



Montelimar: Anvil of Fate

Scenario 1 -Opening Blows - The Feint



Introduction

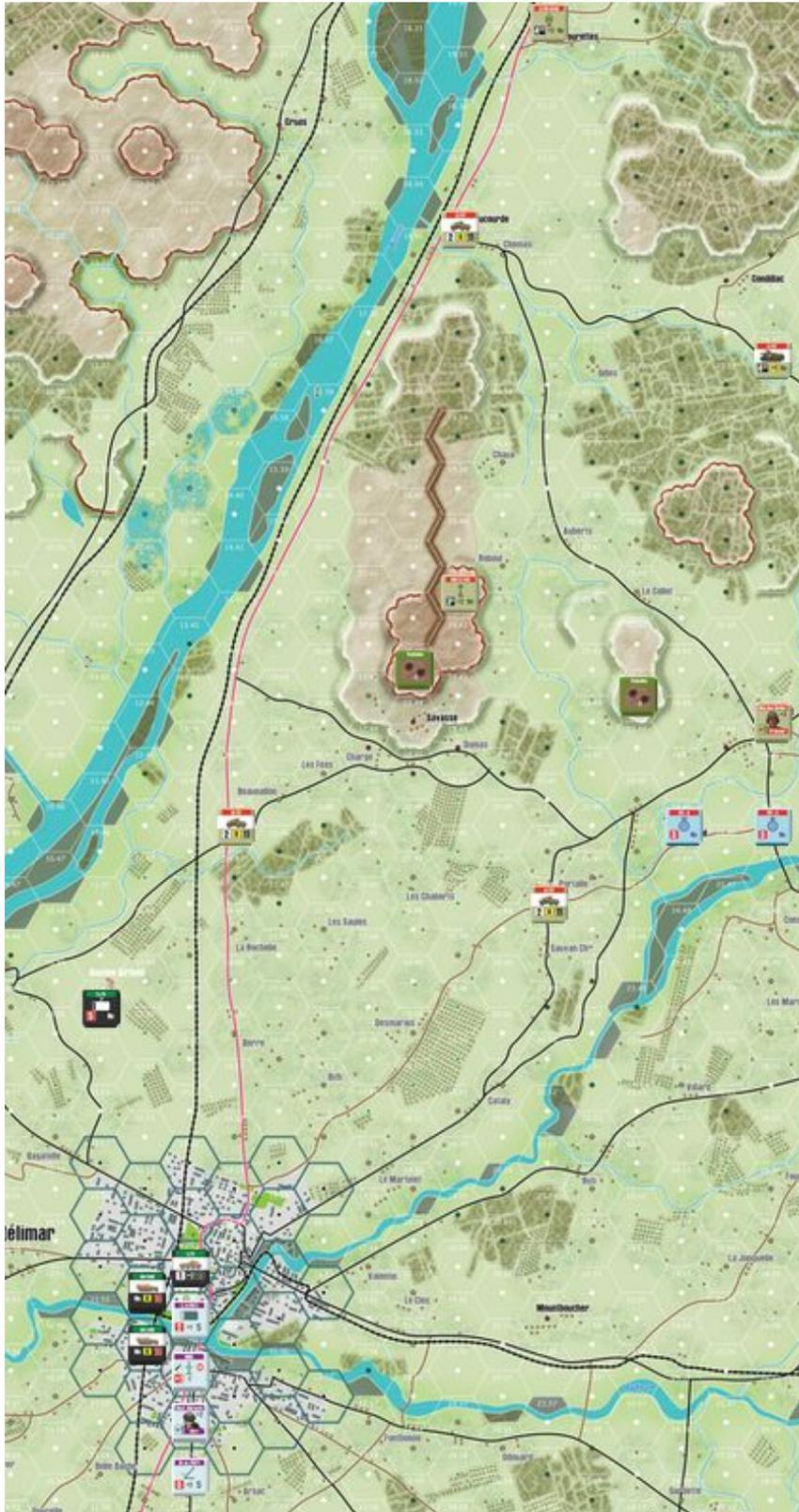
This is an after action report of a play test game of Montelimar: Anvil of Fate. Please note that the Vassal module and graphics are play test quality only and are subject to change before the final release.

The game does not necessarily show best play (and that is an understatement) 😊 but does give an example of how the game works.

