

THE POCKET AT FALAISE

3.1 UNIT SET-UP GAME AID

LIST KEY:

Corps Name/Activation Counter ID/Top Bar color

- **Division Name/Map Indicator/Lower Bar color:**

Units in the Division (Front line setup boundaries – east to west and north to south as appropriate).

“*” indicates that this Division has units that are divided under more than one Korps command.

ALLIED FORCES

1st Polish Division/1 POLISH/White top and lower bar w/Red print-----

KOSZUSTKI Mech Task Force, STEFANO Mech Task Force, ZGORZEL Task Force (hexes 1215-1419)

2nd Canadian Corp/2 CANADIAN/Red-----

- **2nd Canadian Infantry Division/2 CND/Lt. Blue:** 4/2 Regt., 5/2 Regt., 6/2 Regt. (hexes 1824-1925)
- **2nd Canadian Armor Brigade/ - /White:** 6/2 Armor Battalion, 10/2 Armor Battalion, 27/2 Armor Battalion (stacked with any infantry regt. of the Canadian 2nd Infantry Division)
- **3rd Canadian Infantry Division/3 CND/Lt. Green:** 7/3 Regt., 8/3 Regt., 9/3 Regt. (hexes 1623-1723)
- **4th Canadian Armor Division /4 CND A/Lt. Yellow:** 4/4 Armor Regt, 10/4 Reduced Mech Brigade, Currie/4 Mech Task Force (hexes 1420-1622)

12th British Corps/12 CORPS/Blue-----

- **53rd Infantry Division/53/Lt. Green:** 71/53 Regt., 158/53 Regt., 160/53 Regt. (hexes 1926-1929)
- **59th Infantry Division/59/Lt. Yellow:** 176/59 Regt., 177/59 Regt., 197/59 Regt. (hexes 2030-2033)
- **4th Armored Brigade/ - /White:** 2 KRR/4 Armor Battalion+, 44 RTR/4 Armor Battalion + (begin with any 12th Corps units and valid stacking)

30th British Corps/30 CORPS/Yellow-----

- **43rd Infantry Division/43/Lt. Blue:** 129/43 Regt., 130/43 Regt., 214/43 Regt. (hexes 2034-2036)
- **50th Infantry Division/50/White:** 69/50 Regt., 151/50 Regt., 231/50 Regt. (hexes 2037-2240)
- **8th Corps Armored Brigade/ - /Yellow:** 8 C Armored Brigade (adjacent to any 30th Corps unit)

8th British Corps/8 CORPS/Lt. Green-----

- **11th Armored Division/11A/Lt. Yellow:** 29/11 Armored Brigade, 159/11 Armored Brigade (hexes 2340-2839)
- **3rd Infantry Division/3/Lt. Blue:** 8/3 Regt., 9/3 Regt., 185/3 Regt. (hexes 2939-3241)

19th US Corps/19 CORPS/Lt. Blue-----

- **28th Infantry Division/28/Lt. Yellow:** 109/28 Regt., 110/28 Regt., 112/28 Regt. (hexes 3342-3540)
- **30th Infantry Division/30/White:** 117/30 Regt., 119/30 Regt., 120/30 Regt. (hexes 3640-3738)

7th US Corps/7 CORPS/Peach-----

- **1st Infantry Division/1/Lt. Blue:** 16/1 Regt., 18/1 Regt., 26/1 Regt. (hexes 3633-3737 not adjacent to a fellow corps unit)
- **9th Infantry Division/9/Lt. Green:** 39/9 Regt., 47/9 Regt., 60/9 Regt. (hexes 3429-3632 not adjacent to a fellow corps unit)
- **3rd Armored Division/3 A/White:** CCA/3 Mech Regt., CCB/3 Mech Regt., CCR/3 Mech Regt. (Hexes 3422-3428)

15th US Corps/15 CORPS/Light Green-----

- **2nd Free French Armored Division/2 F A/Lt. Blue:** CCA/FF2 Mech Regt., CCB/FF2 Mech Regt., CCR/FF2 Mech Regt. (hexes 3214-3321)
- **90th Infantry Division/90/White:** 357/90 Regt., 358/90 Regt., 359/90 reduced Regt., 2/359/90 Battalion (hexes 3108-3113 not adjacent to a fellow corps unit)
- **80th Infantry Division/80/Lt. Yellow:** 317/80 Regt., 318/80 Regt., 319/80 Regt. (On Allied side within 5 hexes of Argentan).

