Mignano Monte Lungo



Listen up, men—

The Battle of Mignano Monte Lungo was a damn fine example of grit and redemption. After switching sides, the Italian troops had something to prove—and by God, they did it. That mountain was no cakewalk. The Germans were dug in deep, with every ridge covered by fire, and the terrain was as unforgiving as a mule kick to the gut.

But those Italians, with the Yanks watching, clawed their way up that blasted rock from December 8 to the 16th, 1943. Took casualties. Took hell. But they took the mountain too. That wasn't just a hill—it was a message: Italy was back in the fight, and they were fighting on the right side this time.

Monte Lungo wasn't just a tactical win. It was a morale sledgehammer. And it cracked open the road to Cassino. That's how you turn the tide—with steel in your spine and fire in your gut.

~~ General Howitzer

6 VP’s



Card Balance:

Allies – 6

Axis – 5

Complexity:

3

Conditions:

Countryside



Context:

Historical

Location:

Italy

Year:

1943

Theater:

Western

Campaign:

The Italian Campaign

Codename

Summary:

The Axis forces begin this scenario in control of the hexes across two-thirds of the battlefield, protecting two VP town hexes. The challenge for the Allies is to cross the open plain with out being decimated before they can control the hills and get to the VP’s.

Objectives:

6 VP’s, plus Monte Lungo and Monte Rotondo are temporary Medal Objectivese for the Allies.

Battlefield:

Troops:

Allies –

Axis –



Winning as Allies

1. Big Picture Strategy: the Axis forces have an Artillery guarding the left flank, and it's objective medal. But there is an objective medal on the right flank. Head all of your forces in that direction.

2. If you can move your Artillery forward one row, you will be able to hit more of the enemy with 2D attacks.

3. Move your Armor off the back row and forward to row 3 where you can begin to harass the forward enemy Infantry.



Winning as Axis

1. Big Picture Strategy: Guard the Objective Medal on your left flank. If the enemy gets the right cards, they can very quickly come upon your forces and overwhelm them.

2. Move your Armor up to row 6 so you can start picking off the Allied Infantry hiding in the woods. Also move your Infantry off the back row up into the forest and hills to its left.

3. Move your Artillery up to row 7 so that you can hit the enemy with 2D attacks.

4. Hold your position for a while to see if the enemy ventures forth into the open

where you can hit him hard.

Battle Reports:

(percentage of Allied victories)

Author: Jdrommel

ID:

Link:

General Howitzer / Battle Reports

Mignano Monte Lungo

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**51.61%**
Average medals per side
Allies**4.7**Axis**3.3**
Submitted AARs
31Games reported
Allied victories**16 · 51.6%**
Axis victories**15 · 48.4%**

GeneralHowitzer recently won this battle.

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.

Audie Murphy's Campaign

1. The San Fratello Line→ — Open Scenario
2. Crossing the Volturno→ — Open Scenario
3. Mignano Monte Lungo Current scenario
4. Cisterna di Littoria→ — Open Scenario
5. Alpha Yellow→ — Open Scenario
6. The Quarry of Cleury→ — Open Scenario
7. Counter-Attack at Holtzwihr→ — Open Scenario

8. The Capture of Biesheim→ — Open Scenario