Background

This scenario covers the first major fight of the battle. The 11th Panzer Reconnaissance Battalion with some Luftwaffe troops attached, have been ordered to move directly north and to tie up Task Force Butler while a strong flanking move is occurring to the east. While the main objective is to prevent any transfer of TF Butler's force to the east, if the Germans can grab the high ground, that would be a victory as well. Both sides await hearing the results of the main effort to the east.

As you can see from the map at the start of the game the American/French forces are spread fairly thin with only 2 dug in American companies holding the southern ends of Hills 300 and 294. The bulk of the American forces are reconnaissance forces with armoured cars.



The German forces consist of elements of the 11th Panzer Division Reconnaissance company supported by infantry from the 71st Flieger Regiment and are formed up in Montlimar. They consist of mainly infantry half of which are mounted in Half tracks.



The main objective for the German attack is the end of the ridge on Hill 300 although the destruction of Allied forces also score Victory points.

The Americans will score victory points for eliminating German forces, holding Hill 300 and for withdrawing troops off of the east map edge to support against the main attack occurring to the east. There is a random event that can occur that will make this German attack the main assault and any troops sent off the east board edge will count against the American's victory. They will, therefore, have to wait to see what happens before marching off of the board.

The following chits are placed in The Cup at the start of the game:



The game starts on the 0900hrs turn of August 22nd and ends after the last chit is drawn on the 1500hrs turn.

