



# Gold Beach



The **Invasion of Gold Beach** was one of the five beachheads landed by **Allied forces** during the **D-Day invasion** of **Normandy**, France, on **June 6, 1944**, during World War II. The invasion was part of **Operation Overlord**, the Allied effort to liberate Nazi-occupied Western Europe and begin the push toward Germany. Gold Beach was the landing zone assigned to **British forces**, primarily the **50th (Northumbrian) Infantry Division** and supporting units from the **Royal Marines** and **Canadian forces**.

General Howitzer summarizes its impact:

*Gold Beach—June 6, 1944—wasn't just sand and sea, it was a damned doorway to Germany. The British 50th Northumbrian boys, backed by Royal Marines and tough Canadian allies, slammed ashore under fire as part of the grandest show on earth—Operation Overlord. Their job? Bust through Nazi defenses, plant the Union Jack on French soil, and start the long march east to drive a knife straight into Hitler's gut.*



**6 VP's**



**Card Balance:**

Allies - 6

Axis - 4

**Complexity:**

2

**Conditions:**

Beach



**Location:**

France

**Year:**

1944

**Theater:**

Western Front

**Campaign:**

D-Day

**Codename:**

Operation Overlord

**Summary:**

Unlike many other beach scenarios, Gold Beach does not have a hill or ridge slowing down the Allied advance. Therefore the Allies are able to very rapidly move up the beach. But Axis forces are protected in bunkers and cities, allowing them more time to attack the unprotected Allies.

**Objectives:**

This is a six VP scenario, so rather long, with one Objective Medal for the Allies in the town of LeBuhot.

**Battlefield:**

Beach scenarios are all about getting the Allies off the beach as fast as possible, while the Axis try to push them back and slow them down to allow more time for attack.

**Troops:**

Allies – 10 Infantry, 3 Armor

Axis – 7 Infantry, 2 Artillery



## □ **Winning as Allies**

1. You must eliminate the Axis artillery as rapidly as possible, or it will decimate your forces.
2. Because there is no enemy artillery on the left flank, it generally poses the best chance of advancement, should the cards allow it. Once you get off the beach on the left side, you can proceed with your forces toward the right until you capture all the VP's you need.
3. You have three Armor. Get them out of the water and into the action quickly. But they must coordinate their attack with the infantry. It is very difficult to win this scenario, unless you quickly get your artillery off the beach and into the back ranks where you can attack the enemy from behind.



## □ **Winning as Axis**

1. Axis has two artillery, which compensate for the overwhelming Allied forces coming at them. The one in the center section near the beach is a powerful force. Every single beach hex in the central section is within the range of full two-dice artillery attacks. This is a very powerful weapon in the Axis arsenal. Use it at every opportunity you have.
2. If you can move the artillery on your left flank forward to a more central position, it will improve your ability to attack the enemy coming up the center section. Of course, you will lose your sandbags when you move, so this move forward is safest if you have a Dig In card at the ready.



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BR - Gold Beach



Allies Won



Axis Won

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**Author:**

Days of Wonder

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