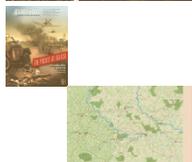
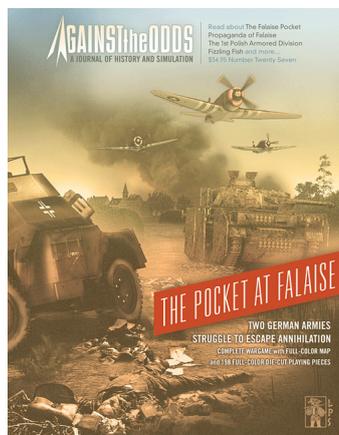


## The Pocket At Falaise



The story of the Falaise battle is that of two German armies trying to escape a trap set for them by their own high command, and of the Allied armies trying to close the trap.

Rating: Not Rated Yet

**Price**

Price £26.95

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Manufacturer [AGAINST THE ODDS MAGAZINE](#)

### Description

At the end of the Gulf War in '91, cable TV news was full of horrific photos from the "Highway of Death," the route back to Iraq from Kuwait that seemed, almost literally, to be "paved" with burnt-out vehicles. Those who study WWII remember similar destruction... on the road out of the Falaise Pocket... where 25 German divisions raced for survival, while the Allied armies aimed to turn Hitler's delayed counterattack on Normandy from failure to war-ending disaster. In one sense, neither side succeeded. But the devastation was something unprecedented.

Now, you have a chance to do better. **The Pocket at Falaise** puts each player in the difficult position of trying to overcome the obstacles, both human and mechanical, tactical and operational, that interfered with success in 1944. Award-winning designer Ted Raicer explains:

The story of the Falaise battle is that of two German armies trying to escape a trap set for them by their own high command, and of the Allied armies trying to close the trap, despite the hesitations and divisions of their own higher commanders.

While we may think of the Allies as having overwhelming forces, at the actual point of contact, there were relatively weak units trying to "plug the leak" against overwhelming numbers of intensely motivated Germans. The situation means that the "retreating" Germans are actually forced to do a lot of attacking, while the "advancing" allies found themselves in a desperate defense. **The Pocket at Falaise** uses a chit-pull activation system to capture some of the chaotic and uncoordinated efforts. Players are forced to juggle to make the best out of an increasingly difficult situation, and a combat scale that straddles "tactical" and "operational," aiming to capture the best of both without adding a lot of fiddly rules. A complete set of solitaire rules for the game completes the package.

Eisenhower called it, "The Great Killing Ground." What the Germans called it cannot be printed. What you will call it depends on how well you

do...Against the Odds.

The Pocket at Falaise and issue #27 of ATO

Map - One full color 22" x 34" mapsheet

Counters - 198 full color 9/16" die-cut pieces

Rules length - 10 pages

Charts and tables - 2 pages

Complexity - Medium

Solitaire suitability - High

Playing time - Up to 4 hours

Design - Ted Raicer

Development - Lembit Tohver

Graphic Design - Craig Grando