



Closing the Falaise Gap



August 1944—Falaise. The trap was nearly shut, and the Germans knew it. Hell, they could smell it.

By the **18th**, the **Canadians had taken Trun and St. Lambert**, putting the lid on the **Falaise Pocket**. But it wasn't locked down yet—hell no. The line was thin, the crossroads fragile, and both **Allied and Axis forces were stampeding toward Chambois**. It wasn't just a battle—it was a goddamn race: *the Germans racing to escape, and us racing to slam the door shut on their sorry rear ends.*

The **Poles and Americans** came in hard, shoulder-to-shoulder, pushing east while the Germans were pushing west—like two trains headed for a crash in a one-track tunnel. The enemy made one last hellbound breakout near the Polish lines, and yeah, some of them got



out—but not for long.

Because on **the 19th**, the line was reinforced. And in **St. Lambert**, one man—**Major David Currie**, a Canadian, led from the front like a true warrior. Under fire from both sides—his own artillery damn near clipping his boots—he stood his ground, gave no quarter, and turned that village into a graveyard for the Wehrmacht. He earned the **Victoria Cross**, and every inch of it.

By the time we closed that pocket, the **Normandy campaign was finished**—two months of blood, steel, and grit had paid off. The **Liberation of Paris** was just days away. Looked like it was over for Hitler’s goons—but we weren’t fooled.

The war wasn’t done until the last Nazi was crawling out of a foxhole with his hands in the air. And that took till ’45.

The lines are drawn, the orders are yours, and the clock is ticking.

Now go finish the job.

~~ General Howitzer

7 VP’s

Card Balance:

Allies - 5

Axis - 5

Complexity:

4

Conditions:

Countryside



Context:

Historical

Location:

France

Year:

1944

Theater:

Western

Campaign:

The Invasion of Normandy

Codename:

Summary:

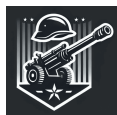
Objectives:

7 VP's, including Exit Row Objectives for the Axis

Battlefield:

Countryside with an impassible (except for bridges and fords) river going across the battlefield.

Troops:



Allies - 8 Infantry, 3 Armor

Axis - 9 Infantry, 1 Armor, 1 Artillery

Allied Strategy:

1.

Axis Strategy

1.

Battle Reports

0

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Author:

Originally developed for the London Open, 2022. Also played at The Finest Hour Open, Chicago, 2025.

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