AXIS FORCES

1st SS Panzer Korps/1SS/Pink-----

- **85th Infantry Division/85/Pink:** 85 KG (hexes 1314 – 1518)
- **12th SS Panzer Division/12 SS P/Sand:** 12SS Armor KG, 12SS Mech KG (hexes 1519-1923)
- **501st Panzer Battalion/501/Pink:** (any hex of the 12th SS Division frontline)
- **89th Infantry Division/89/Lt. Green:** 1055/89 Regt., 1056/89 Regt. (Hexes 2027-2029)

2nd SS Panzer Korps/2SS/White-----

- **21st Panzer Division*/21 P/Double Green:** 21 Armor KG (hexes 2024-2026)
- **9th SS Panzer Division/ - /Salmon:** 9 Armor KG, 9 Mech KG (on or adjacent to hex 2432)
- **3rd Fallschirmjager Division/3 FJ/Lt. Green:** 5/3FJ Regt, 8/3FJ Regt., 9/3FJ Regt. (hexes 2339-2639)

74th Korps/74/Black-----

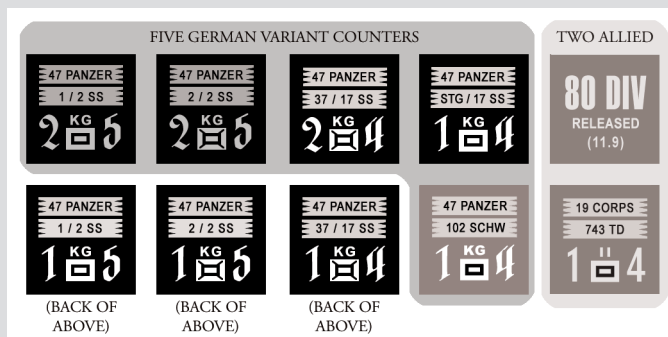
- **271st Infantry Division/271/Yellow:** 277/271 Regt., 278/271 Regt., 279/271 Regt. (hexes 2129 – 2132)
- **277th Infantry Division/277/Salmon:** 989/277 Regt., 990/277 Regt., 991/277 Regt. (Hexes 2133-2134)
- **276th Infantry Division/276/Lt. Blue:** 986/276 Regt., 987/276 Regt., 988/276 Regt. (hexes 2135-2136)

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VARIANTS

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Note: Mounted die-cut counters for all the variant pieces below are included in ATO issue #33.



- **326th Infantry Division/326/White:** 751/326 Regt., 752/326 Regt., 753/326 Regt. (hexes 2137- 2338)
- **21st Panzer Division*/21 P/Double Green:** 21 Mech KG (Hexes 2024 – 2026)
- **2nd Fallschirmjager Korps/2FJ/Lt. Blue**
- **363rd Infantry Division/363/Lt. Blue:** 363 KG (hexes 2639-2738)
- **331st Infantry Division/331/Lt. Blue:** 331 KG (hex 2838)
- **353rd Infantry Division/353/Sand:** 941/353 Regt., 942/353 Regt., 943/353 Regt. (hexes 2939-3038)
- **1st SS Panzer Division*/ - /Yellow/Brown:** 1SS Mech KG (stacked with or adjacent to any unit of the 2FJ Korps)
- **Lehr Panzer Division*/ - /Double Red:** Lehr Mech KG (Stacked with or adjacent to any unit of the 2FJ Korps)

84th Korps/84/Yellow-----

- **243rd Infantry Division/243/Yellow:** 243 KG (hexes 3138-3240)
- **84th Infantry Division/84/White lower bar:** 1051/84 Regt., 1052/84 Regt. (hexes 3340-3639)
- **275th Infantry Division/275/Yellow:** 275 KG (hexes 3636-3638)
- **9th Panzer Division*/9 P/Double Blue):** 9 Mech KG (hexes 3533-3635)
- **10th SS Panzer Division/10 SS P/Lt. Green:** 10/10 SS Armor Regt., 21/10 SS Mech Regt., 22/10 SS Mech Regt. (hexes 3329-3532)

47th Panzer Korps/47/Grey-----

- **708th Infantry Division/708/Grey:** 708 KG (hexes 3326-3328)
- **9th Panzer Division*/9 P/Double Blue:** 9 Mech KG (hexes 3325-3425)
- **1st SS Panzer Division*/1 SS P/Yellow/Brown:** 2/1 SS Armor Regt., 1/1 SS Mech Regt., 2/1 SS Mech Regt. (hexes 3424-3523)
- **2nd SS Panzer Division/2 SS P/Yellow:** 2SS Armor KG, 2SS Mech KG (hexes 3219-3121)
- **116th Panzer Division/116 P/Blue:** 116 Armor KG, 116 Mech KG (hexes 3113-3218)
- **17th SS Panzer Grenadier Division/17 SS PG/Grey:** 17 SS Mech KG (hexes 2908-3014)
- **Lehr Panzer Division*/PzLehr/Double Red:** Lehr Armor Recon Battalion (hex 3437)
- **2nd Panzer Division/2 P/Peach:** 2 Armor KG, 2 Mech KG: (hexes 3222-3423)

Independent Units/No Korps Assignments/Grey-----

- **VII Armees Infantry Company/ - /Grey:** VII Armees Company (anywhere west of the Orne River west of hex 3221, not required to be adjacent to the front line).
- **Panzer Group Eberbach Infantry Company/ - /Grey:** PZ GR EB company (anywhere west of the Dives river, not required to be adjacent to the front line).

15.0 Mortain Broken Off

This variant assumes Operation *Luttich*, the German counter-attack at Mortain, was called off much earlier and that more of the German vanguard there, particularly the 2nd and 17th SS, were able to participate in the breakout attempt to the east.

15.1 Additional German Units

The additional two German 2nd SS Panzer and two 17th SS Pz. Gren. Division units are set up on or adjacent to any other units of their formation (Section 3.1). The 102nd Schwere Panzer can set up on or adjacent to any unit of the 47th Panzer Korps. Any **one** of these units can instead set up as an extra unit of the GUF, but the Allied player is awarded 1 VP if the German player exercises this option.

15.2 Additional Allied Unit

The Allied player sets up the 743rd Tank Destroyer unit on or adjacent to any unit of the 30th Infantry Division.

15.3 US “Hot Pursuit”

Either the US 30th Infantry or 3rd Armored Division is free to move adjacent to or cross over the Dives River. This division is in addition to those listed in Section 11.9. The Allied player should note on a piece of paper which of these divisions have these “Hot Pursuit” orders before play begins and reveal it to the German player once the game is concluded.

15.4 Alternative Set Up

This variant assumes a later cancellation of Operation *Luttich*, but still earlier than the case historically. The German player rolls a die for each of the 3 variant two-step units after set-up. If the DR is 1 through 3 the unit is unaffected and remains full-strength. If the DR is 4 or 5 the unit is flipped to its reduced side. If the DR is 6 the unit is removed from the game (it was eliminated earlier in the initial withdrawal from the Mortain battlefield).

When using this alternative set-up rule, 15.3 (above) is not recommended should two or more of the German units be eliminated or reduced.

Note: The 80th Division Released marker is for use with Section 11.9.