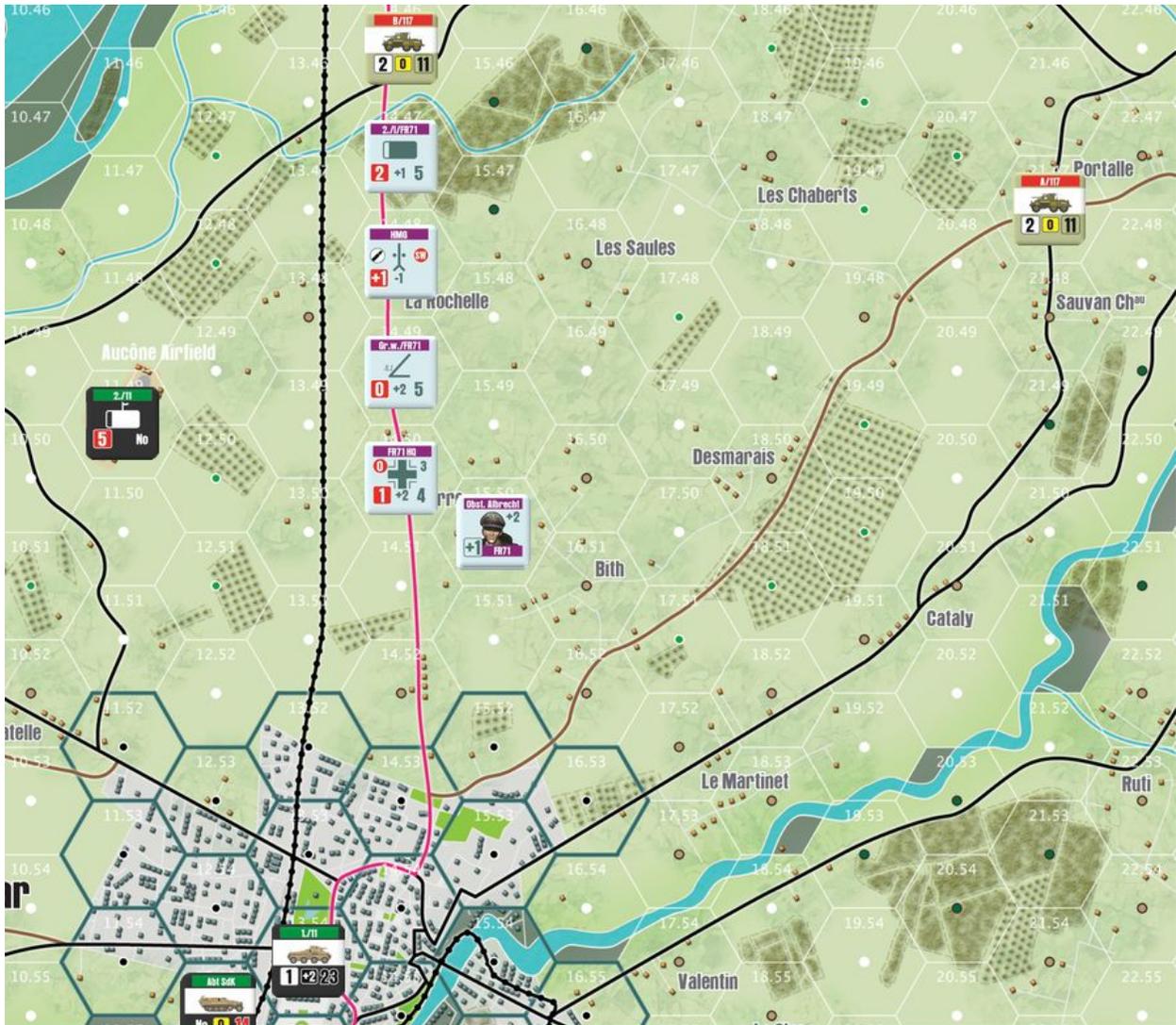
0900 hrs

The first chit is drawn and it is:



The 71st Flieger Regiment.

The Luftwaffe Regiment crosses in front of 11th Aufklärungs-Abteilung and moves to cover the left flank.

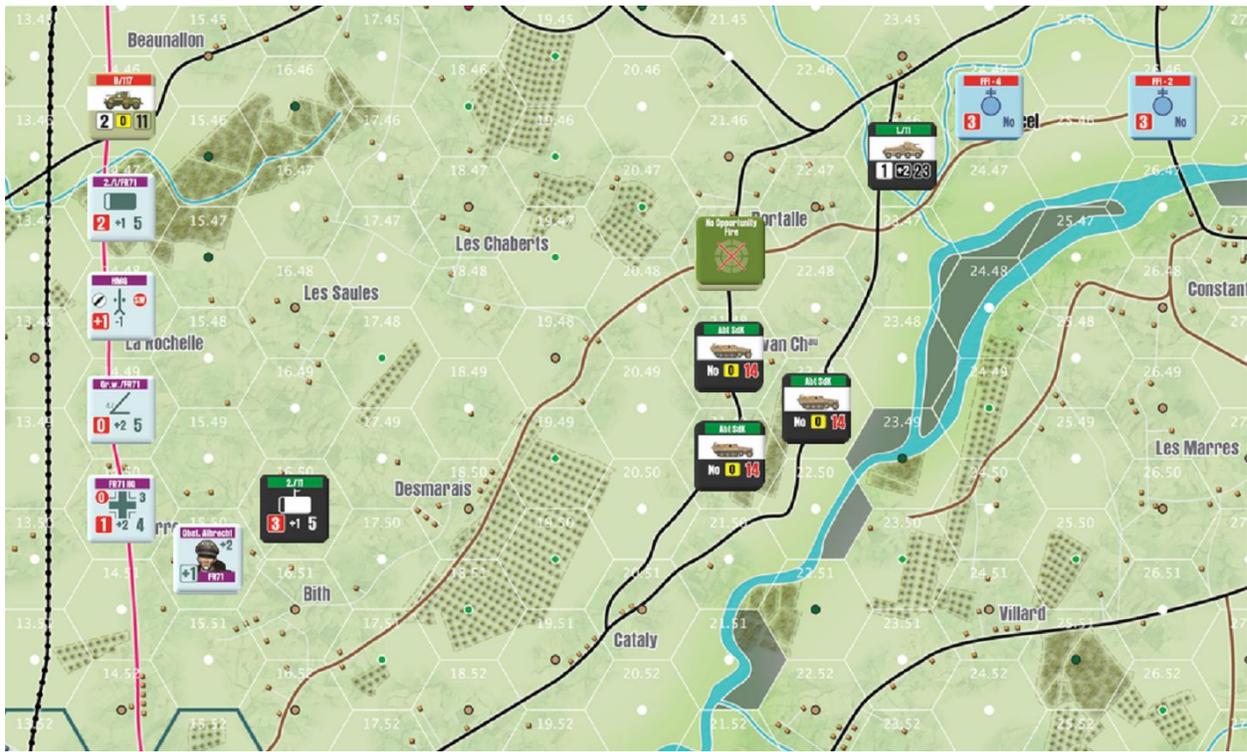


The second chit drawn is:



The 11th Aufklärungs-Abteilung.

The battalion drives to the north-east and sets up to attack the Allied forces around Portalle. The American armored cars in Portalle fire on the passing German armored cars but miss.

