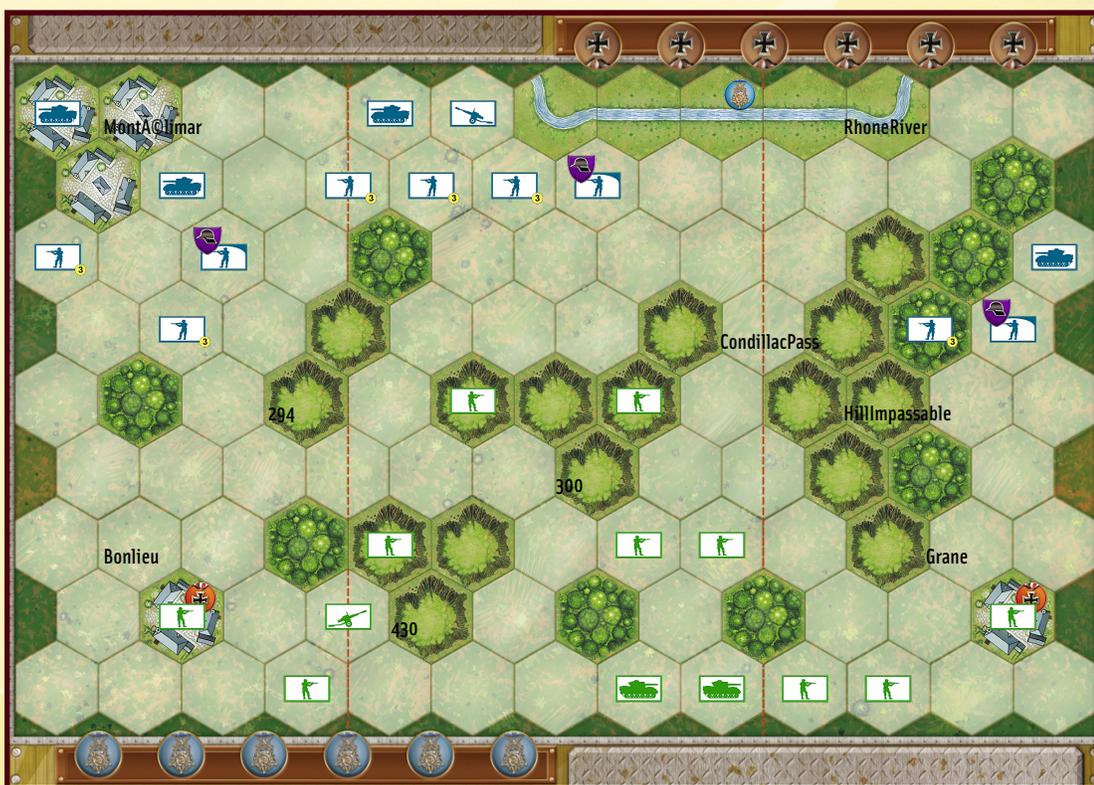


# MONTÉLIMAR

## - CAMPAIGN FOR SOUTHERN FRANCE



Setup order		
1		x5
2		x2
3		x16
4		x9
5		x3
6		x1
7		x2

### Historical Background

The Montélimar battle square, bounded on three sides by rivers, covered ground that alternated between flat open farmland and rugged hills and woods. Route N-7, the main north-south artery, runs along the Rhone River and was vital to the German forces.

By August 22nd, Allied forces had moved quickly north from the Anvil/Dragon landing beaches and now threatened supplies moving down N-7 and this important northern escape route. Skirmishes broke out in the area, as both sides tried to determine the strength of the other side.

On the 24th, the fog of war for the German forces dissipated when a detailed copy of the Allies operational plans for August 25th fell into their hands. The German plan of attack on the 25th was ambitious, but with a coordinated effort, the plan would cut off American forces on Hill 300 and in the Condillac Pass. Groupe Thiem in the north took Grane, but failed to advance south. The attacks against Hill 430 never began and although the 326th Grenadiers did take Bonlieu, they were driven back by American Artillery. The American effort to cut the N-7 road, failed when a strong counterattack forced them to retire back into the hills. The action at Montélimar this day ended in a stalemate.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

### Briefing

**Axis Player:** Take 5 command cards  
You move first.

**Allied Player:** Take 5 command cards.

### Conditions of Victory

6 Medals

An Axis unit that captures the town of Bonlieu or Grane counts as one Victory Medal. Place an Objective Medal in each of these towns. As long as the Axis unit remains on the Town hex, it continues to count toward the Axis victory. If the unit moves off or is eliminated, it no longer counts. An Allied unit that captures any hex adjacent to the Rhone counts as one victory medal. Only one objective medal is gained, even if more than one hex is captured. As long as the Allied unit remains in an adjacent hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

### Special Rules

The Hill hexes north of the Condillac pass (Allies right) are impassable.

The Axis Special Force infantry units are elite Panzer Grenadier units. Place an Axis badge in the same hex as these units to distinguish them from the other units. The Panzer Grenadier units may move 1 or 2 hexes and still battle. The other German infantry units only have 3 figures.