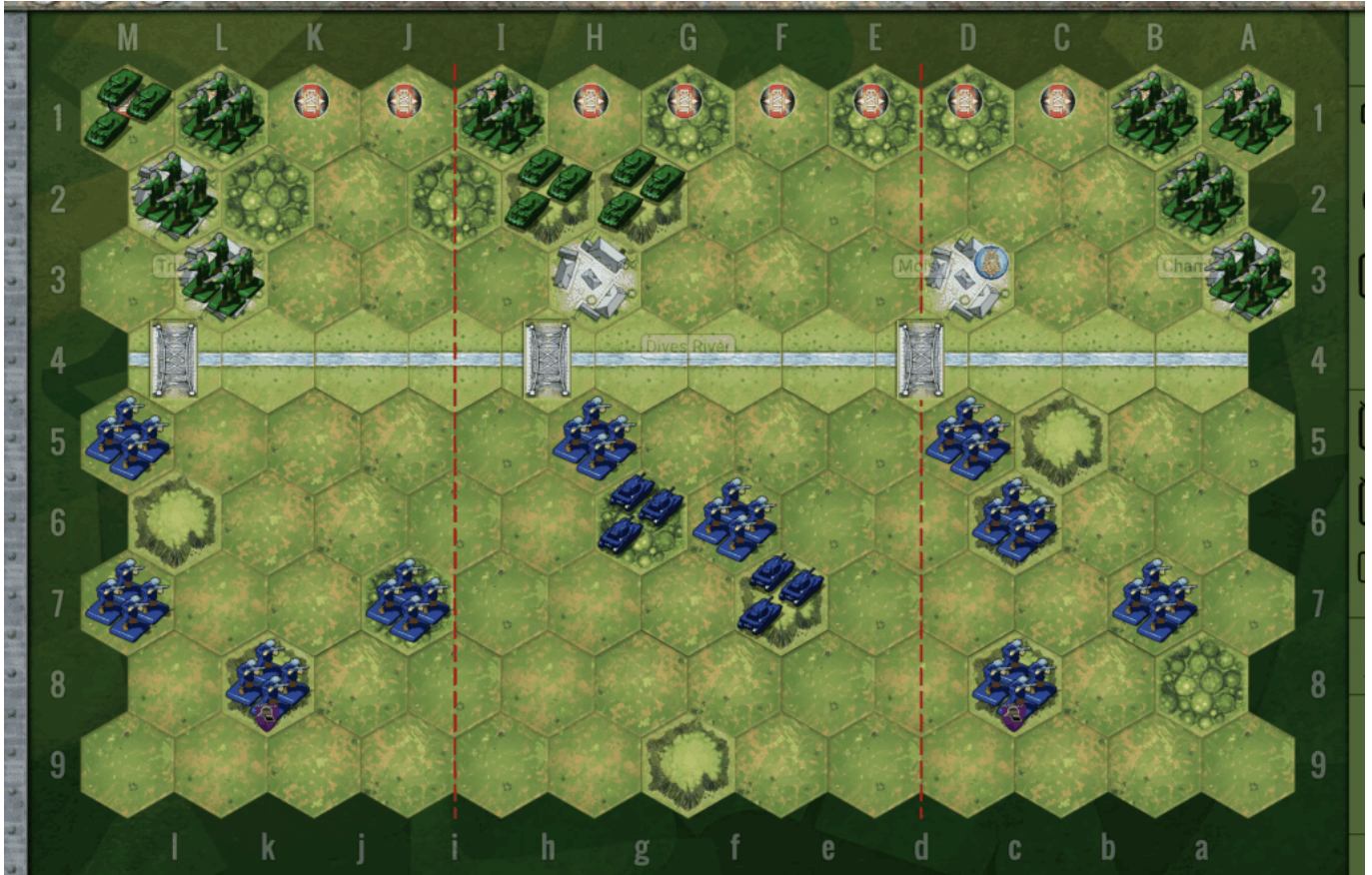




# Closing the Gap



The **Battle of Closing the Gap** near **Falaise** from **August 19-22, 1944**, marked the final phase of the **Falaise Pocket**, where **British, Canadian, Polish, and American forces** worked to encircle and destroy retreating **German units** in Normandy.

Fighting was intense as the Allies tightened the noose, with the **Polish 1st Armored Division** holding key high ground at **Mont Ormel** against desperate German breakout attempts. Despite some Germans escaping, the Allies captured or killed tens of thousands, crushing what remained of German Army Group B in the West.

*Closing that pocket slammed the door on the German army in Normandy—choked 'em off, chewed 'em up, and cleared the road straight to Paris. From there, it was full speed ahead into the heart of France.*

~~ General Howitzer



**6 VP's**



**Card Balance:**

Allies - 5

Axis - 5

**Complexity:**

**3**

**Conditions:**

Countryside





**Context:**

Historical

**Location:**

France

**Year:**

1944

**Theater:**

Western

**Campaign:**

The Battle of Normandy

**Codename:**

Operation Tractable

**Summary:**

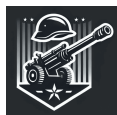
**Objectives:**

6 VP's, plus Territorial Objective Medals for Allies, and Exit Objectives for Axis

**Battlefield:**

Countryside with a road and the Dives River cutting off the Axis forces from their objective.

**Troops:**



Allies - 8 Infantry, 3 Armor

Axis - 10 Infantry, 2 Armor

### Overall Strategy

This game is interesting because each side is given the opportunity to bring in two Armor units into the battle, right into the heart of the enemy territory. And so within the first couple of turns it is a crazy mixed-up battle with enemy forces attacking from multiple directions. You must learn to engage in a two-front war.



#### Allied Strategy:

1.



#### Axis Strategy

1. On your right flank, you are evenly matched with the Allied forces with four Infantry units each. Due to their congested starting position, there is an opportunity to move in and claim control of the town of Moisy and prevent the Allies from getting objective medal without a bitter fight. Then from there, it is a short 3 hex run to exit through the Exit hex and gain a medal.

### Battle Reports



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BR - Closing the Gap



Allies Won



Axis Won

See Results

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**Author:**

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**Link:**

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