



Saverne Gap



Listen up, soldiers. The Saverne Gap is the low door through the Vosges—and the key to Strasbourg. On 21 November, XV Corps under Haislip hit the line at Phalsbourg and started prying that door open. While our infantry pressed the pass, Leclerc did exactly what I like—speed and audacity—splitting his 2e DB into two hard-driving task forces: one swinging north via La Petite-Pierre, the other knifing south through the woods by Dabo. They struck Saverne from both flanks, and a southern column punched in from the west, climbing to the Gap and rolling the defenses from behind. The enemy fought, but without depth or reserves you can't stop a three-pronged hammer. Result: Saverne falls, the hinge breaks, and the road to Strasbourg yawns wide.

Lesson: find the gap, hit it fast, hit it twice, and exploit without blinking. Keep moving—because momentum, not caution, wins cities and ends campaigns.

~~ General Howitzer



5 VP's

Card Balance:

Allies - 6

Axis - 4

Complexity:

4

Conditions:

Moutaneous Countryside



Location:

France

Year:

1944

Theater:



Western Front

Campaign

Codename

Summary:

Because of the impassable mountains, Saverne Gap is almost like three separate battles taking place.



□ Winning as Allies

1. As Allies, there is very little opportunity to move troops from one section to another, so you need to watch your tactics carefully and be careful with your attack.
2. One possible opportunity for attack is up the center, if you have the right combination of cards, such as Infantry Assault, your goal is to quickly overwhelm the first town in your way. While the enemy controls that town they can force you back against the wall and score some extra hits with retreat flags. The wire bales in front of the town will definitely decrease your attacking power, but with two or three good center section attack cards, you will eventually be successful. From there, your forces will be able to spread out a bit for the attack against the forces defending town of Saverne.
3. Your right flank will be the most difficult one to maneuver through. With the tight quarters and the enemy protected in a town and forest hex, it will be difficult for your tanks to succeed against them. The tanks can only fire with one dice at a time. And you only have one infantry force to attack the town and forest hexes. If you can lead with your infantry, they will be more successful by being able to throw two dice at a time for each close assault attack.



4. Watch your card play, and when you get the right combination of special Combat cards, use that as the basis for your decision of which section to pursue your victorious attack.

5. With a number of left flank cards, you can attack the infantry in the woods and town at a distance. Degrade and eliminate them, and then move in to attack the town of Saverne itself from the flank, surprising the enemy, just as they did historically.



□ **Winning as Axis**

1. Note that because the mountains are impassible, you will not be able to fire your artillery at the outer sections.

2. The center section will be the most important to guard as the town of Saverne represents one VP. If you can delay the advance of the infantry up the center, you may be able to wait for the right combination of cards to assist you with the task of preventing their forward advance.

3. Keep your forces in the forests and town hexes and never leave them. Just stay safely hidden inside as you continuously attack them relentlessly degrading their attacking power.

Battle Reports

(percentage of Allied victories):

46%

24

BR - SaverneGap





Allies Won



Axis Won

See Results

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Days of Wonder

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