



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

Special Rules:

Rescue attempt aspect: Each side may order up to 2 armor units into battle as Armor Breakthroughs. Axis armor units that are sent in to rescue cannot escape through any of the Exit hexes.

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. The challenge for the Allies is to get your forces across the bridges. Otherwise, you will be blocked and congested in your attack efforts. Of course, you also have to deal with the enemy armor that will show up on your end of the battlefield.
2. If any of the original Axis forces (not the ones which spawned on that side) make it across the river, you must prevent them from exiting.
3. You can hide out in the towns near the river for a while and attack the enemy forces in an attempt to degrade their fighting ability, but eventually you may have to cross over and attack if the enemy doesn't come to you.



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.
2. You have a lot of forces, but you will need to get them up to the river to attack the enemy. But keep some in reserve to deal with the enemy forces that will show up to rescue their troops.



Battle Reports

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Allies Won



Axis Won

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Days of Wonder

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