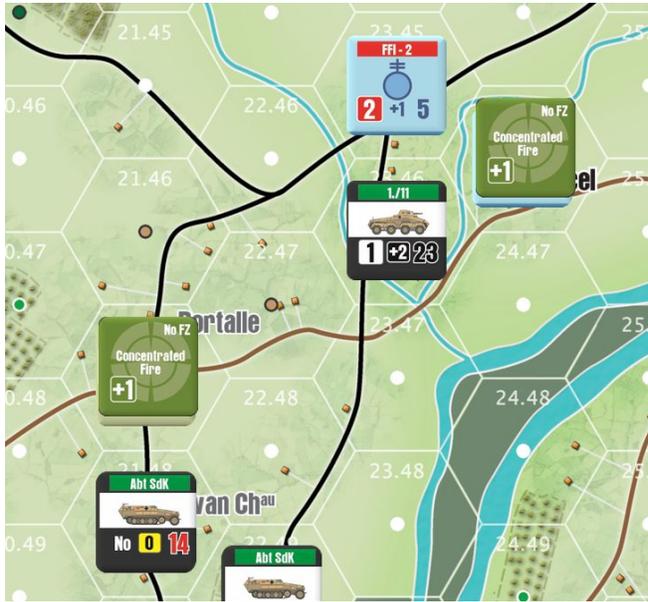


The third chit out of The Cup is:



The American Direct Command Chit.

The Americans start the game with 6 DCs and have a command rating of 6. They roll a 1 for additional DCs and so receive 6 more ($6 + \frac{1}{2}$ rounded down). They now have 12 DCs.



The FFI forces in the east move to contain the German armored cars near St Marcel and the troops that are there open fire although no hits are scored (Note that it costs 2 DCs to activate the FFI forces). The armored cars in Portalle also open fire but fail to hit the half tracks to their south.



In the west American artillery and armored cars open fire on the lead elements of FR71 but also fail to hit.

The armored car company from the north also moves down to cover the front of Hill 300.

TF Butler is down to 3 DCs.

Chit 4 is:



The Event Chit.

The die is rolled and a 7 is scored.

This particular scenario has its own Event Table.

A '7' is a result of : '**Bad news on the attack to the east: subtract 1 TQ to 11th Pz**'

It sounds like the main attack is running into difficulties. The 11th Panzer Division Troop Quality drops to 5.

Chit 5 is now drawn:



The German Direct Command Chit.

The Germans start the game with 8 DCs and have a command rating of 3. They roll a 8 for additional DCs and so receive 7 more (3 + 8/2 rounded down). They now have 15 DCs.

The German player spends quite a few points moving troops forward. He would have liked to disembark the guys in the half tracks but cannot do this on a Direct Command Chit. A small amount of firing also occurs and the FFI unit near La Marcel receives a DG1. German Direct Commands now stand at 7.



The final chit of turn 1 is:



The Wind Chit. This removes the only Barrage counter on the map.

Final situation at the end of Turn 1:



No real excitement yet but forces are moving into position.

1100 hrs

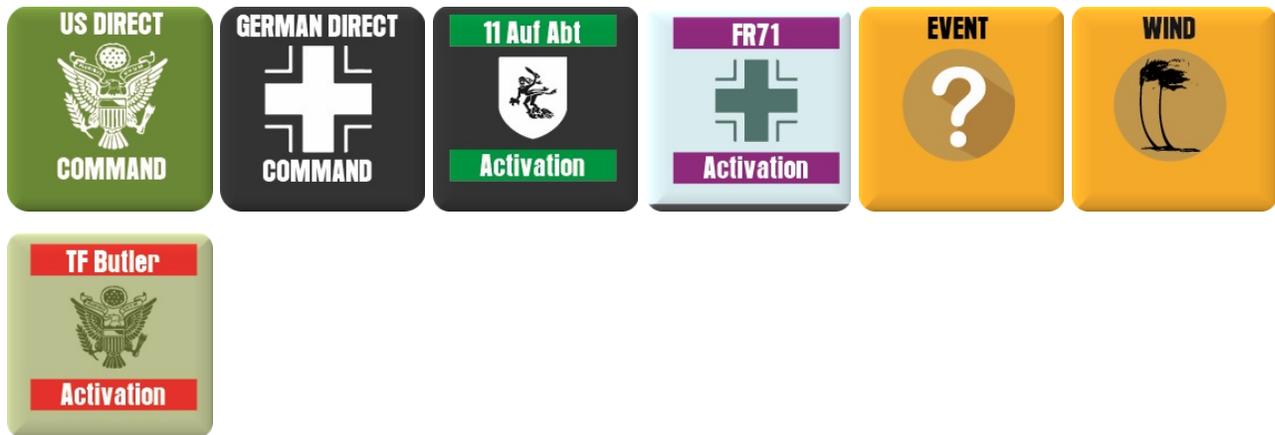
The TF Butler activation Chit is now added to the available chits and is automatically placed in The Cup because of a game special rule.

Both sides now decide which chits to add to The Cup.

The American has zero DPs and can purchase nothing.

The German player decides to purchase both the 11th Aufklärungs-Abteilung and the 71st Flieger Regiment chits for 2 DPs.

The Cup now consists of:



The American player rolls for extra Dispatch Points and rolls a 7. As this is above the Dispatch Rating of 2 TF Butler receives 1 DP. They now have 1DP for next turn.

The German player rolls for extra Dispatch Points and rolls an 8. As this is above the Dispatch Rating of 3 11th Panzer also receives 1 DP. They now have 7.

The first chit is drawn and it is:



The 71st Flieger Regiment.



FR71 continues to push north and masses forces against C/117 in the town of Charge.

Artillery is also dropped on the town to reduce American firepower.

The Germans would have like to set up a prepared assault but the American armored cars are in column and would probably retreat before the attack could be resolved.

The second chit out of The Cup is:



The 11th Aufklärungs-Abteilung.

The battalion deploys around Portalle and although some firing occurs no hits are scored.



The third chit for Turn 2 is:



The US Direct Command.

The Americans start the turn with 3 DCs and have a command rating of 6. They roll a 9 for additional DCs and so receive 10 more ($6 + 9/2$ rounded down). They now have 13 DCs.



The American armoured cars pull back and artillery is dropped on the German positions to cover the move. The Americans have 5 DCs left.

Chit number 4 is:



The German Direct Command Chit.

The Germans start the turn with 6 DCs and have a command rating of 3. They roll a 0 for additional DCs and so receive 3 more ($3 + 0/2$ rounded down). They now have 9 DCs.



2./I/FR71 rallies from the suppression it suffered under American artillery fire. The other two infantry companies move into a position to assault the summit. They brave some opportunity fire from the American armored cars but take no hits. German mortar fire hits the top of Hill 300 for the first time.

In the east the Germans move forward to assault the FFI forces around St Marcel.

Chit 5:



The Event Chit.

The die is rolled and a 7 is scored again.

A '7' is a result of : ***'Bad news on the attack to the east: subtract 1 TQ to 11th Pz'***

It sounds like the main attack is running into even more difficulties. The 11th Panzer Division Troop Quality drops to 4.

Chit 6 is:



Task Force Butler.

Major General Butler joins Easy company on the hill.

Accurate artillery fire combined with fire from the summit causes huge problems for the Germans. The 1./I/FR71 in Savasse takes DG2 and the 3./I/FR71 with Obst. Albrecht, to the east, fare even worse becoming DG3 and suppressed.



Success is also had by the Americans in the east as 2./11 is routed from the field.

The seventh and final chit of the turn is:

All barrages are removed.





Things are not looking good for the Germans at this stage.



1300 hrs

Both sides decide which chits to add to The Cup.

The American only has a single DP which is still not enough to purchase any hits although they will receive TF Butler for free as usual.

The German player decides to purchase both the 11th Aufklärungs-Abteilung and the 71st Flieger Regiment chits again as he has plenty of Dispatch Points.

The Cup now consists of:



The American player rolls for extra Dispatch Points and rolls a 9. As this is above the Dispatch Rating of 2 so TF Butler receives 1 DP. They now have 2.

The German player rolls for extra Dispatch Points and rolls an 8. As this is above the Dispatch Rating of 3 so 11th Panzer receives 1 DP. They now have 6.

The first chit is drawn and it is:



The Wind Chit. This has no effect as there are no barrages on the board.

Second chit out of The Cup is:

Before doing anything else the battalion places a Prepared Assault on the eastern most FFI unit

3./11 inflicts another DG on the FFI and then digs in.

2./11 rallies and then rushes forward to support the armored cars.

The 20mm gun company mounts up ready to move.

The fifth chit drawn is:



The 71st Flieger Regiment.



