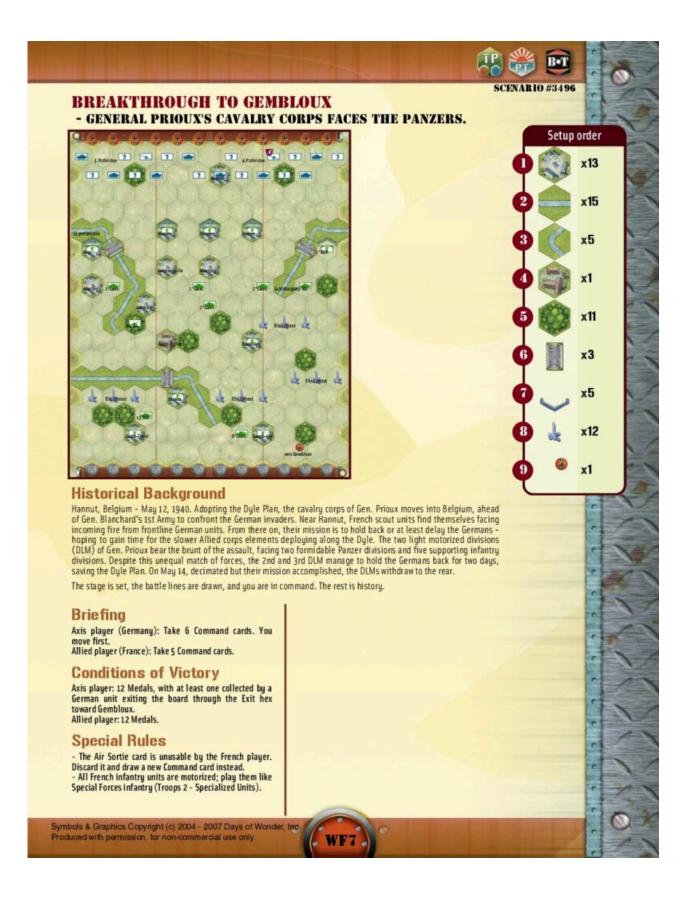


# **Breakthrough to Gembloux**







### **Historical Background**

The **Breakthrough to Gembloux** was part of the early German invasion of Belgium during May 1940, in the larger Battle of France. German Panzer divisions advanced through central Belgium aiming to break Allied lines near Gembloux, where French forces had fortified positions in the so-called **Gembloux Gap**—one of the few tank-suitable areas in the region.

Fierce fighting erupted between German armored units and French mechanized divisions, resulting in one of the few early confrontations where French forces held their ground and inflicted significant tank losses. However, the battle was ultimately bypassed when German forces broke through further south in the Ardennes, rendering the defense of Gembloux strategically moot.

#### General Howitzer summarizes:

At Gembloux, the French finally stood their ground and gave the German Panzers a bloody nose—one of the rare times early in the war they didn't fold. But while they were trading blows up north, the real storm came through the Ardennes. The fight was solid, but it ended up guarding the wrong damn door.

#### VP's

12 VPs



#### **Card Balance:**

Allies - 5

Axis - 6

#### Complexity:

4



# **Conditions:**

Countryside



# **Context:**

Historical

# **Location:**

France

# Date:

May 13, 1940

# **Theater:**

Western

# **Campaign:**

The Battle of France

# **Codename:**



#### **Summary**:

## **Objectives:**

12 Victory Points, plus one Exit by an Axis unit

#### Battlefield:

Deep breakthrough battlefield with countryside terrain

#### **Troops:**

Allies - 8 Infantry, 7 Armor, 1 Artillery

Axis - 10 Infantry, 8 Armor, 2 Artillery



# Allied Strategy:

- 1. If you want to have any hope of holding out against the Germans, as the French did for two days historically, you will need to hold the line right at the beginning with the three towns on row 13. Get your armor up their to reinforce your infantry. The Axis have overwhelming force, so if you retreat, they will be able to pick you off one by one. Make your stand immediately!
- 2. Once you get pushed back, the final victory medal for the Axis has to come through escaping on the hex at K1. Guard that with your armor and infantry, and you have some hope of gaining another medal.



### **Axis Strategy:**



- 1. Remember that no matter how many Allied units you destroy, you will have to get one of your units out the exit row at the end of the battlefield.
- 2. The very best way to end the game well, and escape your final Axis unit off the board is to save up a Behind Enemy Lines. Then maneuver an infantry within six rows of the border, and make your move.

# **Battle Reports:**

(percentage of Allied victories)

4 BR - Breakthrough to Gembeloux O	
Allies Won	
0	
Axis Won	
See Results Vote	
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	jdrommel
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