Montelimar



The Battle of Montélimar (August 21–28, 1944) occurred as Allied forces, advancing quickly north from the Operation Dragoon landing beaches, sought to disrupt the German retreat along Route N-7, a critical supply and escape route near the Rhône River. The battlefield featured a mix of open farmland, rugged hills, and strategic chokepoints.

By August 22, skirmishes intensified as both sides probed each other’s strength. On August 24, German forces gained a critical edge after capturing detailed Allied operational plans. Despite this intelligence, their ambitious counterattacks on August 25 faltered. Efforts to cut off American forces and secure key terrain like Hill 300 and the Condillac Pass achieved mixed results. While some German gains were made, they were driven back by American artillery. Conversely, Allied attempts to sever N-7 were repelled by strong German counterattacks, leading to a tactical stalemate.

That fight was no game of chess—it was a brawl for the lifelines out of there. Both sides knew whoever held those escape routes held the keys to the whole sector. We clawed and fought for every inch, and in the end, that struggle fed right into the bigger job—kicking the enemy out and driving on to liberate southern France.

~~ General Howitzer

6 VP’s



Card Balance:

5 – 5

Complexity:

3

Conditions:

Countryside



Location:

Southern France

Year:

1944

Theater:

Western Front

Campaign:

Normandy Invasion

Codename:

Operation Dragoon

Summary:

Objectives:

Six VP’s, plus terriotorial objective medals for the Axis if they capture the towns, and for the Allies if they reach the river’s edge.

Terrain:

The Montelimar scenario has 5 hllly 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.

Troops:

Allies – 9 Infantry, 2 Armor, 1 Artillery

Axis – 9 Infantry, 4 Armor, 1 Artillery



Winning as Allies

1. 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.

2. 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.

3. If you hope to hold the right flank, you will need to get a unit into the forest at K4. A Probe on the Right would allow you to swap places quickly by moving Infantry at L2 to K4, and Infantry K1 to L2

4. The killer move is to station a unit on the hill (h6) next to, or on the hex (i6) in Condillac Pass. Then when you are ready to finish off an enemy unit to gain your fifth medal, then also move your other unit from the sixth row hexes where they have been waiting, right up to the Rhone River to capture your sixth medal as a territorial objective!



Winning as Axis

1. Both of your flanks are strong compared to the Allies. So advance down those if

you can, as they each also have an objective medal waiting for you at the end. However, your right flank is guarded by Allied artillery, so the left may be the place to make your biggest push.

2. You need to take control of the hill in your central section. Your forces are pressed up against the Rhone River and subject to no-retreat hits.

3. Attack Vector: left flank. Because the hill hexes of the Condillac Pass are impassable, your entire left flank is its own battlefield. Should you have the right combination of attack cards, you could pick up three medals by dominating that sector.

Battle Reports
(percentage of Allied Victories):

54%

Author:

Days of Wonder

Link:

General Howitzer / Battle Reports

Montelimar

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**58.82%**
Average medals per side
Allies**4.7**Axis**4.3**
Submitted AARs
34Games reported
Allied victories**20 · 58.8%**
Axis victories**14 · 41.2%**

GeneralHowitzer recently played 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.

Base Game Scenarios

1. Pegasus Bridge→ — Open Scenario
2. Sainte Mere-Eglise→ — Open Scenario
3. Sword Beach→ — Open Scenario
4. Pointe-du-Hoc→ — Open Scenario
5. Omaha Beach→ — Open Scenario
6. Mont Mouchet→ — Open Scenario
7. Vassieux, Vercors→ — Open Scenario
8. Operation Cobra→ — Open Scenario
9. Operatoin Luttich→ — Open Scenario
10. Toulon→ — Open Scenario
11. Liberation of Paris→ — Open Scenario
12. Montelimar Current scenario
13. Arnhem Bridge→ — Open Scenario
14. Arracourt→ — Open Scenario
15. St. Vith, Ardennes→ — Open Scenario
16. Saverne Gap, Vosges→ — Open Scenario
17. Omaha [Overlord]→ — Open Scenario