FR71 starts off by placing a Prepared Assault marker on top of Hill 300 for 1 Dispatch Point.

The remaining units at the base of the hill as well as the mortars in Les Chaberts continue to fire onto Hill 300 but cause no damage.

Chit six is:



The US Direct Command Chit.

The Americans start the turn with 5 DCs and have a command rating of 6. They roll a 4 for additional DCs and so receive 8 more ($6 + 4/2$ rounded down). They now have 13 DCs.

The Americans use their DCs to fire more artillery and mortars. This time they also hit the German mortars in 18.47. The FFI dig in and the unit in St Marcel rallies. The seventh and final chit out of The Cup is:



The Event Chit.

The die is rolled and a 1 is scored.

A '1' is a result of: **'Ambush – the Allied player may place an FFI Ambush marker adjacent to any German Unit.'**

More bad news for the Germans.



The Allied player places the ambush unit near St Marcel to try and support the defence.



Situation at the end of the 1300 Hrs Turn.

1500 hrs -

The final turn

Both sides decide which chits to add to The Cup.

The American holds onto their 2 DPs. They can use these to purchase the TF Butler Chit during the turn.

The German player decides to purchase both the 11th Aufklärungs-Abteilung and the 71st Flieger Regiment chits again as he still has plenty of Dispatch Points.

The Cup now consists of:



The American player rolls for extra Dispatch Points and rolls a 9. As this is above the Dispatch Rating of 2 so TF Butler receives 1 DP. They now have 3.

The German player rolls for extra Dispatch Points and rolls an 7. As this is above the Dispatch Rating of 3 so 11th Panzer receives 1 DP. They now have 3.

The first chit is drawn and it is:



The German Direct Command.

The Germans start the turn with 1 DC and have a command rating of 3. They roll a 6 for additional DCs and so receive 6 more (3 + 6/2 rounded down). They now have 7 DCs.



The Germans rally at the base of the hill and then concentrate fire against the FFI in St Marcel. This has no effect however.

On a more positive note the FR71 mortar company lands a lucky hit on the Americans on Hill 300 and suppress them. If they can launch the assault now they just might have a chance.

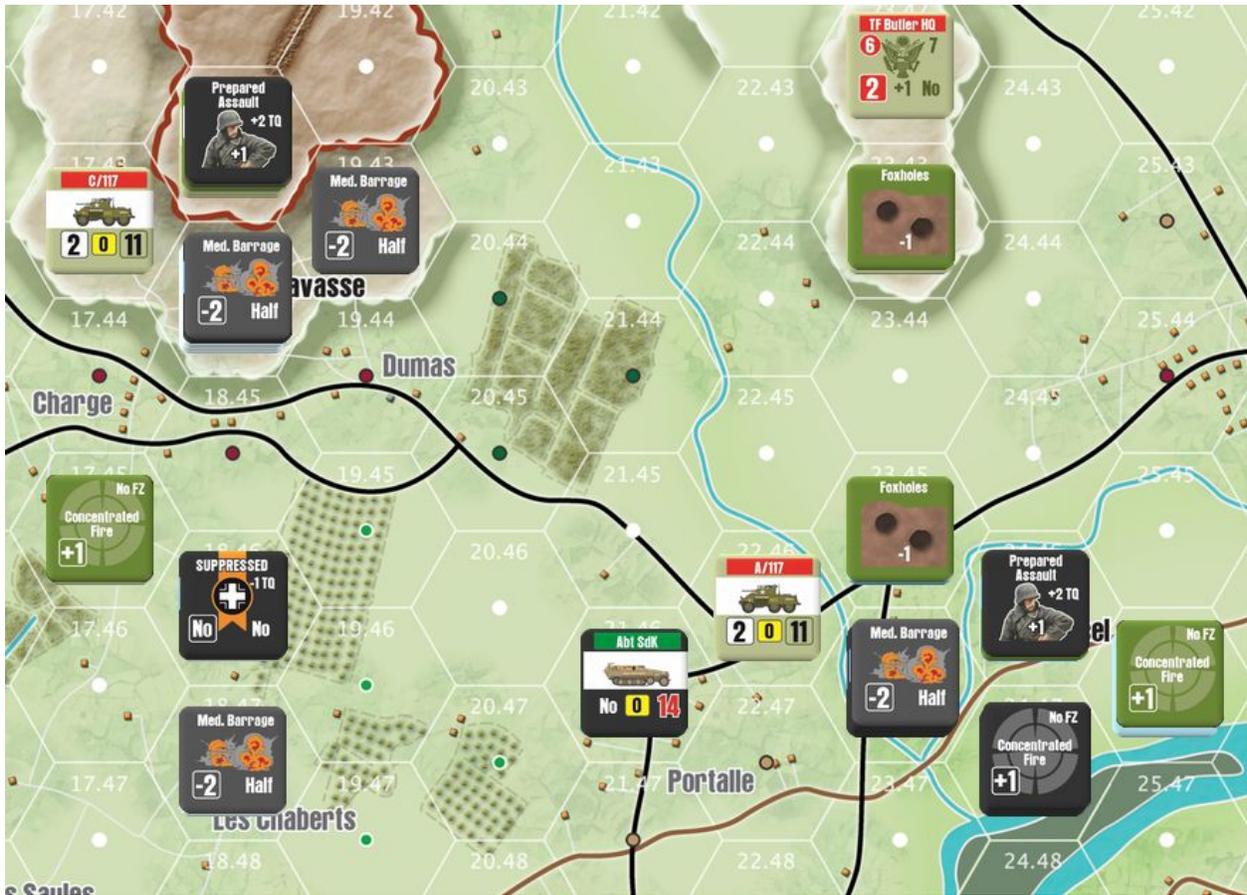
The second chit drawn is:



