



Pushing Through Caen



The battle for **Caen**, often referred to as “Pushing Through Caen,” was a key engagement during the Allied invasion of Normandy in World War II, taking place between June and August 1944. The city of Caen was a strategic objective for the Allies due to its road networks and its importance to German defenses in the region.

Initially targeted to be captured on **D-Day (June 6, 1944)** by British and Canadian forces, heavy German resistance, including elite Panzer divisions, delayed the city’s capture. The fighting around Caen involved multiple operations, such as **Operation Perch, Epsom, Charnwood, and Goodwood**, which aimed to break through German defenses and secure the city.

General Howitzer’s summary:

Caen turned into a meat grinder—street-by-street brawls and bombing runs leveled the place, but the Allies hammered through and took the city by mid-July. That win locked down our eastern flank, shoved the Germans back, and opened the gates for



the breakout at Normandy. One more step on the road to crushing them for good.

5 VP's



Card Balance:

Allies - 6

Axis - 4

Complexity:

3

Conditions:

Countryside

Codename:

Operation Atlantic

Context:

Historical

Location:

France

Date:



June 18-21, 1944

Theater:

Western Front

Campaign:

Normandy Campaign

Summary:

Objectives:

5 VP's, plus Verrieres Ridge for the Allies

Terrain:

The battlefield is scattered with hills, towns, hedgerows, and forests.

Troops:

Allies - 10 Infantry, 3 Armor

Axis - 9 Infantry, 1 Armor, 1 Artillery



☐ **Winning as Allies**

1. You can actually eliminate a fair amount of enemy troops from your side of the river. But it is best to not stay there. You need to weaken the enemy in one sector



and then cross the river.

2. Attack Options:

- a. Pushing across the river on your right section is difficult with the Axis Armor waiting to pound you. You would need to have several well-placed cards to force your way across without high casualties.
- b. Center section provides you the best chance of cover if you can get your forces into the three town hexes. From there you can push forward down the center section towards the objective medal waiting for you on the hill.
- c. The enemy Infantry waiting in the forests especially on your left flank, will inflict heavy casualties, but it can be done with the right set of cards. Be aware however, that you will have to deal with the Artillery which can reach into your battle zone.

Allies - Right Flank Infantry Attack

Step1: Troops selected



Step 2: Final Position of Allied Infantry





☐ **Winning as Axis**

1. You need to get your armor and artillery into the fight as quickly as possible, while the Allies are still on the other side of the Orne River. Your artillery will need to be moved one hex row forward so that you can breach the river with your shells. Your armor needs to move forward to attack the enemy armor while it is still behind the river.
2. Get more forces into the center section town before it becomes occupied by the enemy.
3. Big Picture Strategy: You can degrade the Allies while they are still on the other side of the Orne River, so that when they finally cross it, they will be already in a weakened state, and you can finish them off.

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BR - Pushing Caen



Allies Won

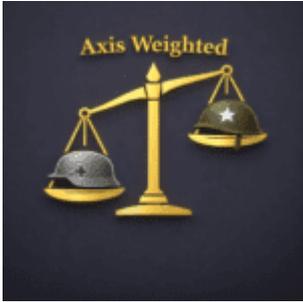


Axis Won

See Results

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Classic DoW Battle Reports: Allies win 36% of the time



Author:

Campaign Book, Vol. 1

Link: