

ATS AOTT 3 Montelimar 08/31/2009



Montelimar, France, 23 August 1944: Seven days after the Operation Anvil landings in the South of France the US 36th Infantry Division had penetrated 250 miles into France near Grenoble. German Field Marshal Johannes Von Blaskowitz ordered his 19th Army to use the Rhone Valley as a direct route back to Germany. The US 36th Infantry Division (141, 142 & 143 Infantry Regiments) was ordered to block this German retreat. From the hills lining the Rhone Valley north of Montelimar, recon units of Task Force Butler watched enemy traffic stream up the main valley road. Battle was joined on August 23 as a battalion of the 141st, advancing on Montelimar from the north, was stopped just short of the town. Division artillery went into the hills, from there began to fire missions in a great area south, west and north. P-47's swooped in, pounded and destroyed all bridges across the Rhone, forcing the enemy to remain on the east bank. The Germans had 3 divisions in the pocket including the crack 11th Panzer Division. They were determined to preserve their escape route. The 141st faced incessant enemy attacks striving to brush them away from Highway Seven. On the evening of August 25, the 141st attacked and cut the valley road at a narrow neck of the Rhone south of La Coucourde. The Germans lost heavily in men and equipment, but reopened one narrow floodgate through this roadblock. A second roadblock to the north, thrown up by the Task

Force Butler near Alex, was forced at daybreak by overwhelming German power. Artillerymen turned their guns to pummel the German pocket. The German 19th Army was virtually destroyed. Losses included 11,000 casualties, 2,100 vehicles, 1,500 horses and the artillery pieces of 3 divisions including six 380 mm railroad guns. As a result the Germans were unable to form a defensive line until Allied forces had crossed the Moselle River.

Elements Kampfgruppe Von Wietersheim's Pz Aufkl Abt 11, 11th Pz Div: set up first within 2 hexes of L2.

758	117	LMG MG34	LAT Psk
3	1	1	1

Elements Kampfgruppe Von Wietersheim's Pz Aufkl Abt 12, 11th Pz Div: Enter on Turn 1 on the south edge.

758	118	LMG MG34	LAT Pf	Sd251	Pz Vg
3	1	1	1	2	1

Elements 110 Pz Gren Reg and 15 Pz Reg, 11th Pz Div: Enter on Turn 3 on the South Edge.



758	117	LMG MG34	LAT Pf	LAT Psk	Stug IIIg (L)	Sd251
6	2	2	1	1	1	5

Retreating Elements 19th Army: Must enter on Turn 4 on the south edge in Convoy Formation.

M Truck
10



Elements Task Force Butler: set up second on/south of new row Y within 3 hexes of X6

767	259	117	LMG 1919	LAT Baz	M3
3	1	1	1	1	1

Elements 141st Inf Reg., 36th Infantry Division enter on Turn 1 within 1 hex of P10.

656	259	118	117	LMG	LAT Baz
6	1	1	1	2	1

Elements Task Force Butler enter on Turn 3 within 1 hex of P10.

118 FO	259	LAT Baz	M5A1	M10
1	1	1	1	2

VICTORY CONDITIONS

The German player wins at game end if he has exited 6 or more 19th Army trucks from the north edge. Any other result is an American win.

SPECIAL SCENARIO RULES

1. Spotting conditions are Optimal.
2. The US FO may access a 81mm Mortar OBA.
3. German 19th Army Truck units may not be used for transport.
4. The Germans receive 1 Elite Tank Commander with the Pz Vg.

TURN RECORD MARKER

1	2	3	4	5	6	7
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Text Credit: Archive US 36th Infantry Division

Photo Credit: National Archive

Scenario Design: Todd Larsen

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MAP LAYOUT

Hot Stove II map



AOTT3 Montelimar, South France, August 23, 1944 - This scenario represents a portion of the action near Montelimar, France in August, 1944. The German 19th Army attempted to escape encirclement by the fast advancing US forces and was destroyed in a battle in the Rhone River Valley.

The Combatants

Infantry



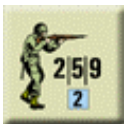
Leaders - Vitally important to both sides. Providing fire shifts, movement bonus and rallying of troops, they are indispensable, but also handy to absorb a casualty when needed.

Germans 758s - have great firepower and morale but they have a big task to clear the way for the convoy, be prepared to take some losses.



US 767s - must provide an initial defense and force the Germans to deploy. A 767 with a Bazooka near the exit is a great threat to the convoy. The best US squads on the board.

US 656s - forms the backbone of the US defense. Good firepower, poor morale, should be used to inflict and absorb the casualties. Watch the MSR with these guys.

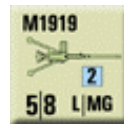


US 259 BARs - very handy units. Can self rally, good movement and can absorb casualties when needed. When coupled with a Bazooka they are a threat to the Convoy and provide a decent AT threat on the flanks of the German AFVs



118 Forward Observer - Potentially the most important piece on the board. A well placed FFE can win the game for the Americans.

Support Weapons



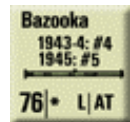
M1919 LMG - Provides a solid fire base to repel the German attack and good range to take out a Truck.

MG34 - Good addition to a squad's firepower, especially when used with a leader.

Bazooka - Poor performance vs the German AFVs but useful against the Halftracks and Trucks.



Panzerschrek and Panzerfaust - Excellent close attack AT weapon. Will be needed if the German AFVS fall victim to the US armor.

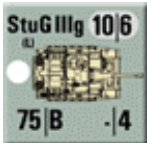


Vehicles



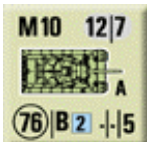
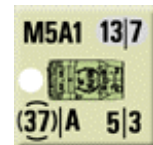
M3 Halftrack - When carrying a squad or BAR and a bazooka it provides a quick response reserve possibility.

Sd 251 - Gets the German infantry to the fight as well as providing fire support. Versatile units, can firegroup and inflict casualties out to 10 hexes.



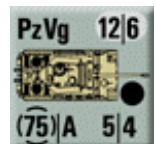
M5A1 - Quick, handy vehicle. Useful to get the FO where he needs to go. Not much help with the German armor but be on the lookout for flank shot opportunities.

Stug IIIg (L) - Decent armor, good gun vs infantry and the US tanks.



M10 - The combination of its ROF and APDS possibilities make these tanks 2 of the most important US units.

Pz Vg - The most powerful German unit on the board. Can deal with the US armor and/or infantry. Understand and do not discount the effectiveness of the US APDS firing units.



Convoy Trucks - They will determine victory. They must arrive in Convoy on Turn 4 but consider possible routes and options once disbanded. Their Cross Country speed means they can end the scenario in 2 turns with a clear path, be aware of the US FFE.

Note: Counters at actual size, infantry 5/8" and Vehicles 3/4". Images are Copyright 2008 Critical Hit Inc. All Rights Reserved.

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