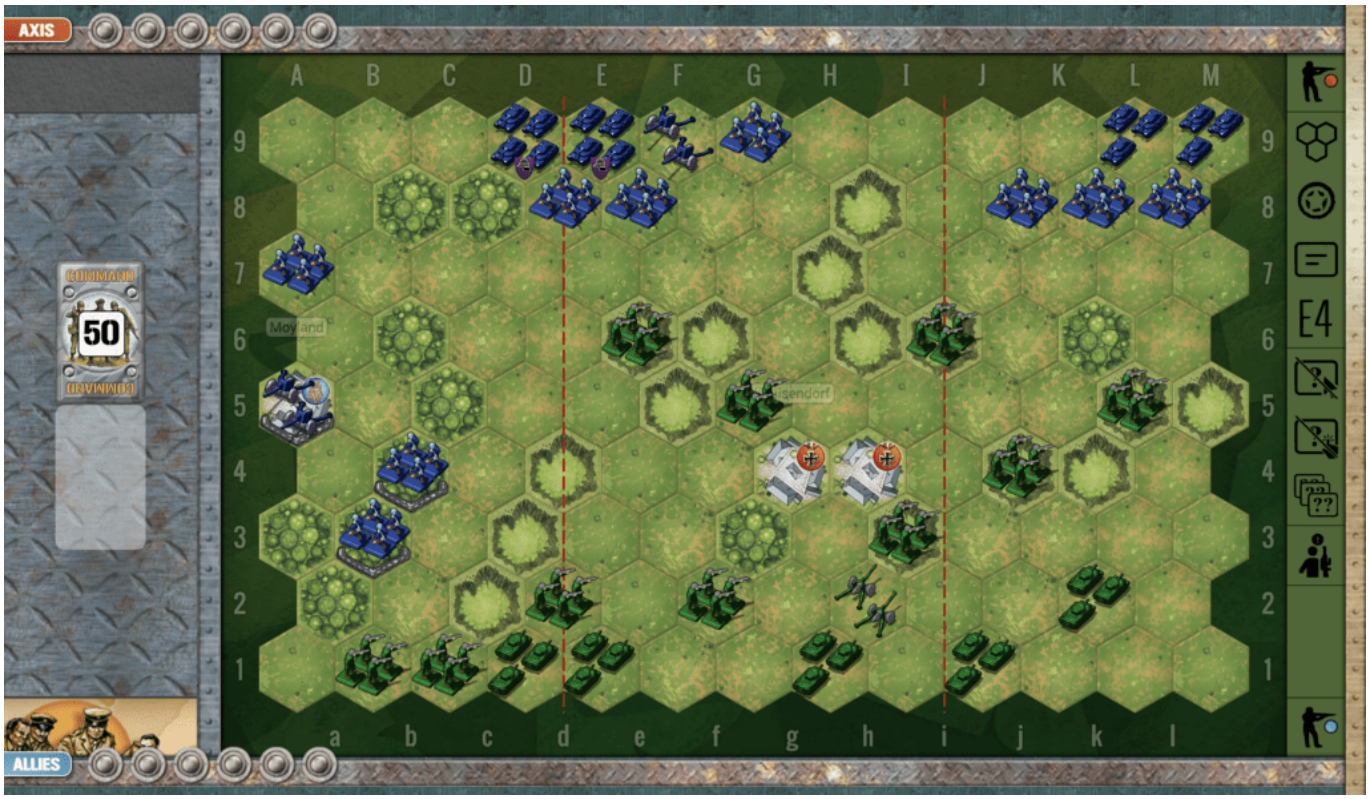
Moyland Wood (Operation Veritable)



The **Battle of Moyland Wood**, part of **Operation Veritable**, took place in February 1945 near the village of Moyland in Germany. It was a significant engagement between British and Canadian forces of the Allied 21st Army Group and German forces as the Allies sought to clear the Reichswald Forest and advance into the Rhineland. The battle featured British and Canadian forces facing German defenders, including the 116th Panzer Division. Fierce fighting in dense woods and muddy terrain saw the Allies overcoming stiff German resistance and counterattacks. The Allies secured Moyland Wood, enabling their continued advance toward the Rhine. The battle highlighted the challenges of wooded combat and the importance of infantry-armor-artillery coordination.

General Howitzer summarizes:
Moyland Wood was an awful grinder—thick trees, knee-deep mud, and a dug-in enemy hell-bent on stopping us. The Brits and Canadians went toe-to-toe with the 116th Panzer Division, hacking through the forest under fire. It was slow, brutal work, but they pushed the Germans back and took the wood. That fight proved one

thing: in terrain like that, you'd better have your infantry, tanks, and artillery working like a single fist—or you're dead in the mud. With Moyland secured, the road to the Rhine was wide open.

6 VP's

Card Balance:

5 – 5

Complexity:

3

Conditions:

Countryside

Codename:

Operation Veritable

Context:

Historical

Location:

Germany

Year:

1945

Theater:

Western

Campaign

Codename:

Operation Veritable

Summary:

Objectives:

in this scenario is the town of Louisendorf and its victory points. The forms the crux of the battle strategy in many cases.

Battlefield:

Moyland Wood has a range of hilly hexes cutting across diagonally. There are two Axis VP’s right in the center town hexes. The Allied forces are scattered across the battlefield, in control of several hills, thus slowing down the forward advance of the Axis forces toward the VP town objectives.

Troops:

Allies – 10 Infantry, 5 Armor, 1 Artillery

Axis – 9 Infantry, 4 Armor, 2 Artillery

Winning as Allies

1. The number one objective for Allies is to not easily surrender Louisendorf and its victory medals. As one is able, some of the center infantry should be placed into the town.

2. The round begins with the Allies scattered across the battlefield with no cohesive organizing principle. They will need to very quickly assemble and organize for an attack strategy before the Axis picks off the individual units. The Allied player needs to spend some time just arranging the troops into a battle plan.

3. At the start of the game, the advanced Allied infantry in the center section should really pull back into the town of Louisendorf for two reasons: first because the advanced unit is subject to multiple attacks from nearby Axis units with very little of its own supporting units to help support it, and second, in order to solidify a defense in the town.

4. Be wary of the well-placed artillery on your left flank, and the sandbagged infantry in the woods. It is really a losing battle to attack that flank unless you have an outstanding set of attack cards for that section.

5. Note that the ridge-line on your left flank is within the two-dice hex range of the artillery. So should you think about placing your armor on the point, which would make a great offensive and defensive position, if the enemy has the right combination of cards that flank, they will be able to attack and degrade the armor fairly quickly.

Winning as Axis

1. Number one objective for Axis is to target the town of Louisendorf and its VP. The Axis begin the game with an outstanding offensive & defensive position on their right flank. Use it early on to hit the Allied units which are pressed up against the back boundary. Without a retreat option, the odds increase nicely for some successful kills.

2. Note that your forces on your left flank are fairly exposed, and backed up agains the boundary. Should the Allies get some armor on the hill facing your forces, they will be able to deal some damage rather quickly.

3. As cards allow, gather your forces for an assault on the center, with the town hexes as your objective. And while the enemy is distracted defending for the impending attack, use your overwhelming firepower on your right flank to pick off units and gain one or two VP’s.

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General Howitzer / Battle Reports

Moyland Wood (Operation Veritable)

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

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Allied win rate**48.48%**
Average medals per side
Allies**5.0**Axis**5.0**
Submitted AARs
33Games reported
Allied victories**16 · 48.5%**
Axis victories**17 · 51.5%**

GeneralHowitzer recently won this battle.

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

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