



Operation Goodwood



The **Battle of Goodwood** (July 18-20, 1944) was a major Allied offensive during the **Normandy Campaign** in World War II. The operation was spearheaded by the British Second Army, under Lieutenant General Sir Miles Dempsey, and aimed to break through German defenses east of Caen and open the way for a broader advance.

General Howitzer explains:

*"Listen up! The **Battle of Goodwood** was one hell of a slugfest in the summer of '44. It kicked off with the skies roaring—a **massive aerial bombardment to soften up those German positions**, and then the British and Canadian tanks rolled out, thousands of 'em, across that open French ground.*

*But you know how it goes—the Germans **were dug in deep**. Minefields, anti-tank guns, artillery—**the whole works**—slowed down that armored push, and the*



Germans counterattacked with everything they had.

*Even though they didn't break through like they hoped, it wasn't for nothing—**the Germans were bleeding, and those tanks kept 'em busy.** It gave us breathing room to launch Operation Cobra and tear open the western flank.*

*So remember this, boys—**even when the breakthrough doesn't come, if you're tying up the enemy and keeping him on his heels, you're still doing the job! That's the mark of a real fighting force!***"

6 VP's



Card Balance:

5 – 5

Complexity:

3

Conditions:

Countryside



Location:

France

Year:

1944

Theater:

Western Front

Campaign:

Normandy Invasion

Summary:



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.

Objectives:

Six medals, no terrain objectives

Terrain:

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. The center section is wide-open to allow the tank battle which occurred historically.

Troops:

Allies – 6 Infantry, 6 Armor

Axis – 7 Infantry, 3 Armor, 2 Artillery



☐ Winning as Allies

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.
2. You have six armor to the enemy's three armor. Use it by rapidly gaining control of the center and attacking from there. You will also need to be ready to move into your left flank to defend your weak infantry.



☐ Winning as Axis

1. Although outnumbered, the Axis' armor has been able to defeat the Allied armor with the right combination of tactics and patience. You need to stay in your defensive positions, and attack as opportunities present themselves. Then with the right combination of cards, you can push up through the center and take control.
2. Potential Attack Vector: You are strong on the right flank, while the enemy is weak. If you can move your armor forward rapidly, you could score a lot of points.

9

BR - Goodwood



Allies Won



Axis Won

[See Results](#)

[Vote](#)

Author:

Days of Wonder

URL

Please follow and like us:

