



Opportunity at Falaise



Operation Tractable was no walk in the park—it was a slugging match to crack open Falaise and slam shut the German retreat. After Totalize stalled at Hill 195, General Simonds didn't waste time crying over it—he drew up a new plan and hit them again on August 14.

This time the Canadians rolled in daylight, the 4th Armoured hammering from the west, the 3rd Infantry grinding from the east. Smoke screens masked their advance, Kangaroos hauled men through fire, and German anti-tank guns spat death every step of the way. The enemy counterattacked hard, slowing progress, but the Canadians kept pushing. By the 16th, they broke into Falaise, and after two more days of brutal house-to-house fighting, the city was theirs.

It wasn't the end, but it was the first crack in the Falaise Pocket. With Falaise in Allied hands, the jaws were closing on the German 7th Army—and they knew it.



~~ *General Howitzer*

VP's

5



Card Balance:

Allies - 5

Axis - 5

Complexity:

4

Conditions:

Countryside



Context:

Historical



Location:

Normandy

Year:

1944

Campaign:

Battle of Normandy: Operation Tractable

Summary:

Victory Points:

5 Medals, including a temporary medal for the town of Falaise.

Terrain:

Countryside with a river running across two thirds of the battlefield.

Troops:

Allies - 8 Infantry, 4 Armor

Axis - 8 Infantry including 1 Anti-tank gun, 1 Armor, 1 Artillery



Allies:

1.



Axis:

1.

1

BR - Opportunity Falaise



Allies Won



Axis Won

See Results

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