



Operation Goodwood



6 VP's

Card Balance:

5 - 5

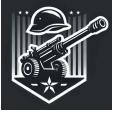
Complexity:

3

Conditions

Location

Year



Theater:

Western Front

Campaign

Codename

Summary:

The Goodwood scenario is marked by a large hilly ridge on one flank, while the other two sections are basically a wide open battlefield, with just one two-hex town in the center of it. In the Goodwood scenario, whichever side can gain control of the ridge on the flank, will be in a position of dominance for that flank. Control of the town in the other flank, will lend an advantage to whomever controls it

Allied Strategy:

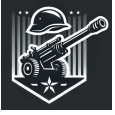
1. The most important first thing which the Allies need to do in this scenario is in the center section. Their armor is only two hexes away from the Axis infantry in the town of Cagny. The armor has no retreat option. Therefore, the typical odds of a one in three hit ratio, increase by 17% to a one in two possibility of a hit, per die. So the armor will need to be moved into the adjacent forest, or moved away entirely to a spot where it has a retreat option.

Axis Strategy:

Author:

Days of Wonder

URL



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