



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.

The battles were marked by intense urban combat and heavy bombing, which caused significant destruction to Caen. The Allies eventually liberated the city in mid-July 1944, with further operations pushing German forces southward. This victory helped secure the eastern flank of the Allied front and contributed to the eventual breakout from Normandy in



Operation Cobra.

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



Allied Strategy:

1. Get your forces across the Orne River as quickly as possible. Behind the river, you are sitting ducks; across the river, you will have battlefield movement.



Axis Strategy:

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.

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

Author:

Campaign Book, Vol. 1

Link:

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