



Battle of Abbeville



The Battle of Abbeville was a hard-hitting brawl that showed just how unprepared we were for the kind of fast, mechanized war the Germans were waging. After their lightning dash to the Channel, the Germans dug in around Abbeville, threatening to cut off our northern forces. The French, led in part by de Gaulle and his 4e Division Cuirassée, threw in the big boys—those heavy Char B1 bis tanks and Hotchkiss H35s and H39s. The Brits rolled up with Matilda I and II tanks, tough as hell but slower than molasses in January.

We launched a series of assaults to punch the Germans off those Somme



bridgeheads, but coordination was lousy, the terrain was brutal, and too many tanks broke down before they even fired a shot. The enemy wasn't sitting on their hands either—they had Panzer IIIs and IVs guarding the line, with light Panzers filling in the gaps and 88mm Flak guns ripping through anything we sent their way.

Despite brave pushes and a few local breakthroughs, we couldn't dislodge them. The Germans held the high ground, held the bridges, and held the initiative. That failure didn't just cost us a patch of land—it helped seal France's fate. The Germans kept their corridor, tightened the noose, and by the end of June, France was on her knees.

Abbeville wasn't the biggest battle, but it damn sure mattered. It reminded us that guts alone wouldn't win this war—we needed better gear, tighter coordination, and leaders ready to move fast and hit hard.

~~ General Howitzer

10 VP's

Card Balance:

Allies - 6

Axis - 6

Complexity:

4

Conditions:

Countryside

Context:



Historical

Location:

France

Year:

1940

Theater:

Western

Campaign:

Codename:

Summary:

Objectives:

10 VP's, including two Temporary Objective Medals.

Battlefield:

A countryside with a stretch of river across one end.

Troops:

Allies – 10 Infantry, 3 Artillery

Axis – 10 Infantry, 6 Armor, 2 Artillery



Allied Strategy:

1. Big Picture Strategy: You have 5 Armor to the enemy's none, but they have three well-entrenched Artillery, which give them a strong defensive advantage. You will have to bring your two Artillery forward to provide some balance; at the same time, using your Armor to attack their many Infantry and keep them back as you move your Artillery into range.
2. Concentrate your forces and just pick off each forward enemy infantry unit, section by section, as you move your forces forward together.



Axis Strategy:

1. Big Picture Strategy: Consolidate your forces and remain in a defensive stance. You have an Artillery advantage. Use it.
2. Your forces are spread out and unable to defend each other. If you have the opportunity, you may want to pull back your forward units, and attempt to form some sort of a defensive line.

Battle Reports

4

BR - Abbeville





Allies Won

○

Axis Won

[See Results](#)

[Vote](#)

Author:

Days of Wonder

Link:

Please follow and like us:

[Follow](#)