and one Objective Medal for Axis

Battlefield:

This scenario has a nice combination of hills, forests, and hedgerows scattered across the battlefield. There is also a river in one corner making it difficult for extra infantry and armor to engage in the war.

Troops:

Allies – 9 Infantry, 2 Armor, 2 Artillery

Axis – 7 Infantry, 6 Amor

Winning as Allies

1. You have the advantage of terrain control, defensive positions in hedgrows, forests and towns. But you need to take advantage of it by quickly attacking where you can.

2. Your right flank is your weak one, being outnumbered by enemy forces, 5 to 2. Use your infantry on Hill 317 to attack the no-retreat armor before it moves away.

3. Note that as long as you have your forces on either of the two hexes of Hill 317, you can use any Recon (on the right) cards to call down Airpower attacks against the Axis. Use it, and bomb them back to Berlin!

4. Then move your infantry in the back of the right flank forward into the town of Mortain to support your other infantry unit on the hill, and to box in the enemy even more than they are already.

5. If you have the movement points, you can place your infantry at I1 into the village to defend the Objective Medal.

6. Get your armor in your left corner into the action ASAP. If you can get over to the river before the enemy has moved into safety, you can score one or two VP's by attacking them in their no-retreat positions.

Winning as Axis

1. Your forces on the left flank are bunched up, and you have a no-retreat armor ready to get hit by the infantry hidden in the woods. You need to create some mobility on your left and some of your troops into the woods to attack the enemy.

2. Your right flank is equally problematic. You are a sitting duck back against the border. So you need to get those troops into safety into the nearby towns, at least. Even better if you have the cards to move them out into the action. Or else when

the enemy armor in the upper right flank becomes mobile, they will make their way down and easily destroy one or two units.

3. It is going to be difficult to get all four VP's, so you should target the Objective Medal in the village on your left flank. If your armor can survive the infantry attacks as you make your way there, it will be an important VP for you.

4. You only need four Medals to win this scenario, and three of them are on your left flank, ready for the taking. Just take out the two Infantry units and roll into the town of St. Hilaire.

Classic Battle Reports

(percentage of Allied victories):

39%

Author:

Days of Wonder

Link:

General Howitzer / Battle Reports

Counter-Attack on Mortain

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**32.56%**
Average medals per side
Allies—Axis—
Submitted AARs
43Games reported
Allied victories**14 · 32.6%**
Axis victories**29 · 67.4%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Campaign Book, Vol.2

1. Battle of Warsaw→ — Open Scenario
2. Slopes of Mount Austen→ — Open Scenario
3. Operation Frankforce→ — Open Scenario
4. Drop in the Night: 82nd→ — Open Scenario
5. The Coup de Main→ — Open Scenario
6. Cut of the Cotentin→ — Open Scenario
7. The Scottish Corridor→ — Open Scenario
8. The Charging Bull→ — Open Scenario
9. The Hedgerow Breach→ — Open Scenario
10. The Avranches Breakthrough→ — Open Scenario
11. Tigers Versus Kangaroos→ — Open Scenario
12. Take Falaise→ — Open Scenario
13. Tuchola Forest→ — Open Scenario
14. Bzura River→ — Open Scenario
15. Hel→ — Open Scenario
16. Tomaszow Lubelski→ — Open Scenario
17. Battle of Kock→ — Open Scenario
18. Luga Bridges→ — Open Scenario

19. Slim River→ — Open Scenario
20. Kota Bharu→ — Open Scenario
21. Ban Sadao→ — Open Scenario
22. Breaking the Jitra Line→ — Open Scenario
23. Gurun→ — Open Scenario
24. Kampar→ — Open Scenario
25. Bakri→ — Open Scenario
26. Tenaru→ — Open Scenario
27. Clearing Matanikau River→ — Open Scenario
28. Roi-Namur Landings→ — Open Scenario
29. Kwajalein→ — Open Scenario
30. Engebi Landings→ — Open Scenario
31. Guam Landings→ — Open Scenario
32. Orote Peninsula→ — Open Scenario
33. Landings at Peleliu→ — Open Scenario
34. Iwo Jima Landings→ — Open Scenario
35. Counter-Offensive on Okinawa→ — Open Scenario
36. The Rescue of Mussolini→ — Open Scenario
37. Umurbrogol Pocket→ — Open Scenario
38. Capture of Parry→ — Open Scenario
39. Medeera Pocket→ — Open Scenario
40. Singapore→ — Open Scenario

41. [Stalingrad] Red Barricades Factory Complex→ — Open Scenario
42. Matanikau River→ — Open Scenario
43. Japanese Counterattack→ — Open Scenario
44. [Iwo Jima] The Meat Grinder→ — Open Scenario
45. Counter-attack on Mortain Current scenario
46. Bloody Ridge→ — Open Scenario
47. Roi→ — Open Scenario
48. Namur→ — Open Scenario
49. Gemencheh Bridge→ — Open Scenario
50. Kepa Oksywska→ — Open Scenario
51. Szack→ — Open Scenario
52. Drop in the Night: 101st→ — Open Scenario
53. Coldstream Hill→ — Open Scenario

Hedgerow Hell

1. The Hedgerow Breach→ — Open Scenario
2. The Avranches Breakthrough→ — Open Scenario
3. Counter-attack on Mortain Current scenario