



Wittmann's Final Battle



Wittmann's last ride came on August 8, '44, when the Canadians kicked off Operation Totalize south of Caen. He rolled out in his Tiger, thinking he'd stop the Allied push cold—but this wasn't the Eastern Front, and the Allies weren't amateurs anymore.

Somewhere near Saint-Aignan-de-Cramesnil, his luck ran out. A Sherman Firefly—packing that damn fine 17-pounder—put a round through his armor and ended the fight before it started. Wittmann and his crew never saw it coming.

That day didn't just take out Germany's star tank ace—it proved the tide had turned, and our boys could kill Tigers just as fast as they came at us.

~~ General Howitzer



6 VP's



Card Balance:

Allies - 5

Axis - 5

Complexity:

3

Conditions:

Countryside

Context:

Historical

Location:

France

Year:

1944

Theater:

Western



Campaign:

Battle of Normandy

Codename:

Operation Totalizer

Summary:

Objectives:

6 VP's

Battlefield:

Countryside

Troops:

Allies – 9 Infantry, 4 Armor

Axis – 8 Infantry, 2 Armor, 1 Artillery



Allied Strategy:

1. Big Picture Strategy: You need to move fast during the cover of night. Every turn there is a possibility of getting a star which will increase daylight and extend the range of the enemy artillery.
2. You have four special forces units which can very quickly move in range to



attack.

3. There are two objective medals in the right flank. You can keep pushing your forces in that direction as you have opportunity.



Axis Strategy

1. Big picture strategy; you will do well to delay and allow the presence of daylight to assist your defensive forces with your artillery. Do not rush out to attack. Allow several turns to take place so that you get more daylight and thus more range for your artillery.
2. Wittmann's battalion is the four-tank unit with the special medal. It can ignore the first retreat flag, which can assist you in close quarters battles with enemy armor.
3. You have two Anti-Tank units which – if it doesn't move – can hit Armor when it rolls a Star. Keep them ready, if the enemy tries to get near your Medal Objectives.

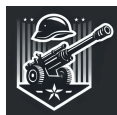
Battle Reports

Author:

Days of Wonder

Resource:

BGA



General Howitzer / Battle Reports

Wittmann's Final Battle

Community results · All commanders

Complete an After Action Report on this battle

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Allied win rate **58.82%**

Average medals per side

Allies—Axis—

Submitted AARs

17 Games reported

Allied victories **10 · 58.8%**

Axis victories **7 · 41.2%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0 Axis 0 General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

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