



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.

The battle began with a massive aerial bombardment, followed by an armored assault by British and Canadian forces, including thousands of tanks, advancing across open terrain. Despite initial progress, the offensive was slowed by German anti-tank defenses, minefields, and well-positioned artillery. The Germans mounted fierce resistance, using their superior defensive positions and counterattacks to limit Allied gains.

While the operation did not achieve a decisive breakthrough, it tied down significant German forces and equipment, weakening their ability to resist **Operation Cobra**, the American breakout to the west. The Battle of Goodwood also allowed the Allies to secure more of the area around Caen, a key objective of the Normandy Campaign. The battle



remains one of the largest tank engagements fought by British forces during the war.

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



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:

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.

3

[BR - Goodwood](#)

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