The US Direct Command chit.

The Americans start the turn with 6 DCs and have a command rating of 6. They roll a 1 for additional DCs and so receive 6 more ($6 + 1/2$ rounded down). They now have 12 DCs.

Not good news for the Germans as the defenders of Hill 300 can remove their suppression.



Not only do the Americans rally on Hill 300 but more accurate artillery fire suppresses the attackers in Savasse down the hill and pins the attackers south-west of St Marcel. To round off things the armoured cars of B/117 hit and suppress the Headquarters of the 71st Flieger Regiment. It looks all over for the Germans.

Chit three is:



The Event Chit.

The die is rolled and a 0 is scored.

A '0' is a result of: ***'The German attack to the East has failed, you are the prime effort now – use the Main Effort Victory Conditions'***

This causes several things to happen.

US: Add 5 Direct Commands, 3 Dispatch Points to TF Butler's Division Display. Command Ratings for TF Butler change to: Command Rating: 6, Dispatch Rating: 4.

**German: Add 8 Direct Commands, 3 Dispatch Points to 11th Panzer Division Display
Command Ratings for 11th Panzer change to: Command Rating: 7, Dispatch Rating: 4**

Also both sides receive reinforcements:

Tanks, artillery and a company of infantry for the Americans and infantry and artillery for the Germans. The Germans also get to place the 11th Panzer Division and 11th Regiment chits in The Cup.

Is this too little too late or can the Germans turn this around?

The fourth chit to be drawn is:



The 11th Panzer Division Chit.



The assault on Hill 300 is cancelled because all of the attackers are suppressed.

The German player decides he has nothing to lose and throws the 3./11 company into St Marcel. The attack is a disaster and the company is destroyed.

The 11th Regiment rushes north to try and get into attack positions but with American reinforcements arriving

to the east it will take a miracle for the Germans to pull out a win.

Chit 5 is:



The Wind Chit. This removes all of the barrages from the battlefield.

Chit 6 is:



11th Aufklärungs-Abteilung.



All remaining forces of the Abteilung concentrate fire on the American armored cars but fail to hit.

Chit 7 is drawn and is:



TF Butler.

American armor drives down the road from Sauzet and engages the German half tracks. Concentrated fire from M10s and Shermans destroys the company and settles the battle. With little to offer as a response and the possibility of the American player purchasing the TF Butler Chit again, the German player surrenders.



Final Positions

American VP: 31

German VP: 0

Conclusions:

1. The German player should have concentrated his forces at the start. He got over confident and thought he could take Hill 300 and defeat the French forces near St Marcel at the same time. A more focused thrust at either of these would have been the better move.
2. American artillery was deadly. Almost every time they fired they got a result. It was primarily the artillery fire that broke up the attack on Hill 300.
3. The Germans were unlucky in the Activation chit draws. If they had managed to launch their assault on Hill 300 before the Americans rallied and used their artillery then they may have succeed and taken a key objective.
4. None of the Events went the Germans way.
5. I want a rematch!!