WESTERN FRONT

14 CLOSING THE GAP

4090 FALAISE GAP

AUGUST 19-22, 1944

Setup order		
1		x12
2	5x	
3		x12
4	9x	
5		x3
6	1x	
7	EXIT	x2



• Historical Background •

Against the advice of his commanders, Hitler ordered a massed counter-attack on the American forces in Normandy (Operation Lüttich), which drew his forces further into France. As the Americans made a sweeping move south, Allied command saw an opportunity to cut off two German armies (the 5th Panzer and the 7th Army). General Patton was ordered to sit tight in the south while the British in the north continued their drive toward Falaise and further closed the gap. The spearhead of the British drive was Operation Tractable. The Canadian forces, under the British, were ordered to push on in all haste as the opportunity to enclose the German armies was realized. On August 19th the Canadians, in their first operation, had pushed through Falaise and were in full control of the town of Trun... but the gap was still open. German command, realizing their danger, ordered a retreat over the remaining bridges to avoid destruction. Only a couple of bridges stood between freedom or capture. The Polish division, meanwhile, was ordered to hold the high ground above the Falaise Gap to defend against any German rescue attempts. This would give the Canadians in the north and the Americans in the south time to close the gap. With the British and American forces closing in on their rear, the Germans sent in the 2nd SS Panzer Division against the 1st Polish Armored Division to keep the escape route open. The fight was fierce but the Poles held them off. Although more units escaped than the Allies would have liked, the gap was finally closed and over 40,000 German troops were captured.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

German elite infantry

• Briefing •

Axis Player [Germany]

- Take 5 Command cards.
- You move first.

Allied Player [Canada, France, Great Britain, Poland & United States]

- Take 5 Command cards.

Conditions of Victory

- 6 Medals.

Escape: Exit markers are in effect across the entire Allied baseline, for Axis forces.

The town of Moisy is a Temporary Medal Objective for the Allied forces.

Special Rules

Closing the gap/Rescue attempt: Each side may order up to 2 armor units into battle as Armor Breakthroughs *(Actions 22 - Armor Breakthrough)*. Axis armor units that breakthrough are Elite armor units *(Troops 2 - Specialized Units)*. They cannot escape through any of the Exit hexes. Place a badge on them to remember.

Place a badge on the German elite Panzer Grenadier infantry units *(Troops 2 - Specialized Units)*.

Air rules are optional: If used, give the Allied player one Air Sortie card and shuffle the other one in the deck, at game start.