Saverne Gap



Listen up, soldiers. The Saverne Gap is the low door through the Vosges—and the key to Strasbourg. On 21 November, XV Corps under Haislip hit the line at Phalsbourg and started prying that door open. While our infantry pressed the pass, Leclerc did exactly what I like—speed and audacity—splitting his 2e DB into two hard-driving task forces: one swinging north via La Petite-Pierre, the other knifing south through the woods by Dabo. They struck Saverne from both flanks, and a southern column punched in from the west, climbing to the Gap and rolling the defenses from behind. The enemy fought, but without depth or reserves you can't stop a three-pronged hammer. Result: Saverne falls, the hinge breaks, and the road to Strasbourg yawns wide.

Lesson: find the gap, hit it fast, hit it twice, and exploit without blinking. Keep moving—because momentum, not caution, wins cities and ends campaigns.

~~ General Howitzer

5 VP’s

Card Balance:

Allies – 6

Axis – 4

Complexity:

4

Conditions:

Moutaneous Countryside



Location:

France

Year:

1944

Theater:

Western Front

Campaign

Codename

Summary:

Because of the impassable mountains, Saverne Gap is almost like three separate battles taking place.



Winning as Allies

1. As Allies, there is very little opportunity to move troops from one section to another, so you need to watch your tactics carefully and be careful with your attack.

2. One possible opportunity for attack is up the center, if you have the right combination of cards, such as Infantry Assault, you goal is to quickly overwhelm the first town in your way. While they enemy controls that town they can force you back against the wall and score some extra hits with retreat flags. The wire bales in front of the town will definitely decrease your attacking power, but with two or three good center section attack cards, you will eventually be successful. From there, your forces will be able to spread out a bit for the attack against the forces defending town of Saverne.

3. Your right flank will be the most difficult one to maneuver through. With the tight quarters and the enemy protected in a town and forest hex, it will be difficult for your tanks to succeed agains them. The tanks can only fire with one dice at a time. And you only have one infantry force to attack the town and forest hexes. If you can lead with your infantry, they will be more successful by being able to throw two dice at a time for each close assault attack.

4. Watch your card play, and when you get the right combination of special Combat cards, use that as the basis for your decision of which section to pursue your victorious attack.

5. With a number of left flank cards, you can attack the infantry in the woods and town at a distance. Degrade and eliminate them, and then move in to attack the town of Saverne itself from the flank, surprising the enemy, just as they did historically.



Winning as Axis

1. Note that because the mountains are impassible, you will not be able to fire your artillery at the outer sections.

2. The center section will be the most important to guard as the town of Saverne represents an immediate win. If the enemy occupies two of the three hexes in the town of Saverne, they will win immediately. So you must guard it at all costs.

3. Keep your forces in the forests and town hexes and never leave them. Just stay safely hidden inside as you continuously attack them relentlessly degrading their attacking power.

4. If the Allies make a strong push up the center, you may need to move your Infantry from the left or right flanks over to the center section to occupy the town of Saverne.

5. The other option, if a strong center push is coming up the center, is to force attacks on either flank to distract the enemy and force them to look elsewhere.

6. Watch the right flank, as the enemy has many Armor, but they often get placed into no-retreat situations. That is the time to attack them harshly and gain an extra 17% attack advantage against them!

Battle Reports

(percentage of Allied victories):

46%

Author:

Days of Wonder

Link:

General Howitzer / Battle Reports

Saverne Gap, Vosges

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**53.13%**
Average medals per side
Allies**5.0**Axis**2.7**
Submitted AARs
32Games reported
Allied victories**17 · 53.1%**
Axis victories**15 · 46.9%**

GeneralHowitzer recently played this battle.

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

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Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Base Game Scenarios

1. Pegasus Bridge→ — Open Scenario
2. Sainte Mere-Eglise→ — Open Scenario
3. Sword Beach→ — Open Scenario
4. Pointe-du-Hoc→ — Open Scenario
5. Omaha Beach→ — Open Scenario
6. Mont Mouchet→ — Open Scenario
7. Vassieux, Vercors→ — Open Scenario

8. Operation Cobra→ — Open Scenario
9. Operatoin Luttich→ — Open Scenario
10. Toulon→ — Open Scenario
11. Liberation of Paris→ — Open Scenario
12. Montelimar→ — Open Scenario
13. Arnhem Bridge→ — Open Scenario
14. Arracourt→ — Open Scenario
15. St. Vith, Ardennes→ — Open Scenario
16. Saverne Gap, Vosges Current scenario
17. Omaha [Overlord]→ — Open Scenario