



# Withdrawal from Hill 112



The **Withdrawal from Hill 112** occurred during the Normandy Campaign in July 1944, following fierce fighting over the strategically important high ground near Caen. British forces, particularly the 43rd (Wessex) Infantry Division, had initially captured Hill 112 during **Operation Jupiter** (July 10-11), but the position became untenable due to intense German counterattacks, including the deployment of elite SS Panzer divisions.

To avoid excessive casualties and regroup, British forces strategically withdrew, leaving the hill as a no-man's-land while maintaining pressure on German forces elsewhere. The withdrawal allowed the Allies to focus on other operations, and Hill 112 was permanently secured later in August as the Germans retreated following the collapse of their defenses in Normandy. The battle exemplified the brutal attritional warfare typical of the campaign.

6 VP's



**Card Balance:**

Allies - 5

Axis - 6

**Complexity:**

3

**Conditions:**

Countryside



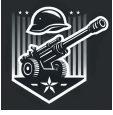
**Location:**

France

**Year:**

1944

**Theater**



Western Front

**Codename:**

Operation Epsom

**Summary:**

The primary feature of this battlefield is the Odon River running right through the center section. As it is impassable, it severely limits movement between the two half of the field. There are only two bridges allowing crossover, and they are both controlled by the Allies at the start of the game.

**Objectives:**

This is a six VP game, so attacks must be managed by positional advantages to protect against painful retaliation. The Axis also have an Objective Medal in the town at j2.

**Battlefield:**

The battlefield is countryside terrain with forests, hedgerows, and hills, split down much of the middle by the Odon river. Because of only two bridges, mobility from one side of the field to the other is quite limited. Each set of troops for both sides will pretty much have to fend for themselves with little hope of getting assistance from the other side.

**Troops:**

This is an infantry and tank battle with no artillery for either side.

Allies have 8 Infantry and 4 Armor.

Axis have 8 Infantry and 6 Armor.



**Allied Strategy:**



1. Because your armor are over-powered by enemy armor in each “half” (due to the Odon River), you will need to play your armor carefully. Open battle will likely result in your losses, just based on statics of the dice roll and the overwhelming numbers of the enemy units. However, if you can hit his armor in the upper left flank while they are still pressed up against the wall, you will increase your hit rate by 17% due to the no-retreat situation they are in.
2. You have near control of the hills. Hold it with your height advantage to try to offse the enemy armor’s larger armored force.



### **Axis Strategy:**

1. The Axis begin this scenario with many of their forces crammed into a corner on the left flank. They are vulnerable to Allied attack, and their mobility is limited, without exposing them to further attack. The mission is to get the troops moving immediately to attack the enemy and create some breathing room for the forces.
2. Keep your infantry and armor as a cohesive fighting force. You will need your infantry to breach the hedgerows and towns, which your armor will soften up first.

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