Withdrawal from Hill 112

The **Withdrawal from Hill 112** occurred during the Normandy Campaign in July 1944, following fierce fighting over the strategically important high ground near Caen. British forces, particularly the 43rd (Wessex) Infantry Division, had initially captured Hill 112 during **Operation Jupiter** (July 10–11), but the position became untenable due to intense German counterattacks, including the deployment of elite SS Panzer divisions.

General Howitzer:

Gentlemen, take a knee. Let me tell you about the grit it took to fight over a patch of real estate called **Hill 112**—a miserable piece of Norman countryside south of Caen that chewed up men and machines like a meat grinder.

The British and their armor locked horns with the damned Waffen-SS over this hill,

not once, not twice—but for weeks. It wasn't about the trees or the dirt—it was about elevation. Whoever held that hill could see the whole damn battlefield. The Tommies threw everything they had into it—Churchills, Cromwells, and a hell of a lot of courage.

They held it. Then they lost it. Then they bled to take it again.

But here's the lesson, boys: **sometimes the smart move isn't holding ground—it's bleeding the enemy dry while they try to take it.** The British made Jerry commit his elite SS Panzer divisions there, keeping them pinned down while the Americans punched through elsewhere. And when the time came, they **withdrew**—not because they were beaten, but because the job was done. The Germans paid in blood for every inch.

That's maneuver warfare. That's using terrain like a blade. And that's how you break the enemy's back without breaking your own.

Dismissed.

6 VP's

Card Balance:
Allies – 5
Axis – 6

Complexity:

3

Conditions:

Countryside

Location:

France

Year:

1944

Theater

Western Front

Codename:

Operation Epsom

Summary:

The primary feature of this battlefield is the Odon River running right through the center section. As it is impassable, it severly limits movement between the two half of the field. There are only two bridges allowing crossover, and they are both controlled by the Allies at the start of the game.

Objectives:
This is a six VP game, so attacks must be managed by positional advantages to protect against painful retaliation. The Axis also have an Objective Medal in the town at j2.

Battlefield:
The battlefield is countryside terrain with forests, hedgerows, and hllls, split down much of the middle by the Odon river. Because of only two bridges, mobility from one side of the field to the other is quite limited. Each set of troops for both sides will pretty much have to fend for themselves with little hope of getting assistance from the other side.

Troops:
This is an infantry and tank battle with no artillery for either side.
Allies have 8 Infantry and 4 Armor.
Axis have 8 Infantry and 6 Armor.

Winning as Allies

1. Because your armor are over-powered by enemy armor in each “half” (due to the Odon River), you will need to play your armor carefully. Open battle will likely result in your losses, just based on statistics of the dice roll and the overwhelming numbers of the enemy units. However, if you can hit his armor in the upper left flank while they are still pressed up against the wall, you will increase your hit rate by 17% due to the no-retreat situation they are in.

2. You have near control of the hills. Hold it with your height advantage to try to offset the enemy armor’s larger armored force.

3. You will need to protect the town hex at i2, as it has a Temporary Medal Objective for the Axis.

Winning as Axis

1. The Axis begin this scenario with many of their forces crammed into a corner on the left flank. They are vulnerable to Allied attack, and their mobility is limited, without exposing them to further attack. The mission is to get the troops moving immediately to attack the enemy and create some breathing room for the forces.

2. Keep your infantry and armor as a cohesive fighting force. You will need your infantry to breach the hedgerows and towns, which your armor will soften up first.

3. Your forces are out in the open, but there are many town, forest, and hill hexes which you can move to in order to launch a well-defended attack against the Allies.

4. It is going to be difficult to launch an attack in the middle as the Odon River splits your forces up, so you may need to move them to each flank to support operations in those areas.

Author

Link

General Howitzer / Battle Reports

Withdrawal from Hill 112

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**51.72%**
Average medals per side
Allies**4.0**Axis**6.0**
Submitted AARs
29Games reported
Allied victories**15 · 51.7%**
Axis victories**14 · 48.3%**

GeneralHowitzer recently won 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.

Log in or register to share a strategy.